

An all-in-one social app design for University of Southern California

DESIGNER SYLVIA Mhatis Mal



LiveSC is a social app that **levitates your USC experience**. Students are able to discover events,
connect with friends, personalize schedules, and utilize
it as a tool to locate and explore their campus life.





Online questionaires posted to USC student forums and group chats

Section 7 of 9									
Feeds						× :			
In this section, you will be asked a series of questions regarding school, club, and organization events.									
To what degree do you find yourself being informed with school-related events? On a scale from 1 to 5, please rate.									
	1	2	3	4	5				
Not informed at	all	$\circ$	$\circ$	$\circ$	$\circ$	Very well informed			
To what degree would you like to be more informed with school events? On a scale from 1 to *5, please rate.									
	1	2	3	4	5				
Not at all	0	0	0	0	0	Very much			
Do you think being informed with club/college/school events will increase your satisfaction during college life? On a scale from 1 to 5, please rate.									
	1	2	3	4	5				

## MEASURABLES

- Linear-scale
- Respondents indicate agreements with a particular statement
- Calculating total score of navigation difficulty, etc

# SURVEY RESULTS

	Freshman/First-year Students	Continuing Students		
Navigation	<ul> <li>Average locating difficulty score of 11.2 (out of 15),</li> <li>80% using Google Map/Apple Map and reported repeated future (m = 4.75)</li> <li>Use navigation tool in solving navigation needs</li> </ul>	<ul> <li>Average locating difficulty score of 9</li> <li>100% using Google Map/Apple Map and reported repeated future</li> <li>Focus on user-friendly aspect of navigation tool</li> </ul>		
Events Feed	<ul> <li>Think being informed with school events help increase college satisfaction (m = 3.8)</li> </ul>	<ul> <li>Want to be more informed with school events (m = 4.5)</li> </ul>		
Course Schedule	<ul> <li>Find checking course schedule on an app is helpful (m = 4.2)</li> </ul>	<ul> <li>Reported often check of course schedule (m = 4)</li> </ul>		
Chats	<ul> <li>Reported having frequent connection with classmates or class group</li> <li>Think chatting with classmates or class group over an mobile phone app increases college life satisfaction</li> </ul>	Willing to connect with classmates or class groups after class		



For target audience, these features add to satisfaction at USC...

- Locating specific classroom poses difficulty to both freshmen and continuing students
- Navigation tool that fulfills locating needs with better UX design is the reason
- Students reported willingness to use and frequent usage of feeds, course schedule, and chats functions over an mobile college app
- Students think discovering event feeds, checking course schedule, and chatting with classmates will increase their satisfaction at USC

















	Best Navigation & UX	Broad Complicated	Sports Game Only	School Events Only	Simple Useful
Target Audience	All	USC Students & faculty	All	All & USC event planner	All
# ratings	4 millions	115	211	16	11
Features	<ul> <li>Navigation to destination</li> <li>Finding stores &amp; restaurants</li> <li>Indoor map</li> </ul>	<ul> <li>Finding events/clubs</li> <li>Post feeds</li> <li>Event feeds</li> <li>Chat</li> <li>Campus maps</li> <li>etc</li> </ul>	<ul> <li>Game info</li> <li>Game schedule</li> <li>Live audio</li> <li>Tickets purchase</li> </ul>	Official USC events	<ul> <li>Campus cafeteria menus</li> <li>Customize food         preference</li> </ul>
Engagem ent	High	Low	High	Low	High
UI/UX	Excellent	Confusing	Moderate	Too simple	Simple

## STRENGTH

- Open to all users
  - Privacy ensured
- Multiple features customized for USC community
  - Networking/social
  - Mapping
  - Discovering
- Keep in touch with all USC events
- Easy to navigate UI/UX

## WEAKNESS

- Small sample size & non-random sampling of survey data
- Survey only tested one variable "mapping"
- Manually-updated indoor maps
- Lack of technicians support
- Prioritizing of events

## OPPORTUNITY

- Unsaturated niche market
- Partnerships with vendors
- Partnerships with event planner
- In-app purchase

### THREAT

- Convince early-adopters of a brand new app
- Convince vendors for partnerships/sponsorship
- Achieving student data from school
- Gaining funding from school



