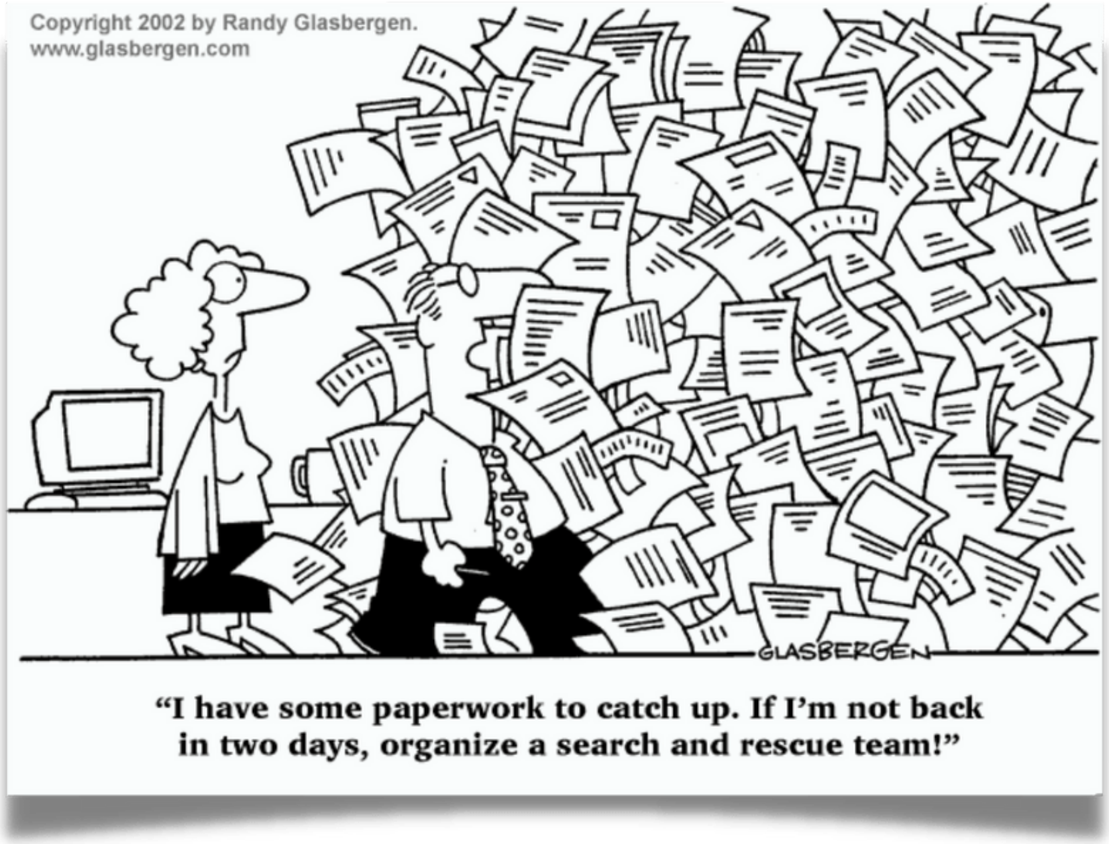
FUTURA

Arun Vijai | Nisha Mehta | Ria Francis | Vinoth Raja

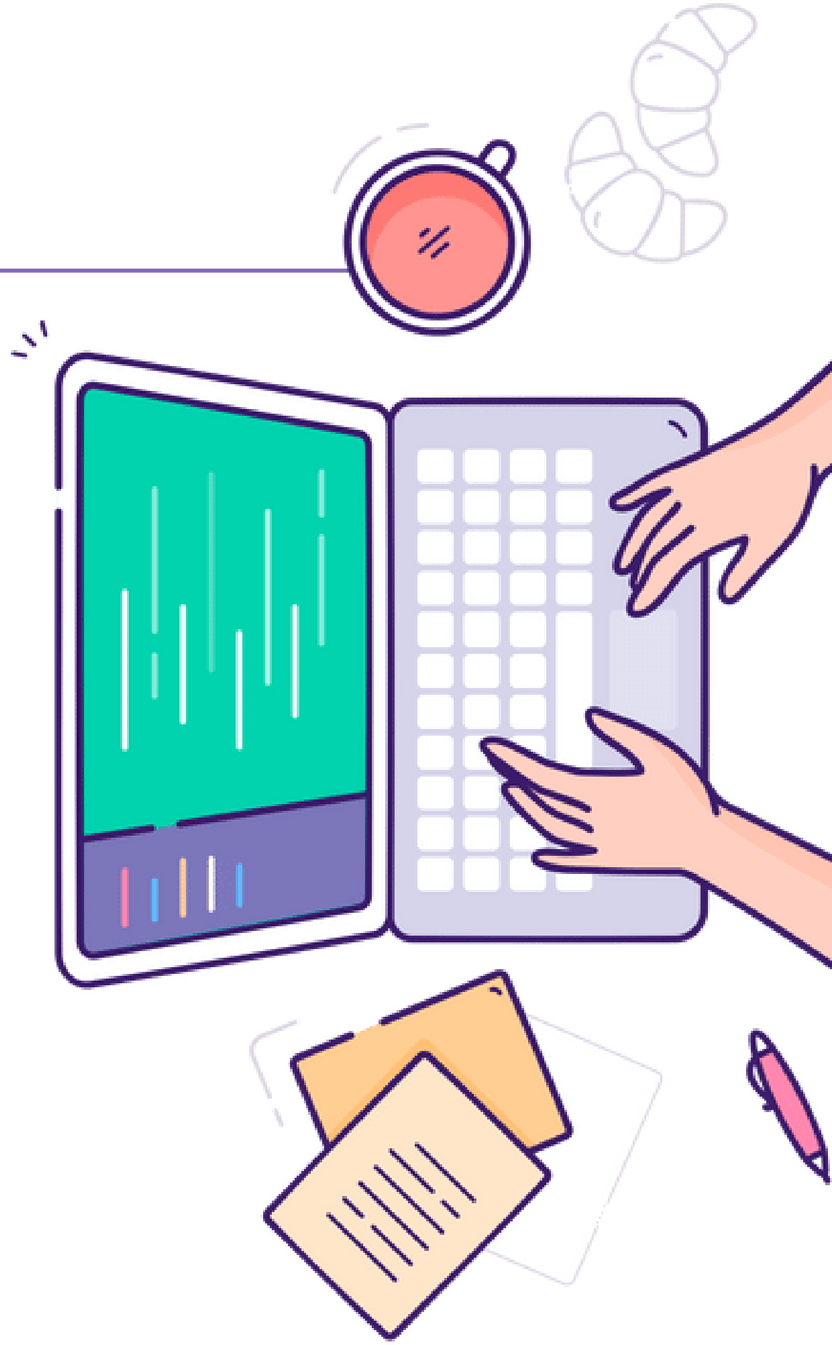
Mentored by: Kadambari Sahu | Tejus Nagdev



Have you ever struggled to find and compile all the work you've done for a project?