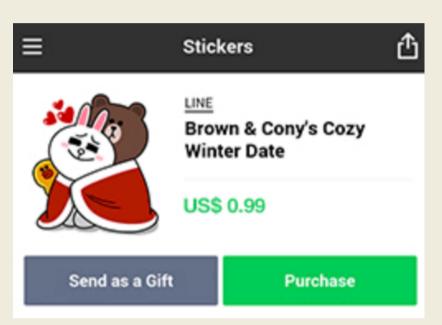


## Monetization

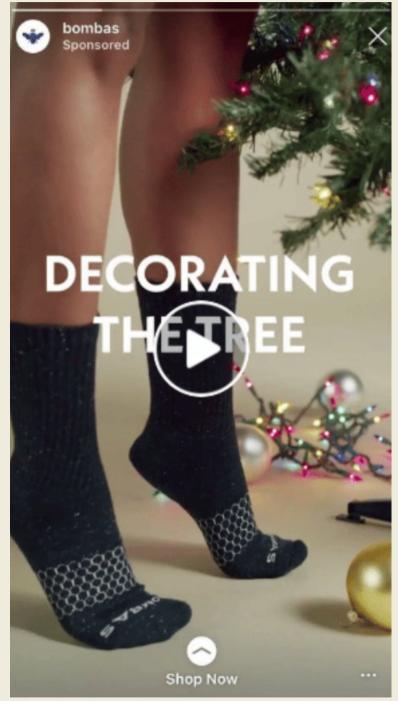
Student Engagement

Off-campus vendors promotion

Ads paid by event planners

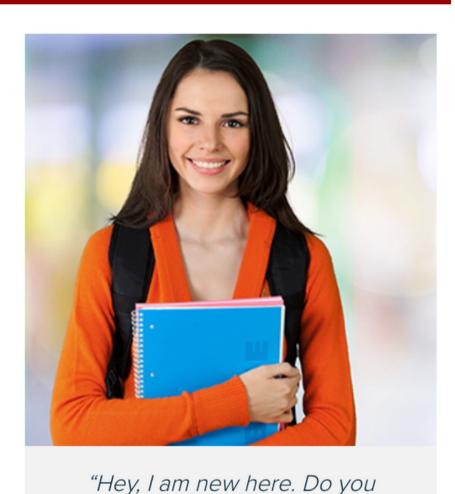






# PERSONA & JOURNEY MAP

## **New Student-Lily**



know...?"

Type: Freshman
1st yr Grad students
Transfer students

Age: **18+** 

Anxious

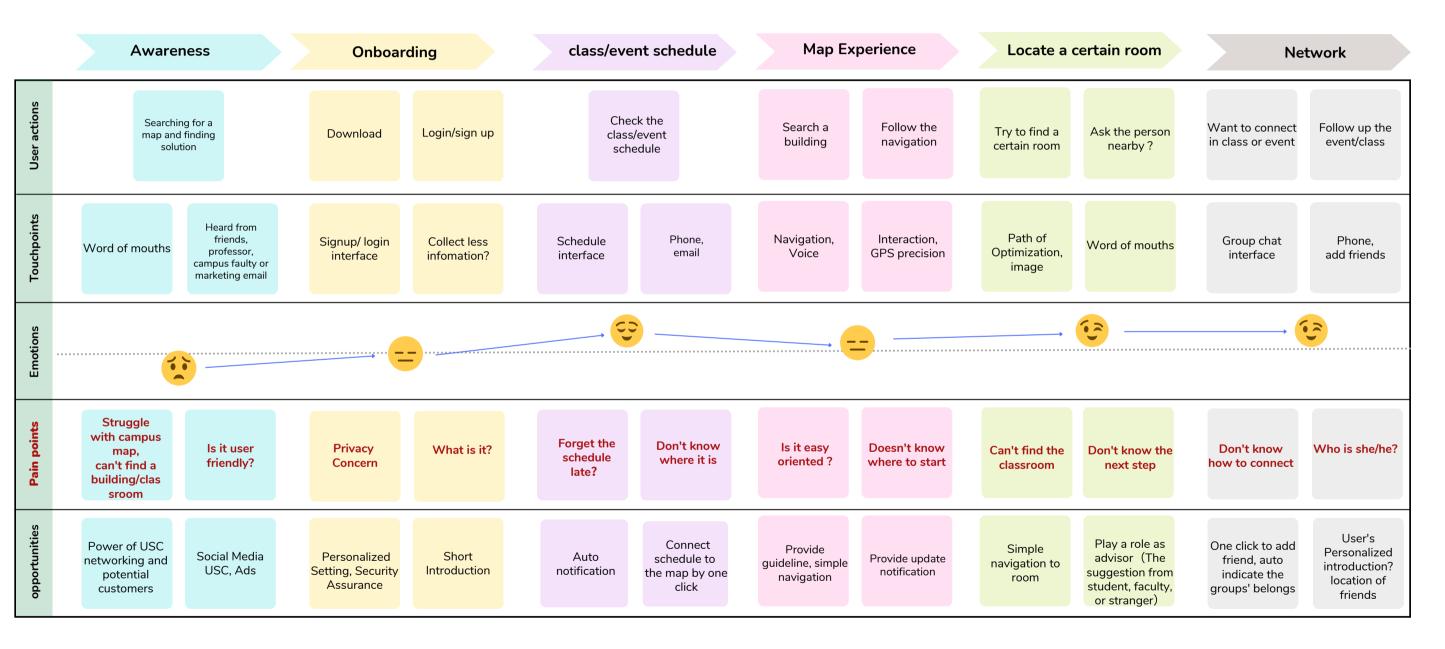
Few friends

Easy to get lost

Time Cautious

**Scenario:** 

Lily try to find the classroom for her first class in USC



#### Goals

- Be familiar with campus buildings and facilities
- Making friends
- Feel welcomed and engaged in school life

#### Frustrations

- No specific mapping tool to find classrooms
- Few friends to explore the community together
- Little advice from students already experienced here

## Mike



"I am afraid that I might need help with..."