BuJo

Documentation made easy



BuJo

A Quick and Digital version of everyday bulletin journalling,
with BuJo you can

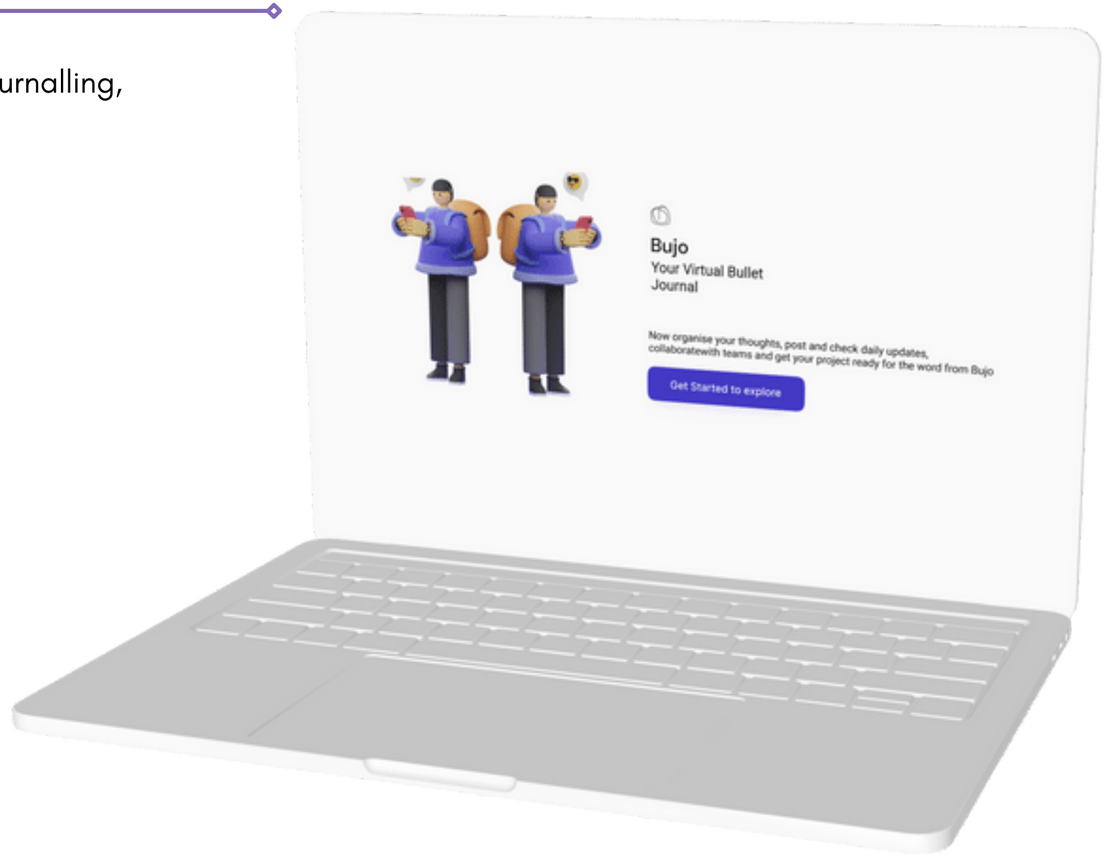
Record

Collaborate

Collate

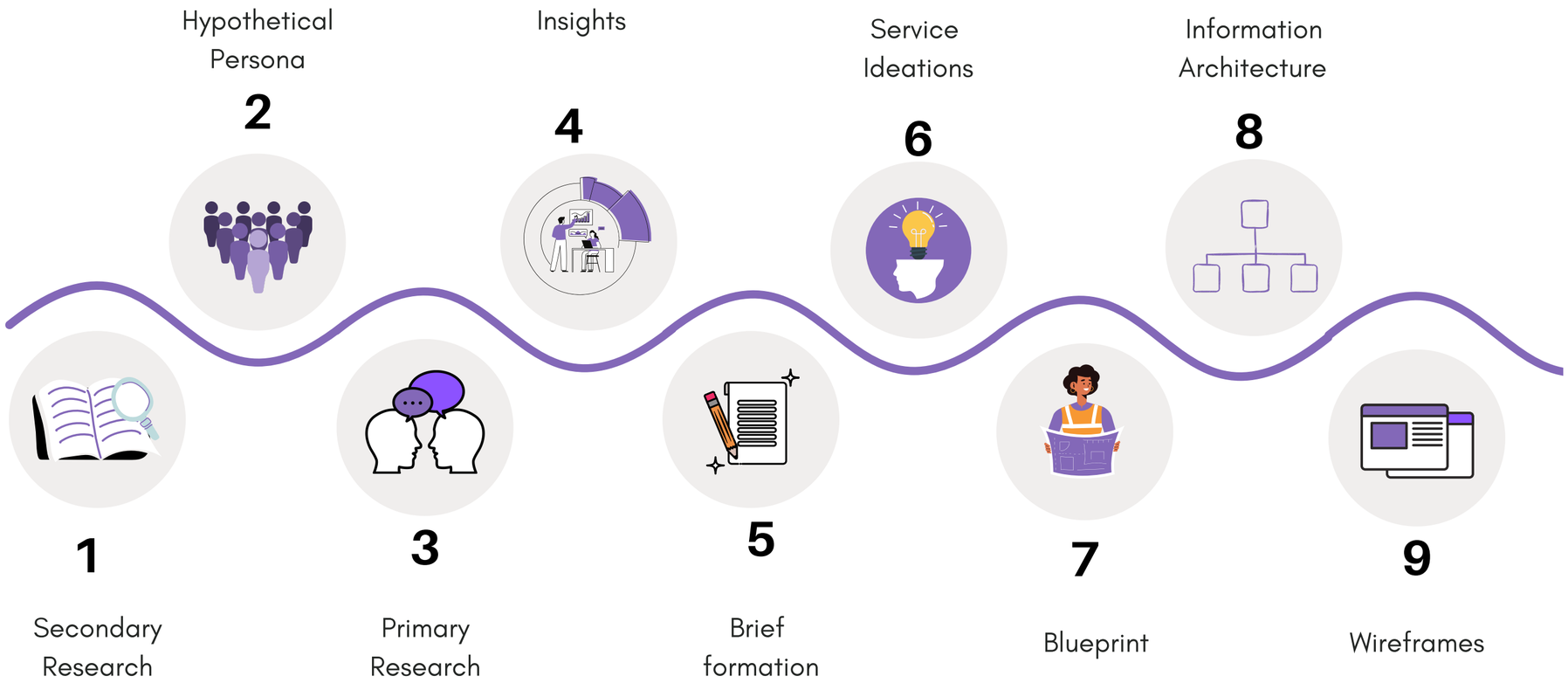
Document

Publish



And Guess what!
One Click Documentation of your Project.