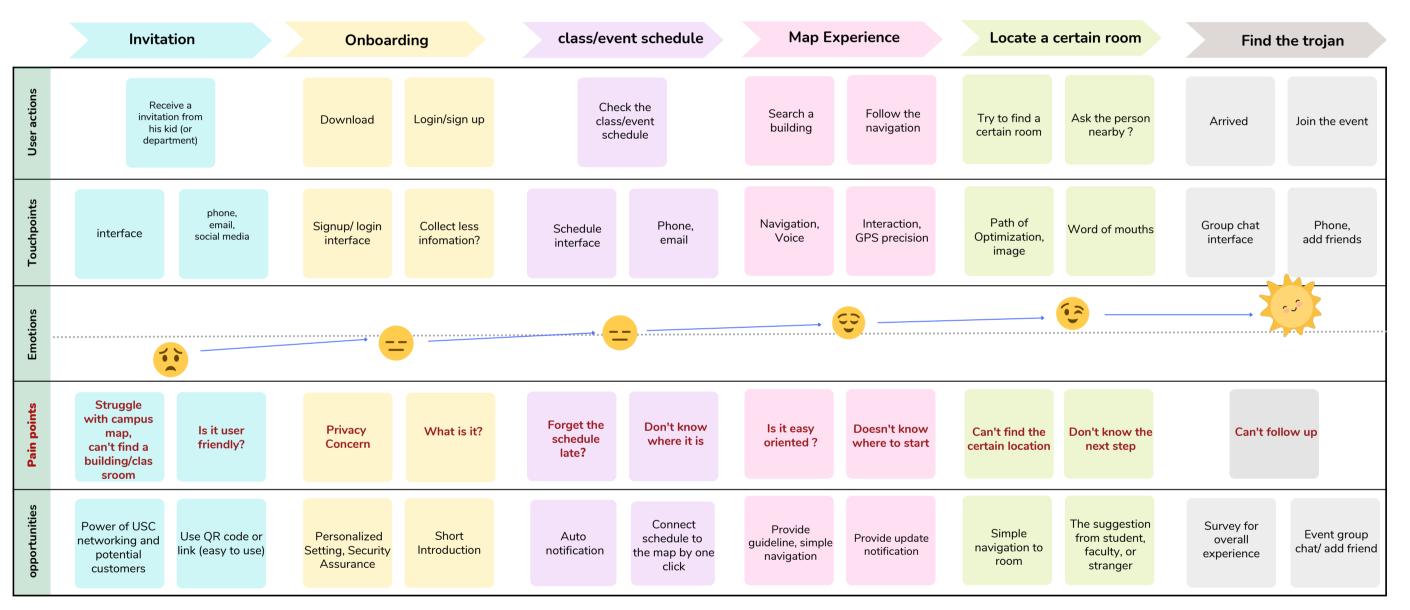
Type: Guests

Age: **60+** 

Uncomfortable of walking long distance

Difficulty in reading

Scenario:
Mike want to join for his kid's event on USC campus



#### Goals

- Find the nearest Café to buy a drink
- Find his grandson in the Viterbi building
- Choose a restaurant and have dinner together

### Frustrations

- Cannot read the school map since the words and are too small
- Do not want to walk across the whole campus

## John



"This school is big!!"

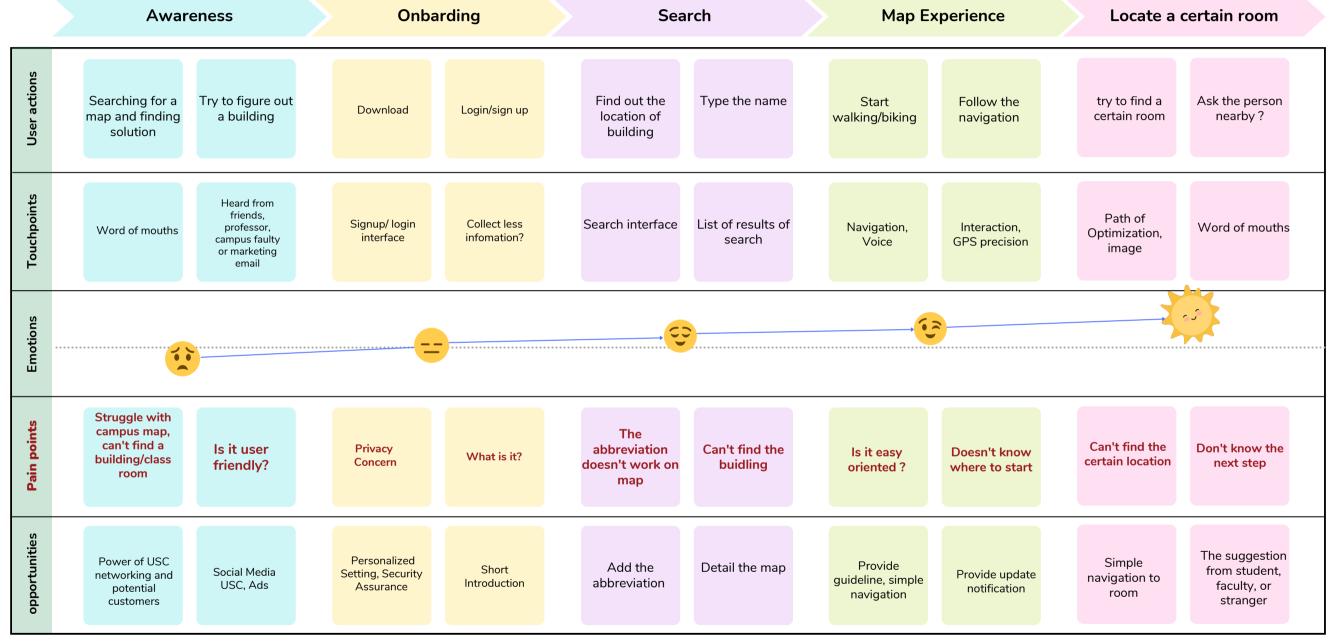
Type: **Faculty** 

Age: **30+** 

New to campus

CPTR professor

Time sense



#### Goals

- Be familiar with signed classrooms
- Knows the nearest parking lot
- Explore labs for specific uses

### Frustrations

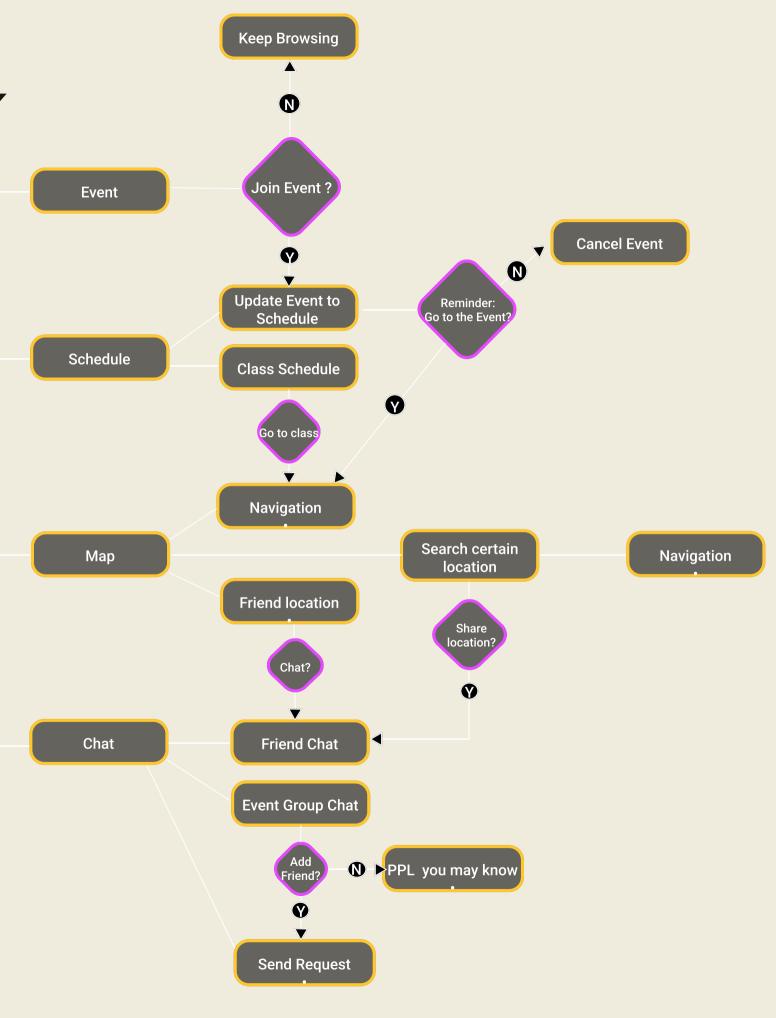
Time constrain

#### Scenario:

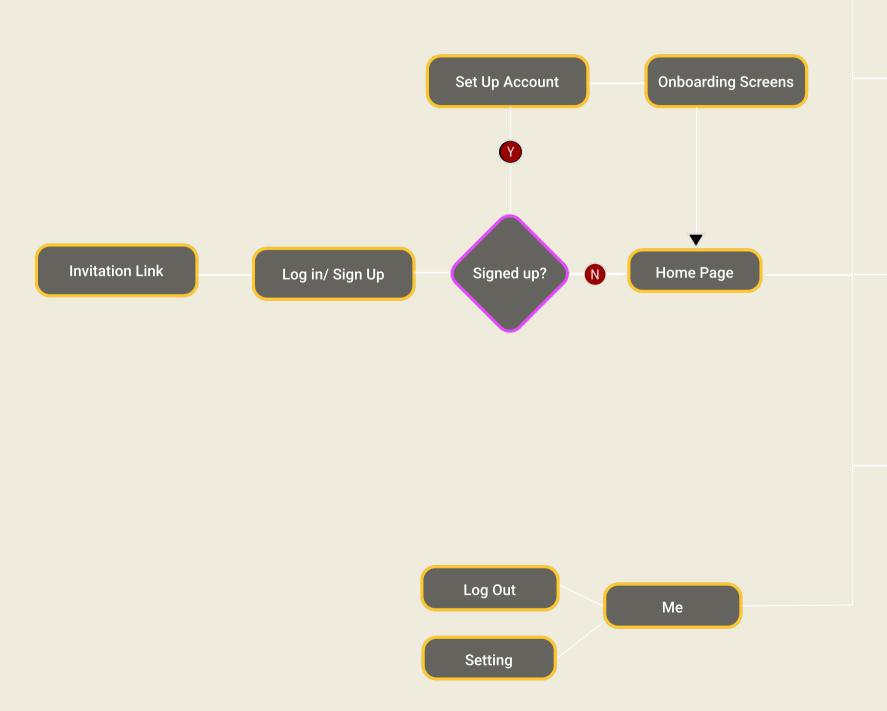
John needs to visit a location on the USC campus that he has never visited before.