Could Hoarding infomation get any easier?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Literature review

1982 — The Western Behavioral Sciences Institute uses computer conferencing to provide a distance education program for business executives.

1983 — Ron Gordon, Atari's former president, launches the Electronic University Network to make online courses available for people with access to personal computers.

1985 — Nova Southeastern University in Fort Lauderdale-Davie, Florida, creates the first electronic classroom through an accredited online graduate program.

1986 — The National Science Foundation Network (NSFNET) launches the first open computer network — a precursor to the internet — allowing institutions to create and distribute electronic information.

1998 — California Virtual University — a consortium of California colleges offering around 700 online classes — opens.

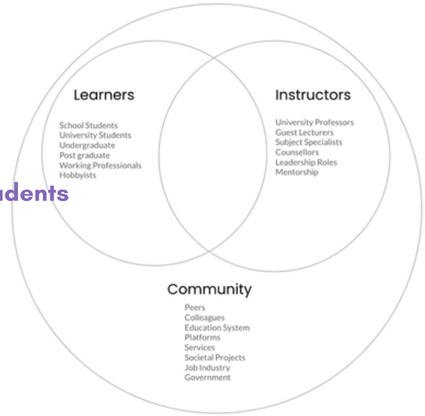
2002 — The Massachusetts Institute of Technology (MIT) launches the OpenCourse Ware Project to provide free MIT courses to people worldwide.

2012 — Massive Open Online Courses (MOOCs), a free online course resource, becomes available through Udacity and enables learners to take classes asynchronously at their own pace.

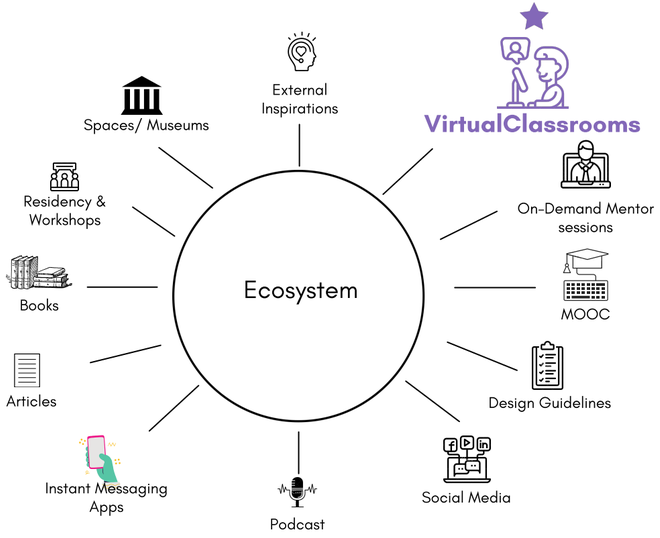
2020 — **The COVID-19 pandemic forces nearly every college and university to switch to online learning rather than hold classes in person.**

Stakeholders

University Students



Ecosystem



Learning System Analysis

Virtual Classrooms

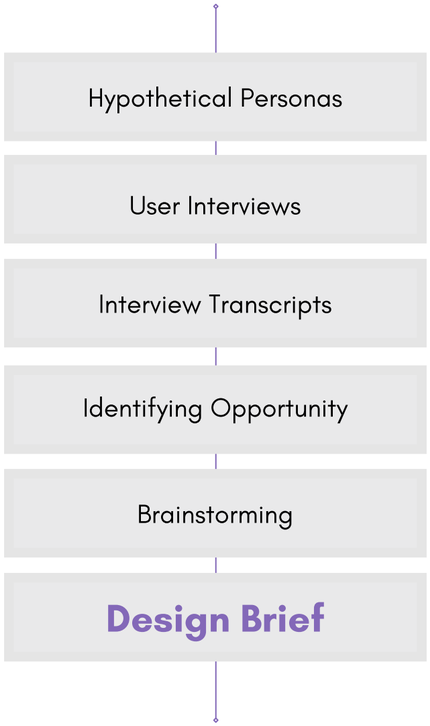
	External Inspirations	MOOC	Social Media	Residency & Workshops	●●●
Target Audience					
Navigation					
Networking Options					
Feedback					
Evaluation					
Knowledge retention					
Understandability					
Engagement					
Content USP					
Mode of Knowledge Transfer					
Know what to Learn					