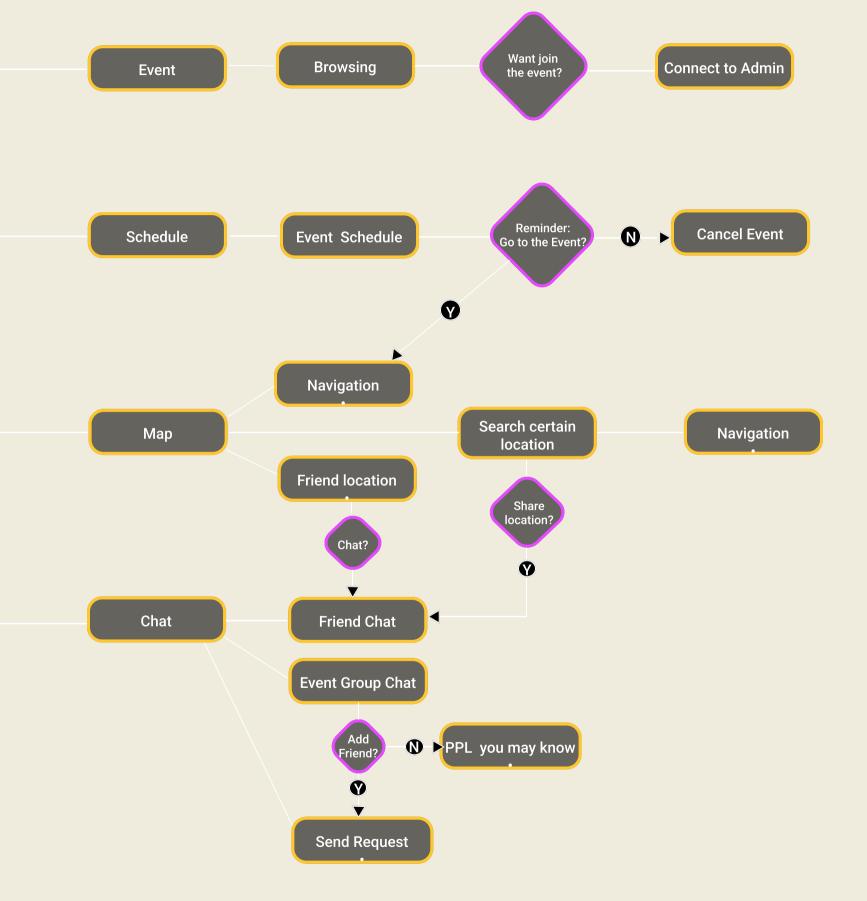
STUDENT & FACULTY USER FLOW





## GUEST USER FLOW





## PLATFORM:

BOTH IOS AND ANDROID
SYSTEMS COMPATIBILITY

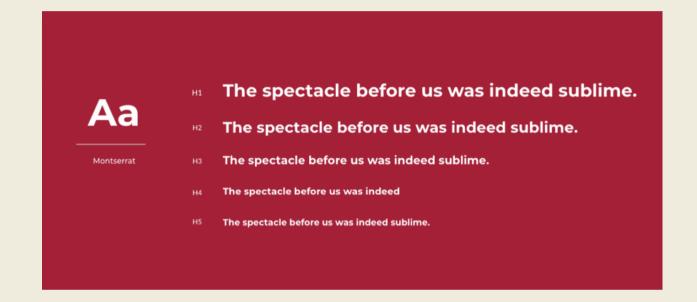
## DEMONSTRATION PLATFORM:

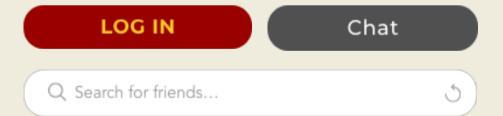
IOS SYSTEM

IPHONE 13 PRO MAX



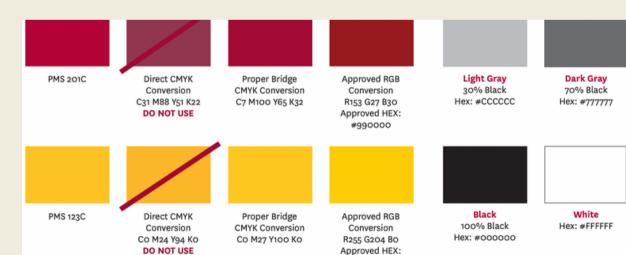
## TYPOGRAPHY:





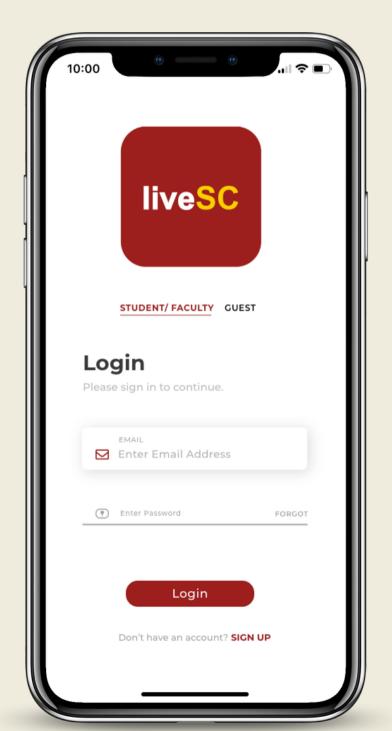
## COLOR:

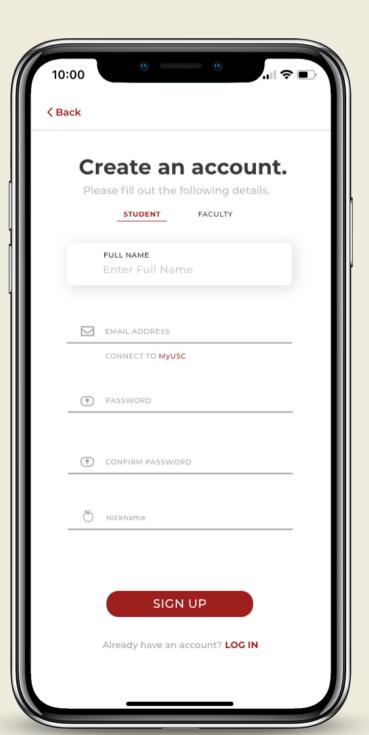


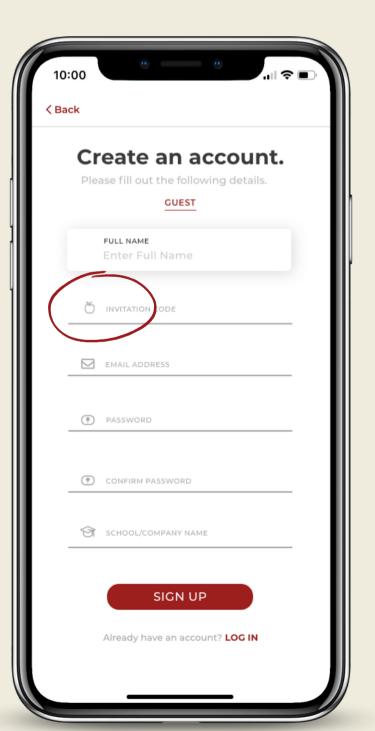


# FINAL PROTOTYPE LOGIN PAGE

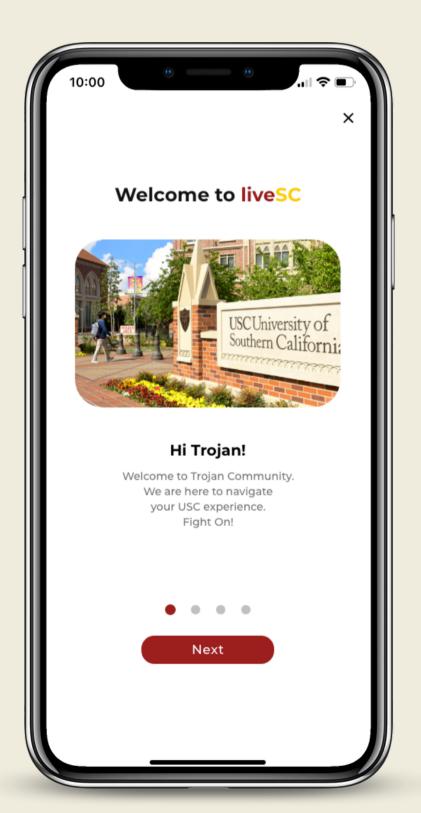
LOGIN PAGE WILL BE THE SAME FOR STUDENT AND FACULTY. BUT GUEST WILL NEED AN INVITATION CODE TO SIGN UP.