Insights

From Secondary Research

- Sudden shift to Online Interaction and classroom environment.
- Reduced quality of engagement.
- Decline in peer discussion and learning.
- Unable to access high power computer systems and workshops.
- Family constraints and lack of personal spaces to concentrate on work.
- Fear of economic crisis and availability of jobs/internships.
- Health concerns: Low body activity along with stress on sight and mental exhaustion from over exposure to screen time.
- Monotonous daily activities and limited environment space affects EQ.
- Changing expectations of Industry.
- Higher education might seem to be a preferred plan for near future.
- Will there be online classes/sessions even after the campuses open?
- Fee for online vs face-to-face education system.
- Possible decline in the number of students opting for design fields (due to financial constraints).
- Decline in parents intending to send their wards to new towns/cities (away from home)

Method



Hypothetical Personas

Identifying Needs and Gaps

Jeni

She is a design professional, working remotely. She has a constant need to stay updated with the fast paced fashion Industry

Sid

He is a recently enrolled design student. He deals with so many subjects. Also, is lil anxious about how everyone in his class are working .

Abhay

He is a third year Design student and had to go back home after pandemic hit us all. Now, he remotely connects with his friends and faculties. And finds it difficult to stay updated

User Interview

Identifying Needs and Gaps

Findings

1. Learner is not able to clear doubts instantly because the mentor is not available in real time, there are no peers available to consult and discuss with and there is no live interaction - Dheeresh, Abhishek

2. Online Learner is getting lost while clearing doubts. (refine), : While learning on a particular topic due to doubts the learner takes a lot of time to understand the topic better, without understanding the topic they were not able to move forward, since revolving around the same topic for a long time they lose interest to move to the next course. Which unusually extends the timeline for the understanding and completion of the course. - Dheeresh
   Not able to find the suitable solution on search, Inability to relate the new concepts to their existing perceptions/ awareness. Limited perceptions of the learner.

3. Learner is getting a chance to interact in real time while learning offline along with peers and instructors.- Dheeresh
   Constant availability of mentor. Physical presence in same space and time.

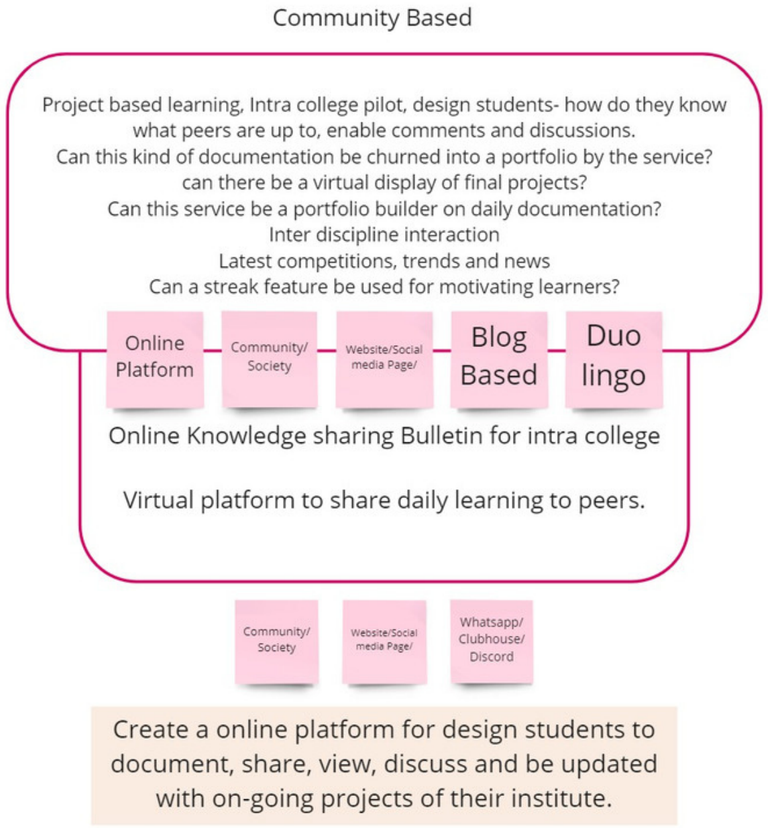
4. The Working Design Professionals follow various sources to keep themselves updated with regard to their domain, which can be time consuming and can involve many other attention seeking distractions while doing so. - Abhishek, Balaji, Prerna,Sunny
   Desire to Keep oneself up to date, Fear of missing out

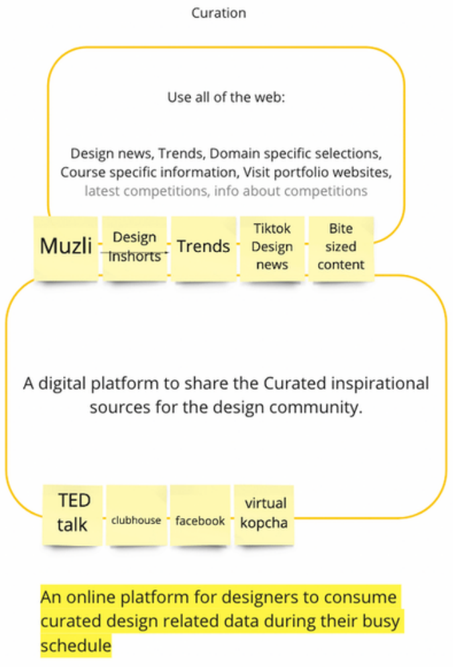
5. When a course is Open-timed, the motivation to complete it might be affected positively or negatively - Dheeresh
   Subjective- Various uses/reactions to abundance/scarcity of time

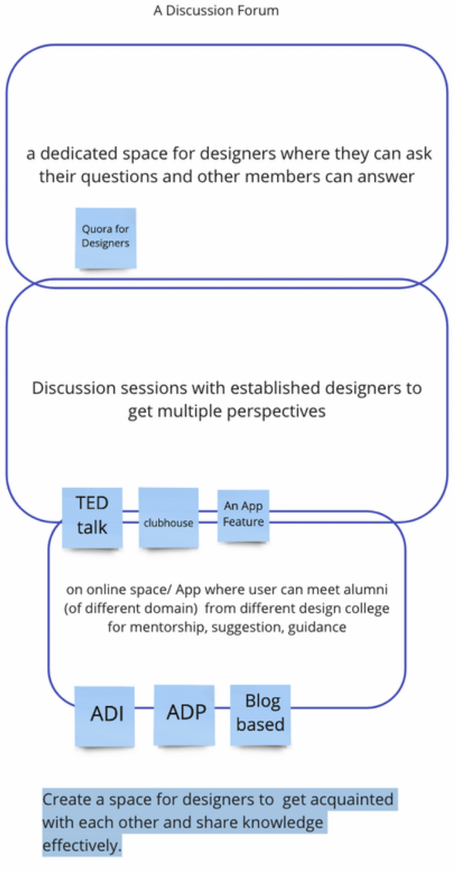
6. Learner drops courses mid-way - Dheeresh, Abhishek
   Time factor, losing interest, unmet expectations, Lack of time, Change in priority, Enroll for free course, Procrastination, negative associations.

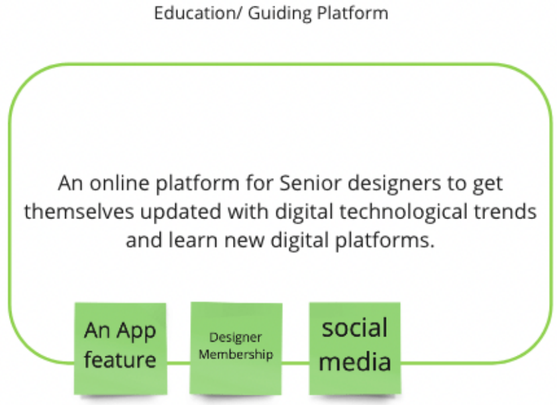
7. Choosing a course/service that suits the Learner best is tedious due to a wide range of available options. - Dheeresh, Prerna
   Abundance of options. Lack of decision making. Non availability of curated comparison .