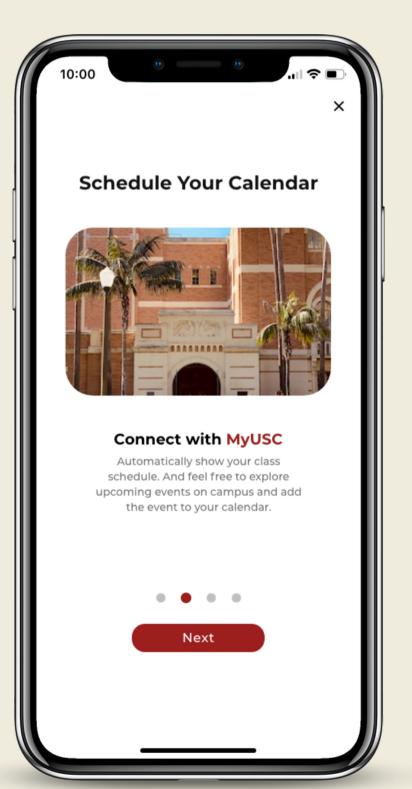




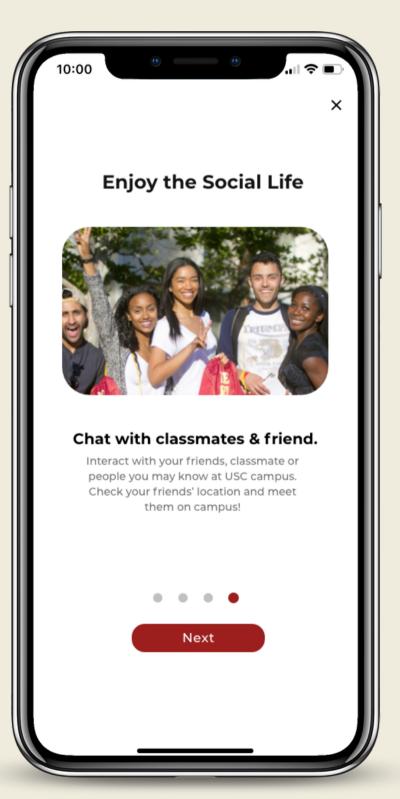


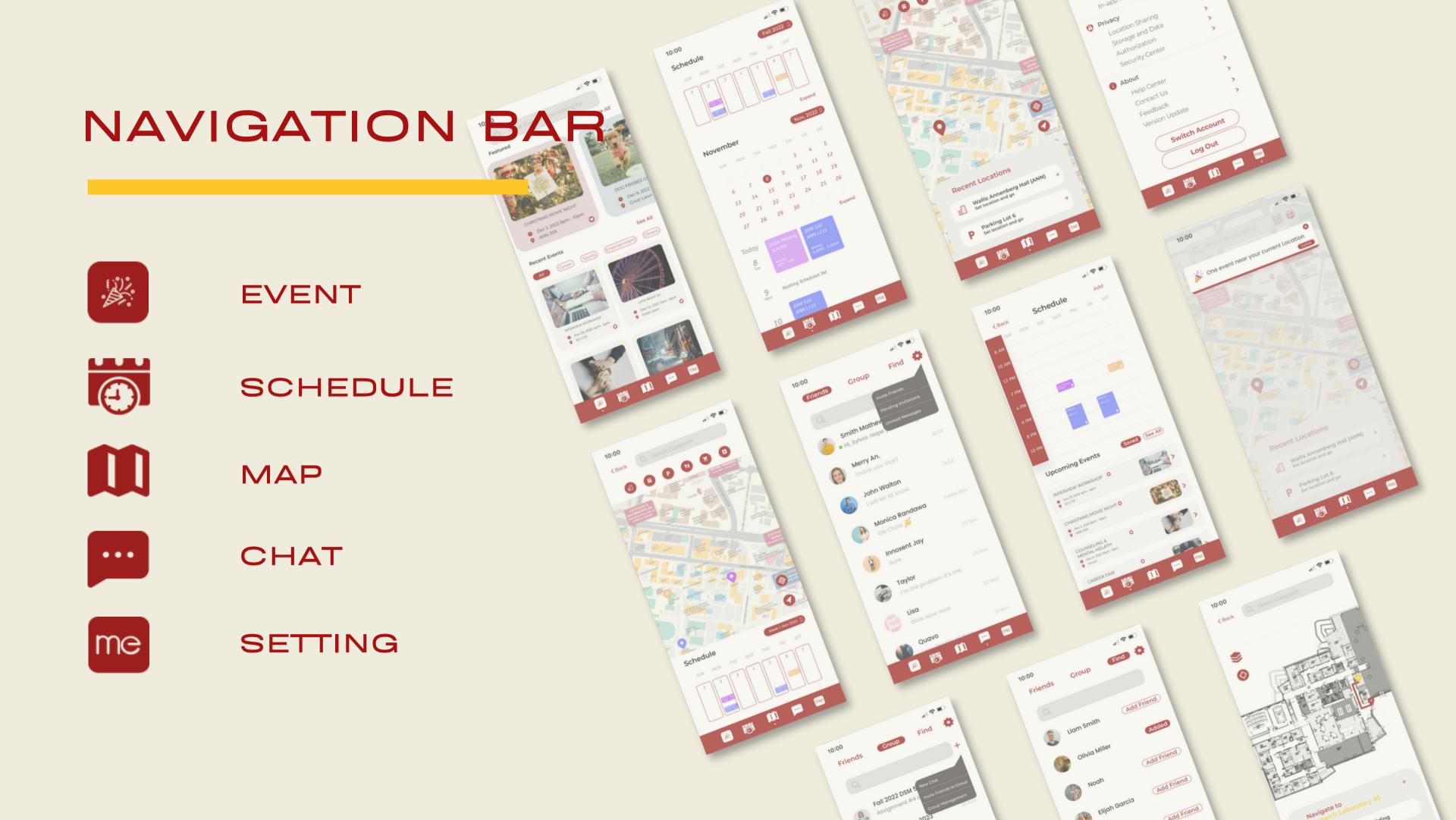
## WELCOME PAGE





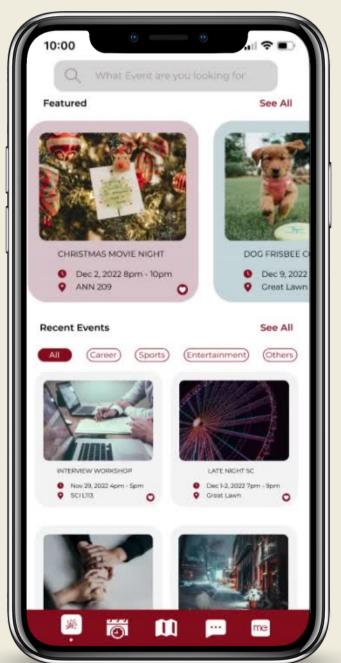






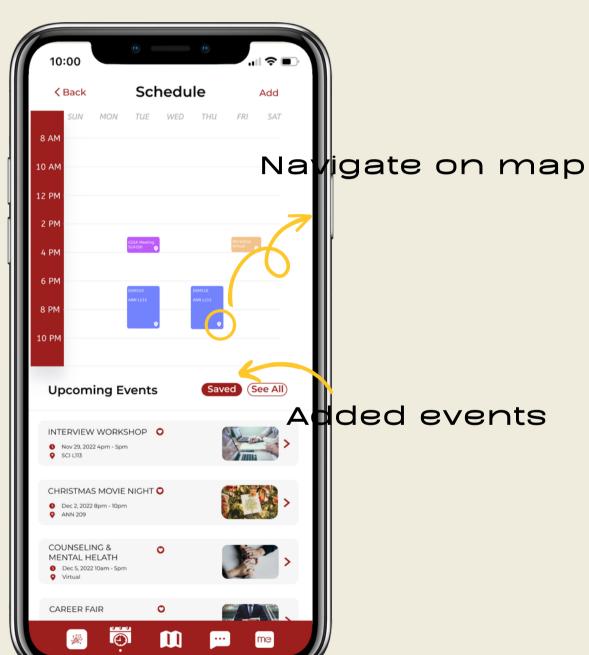






- Featured events
- See events
   location on map
- Save events to calender





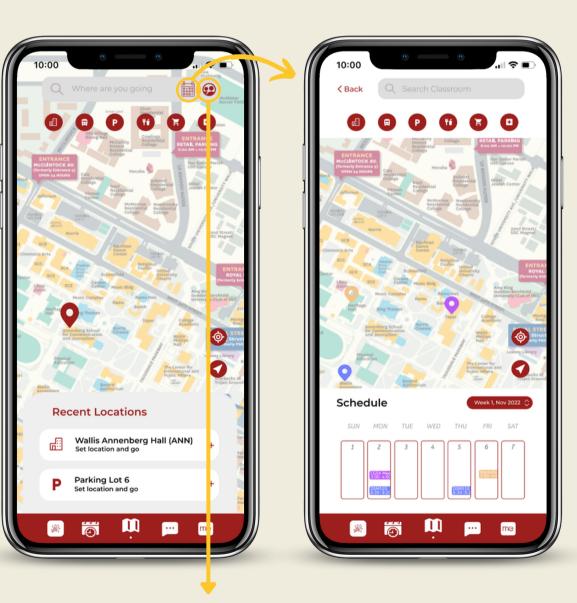




## **NAVIGATION**

- Floor plan