Brainstorming Concepts









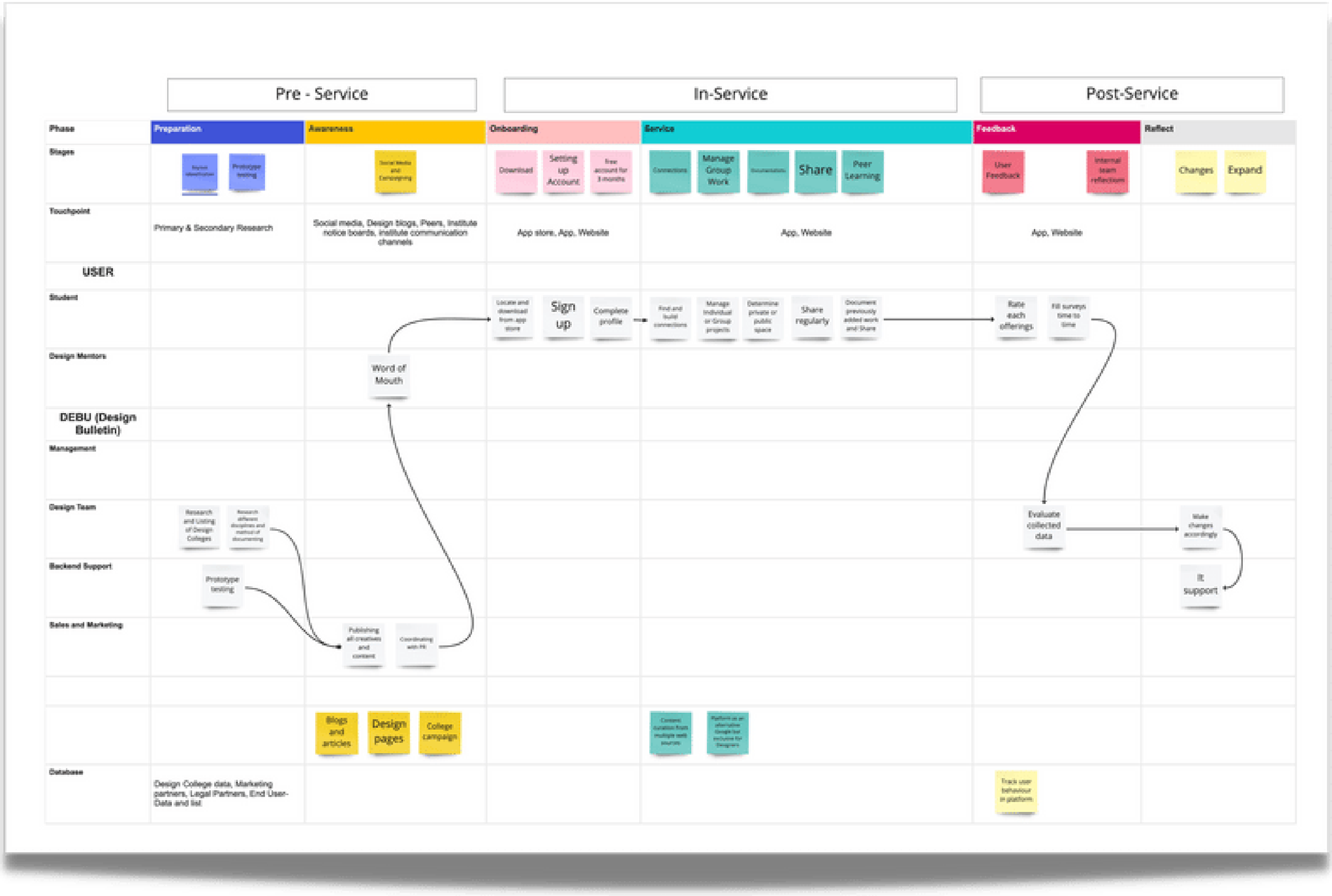
Design Brief

Intent For User

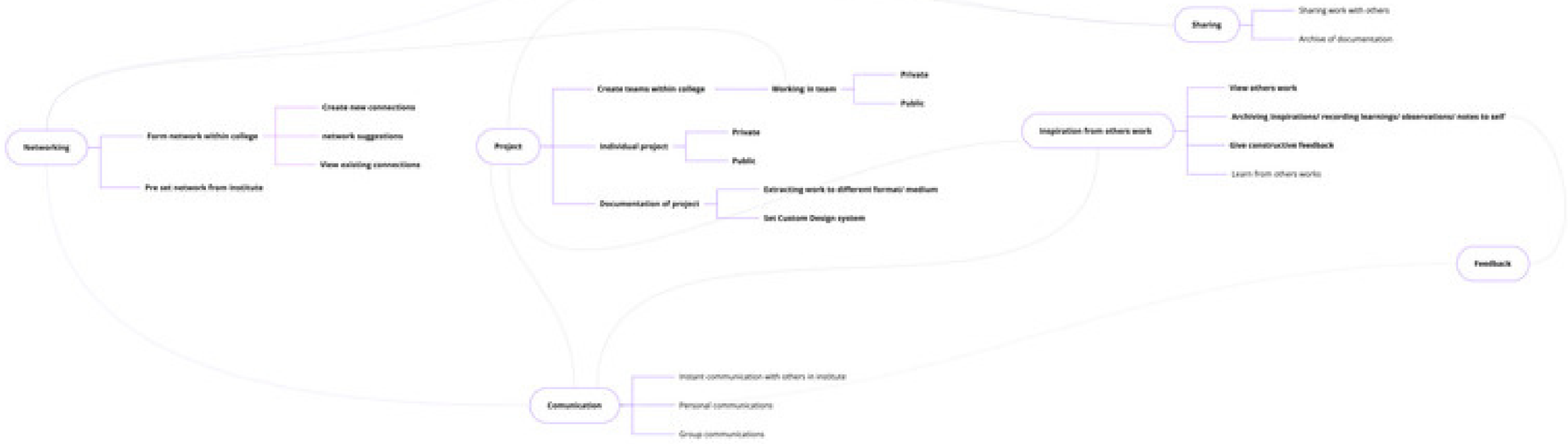
Create an Online Platform for Design Students to document, share,view, discuss, and be updated with ongoing work of their peers