- Search
   classroom
- Detailed location

### OTHER FUNCTIONS





Friends' locations

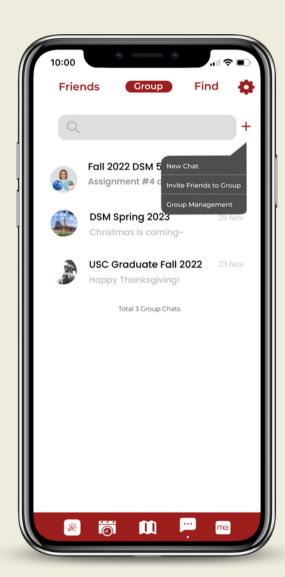
Locate Class & Events

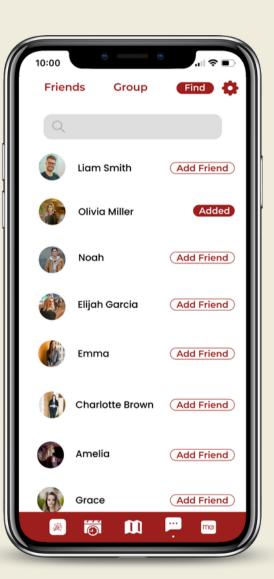
Pop-up events

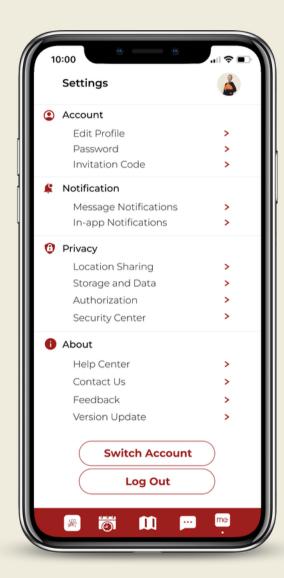












- Basic settings
- Personal
- Shared
   location enable

invitation Code

Messages

Group Chats

Connect with peers