Having Goal

BuJo Service Blueprint

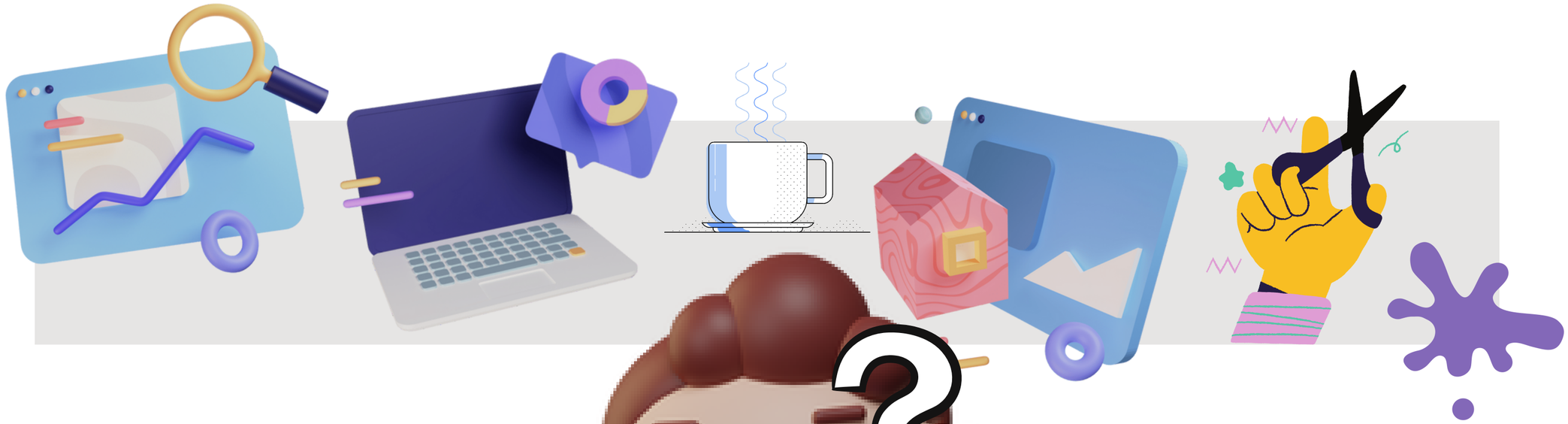


BuJo Information Architecture



Hi **Sid** here,
Today is my first day at NID!
I'm Thrilled to be a part of
NID 2021.

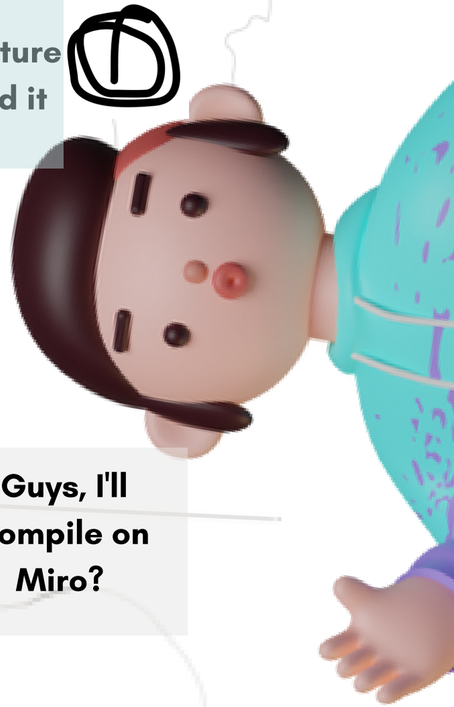
so much to do, so little time



Collaboration

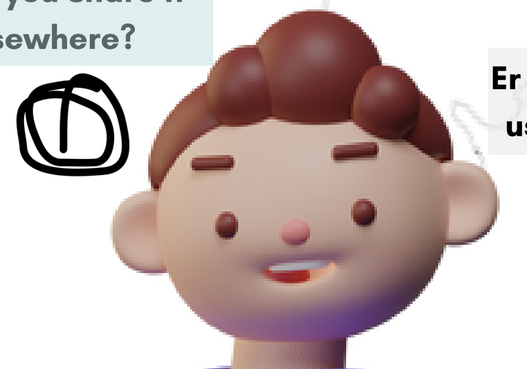
Hey, I finished the picture collection part, will share it via email.
what's your mail ID?

Dude, when was the Literature Review shared? I can't find it



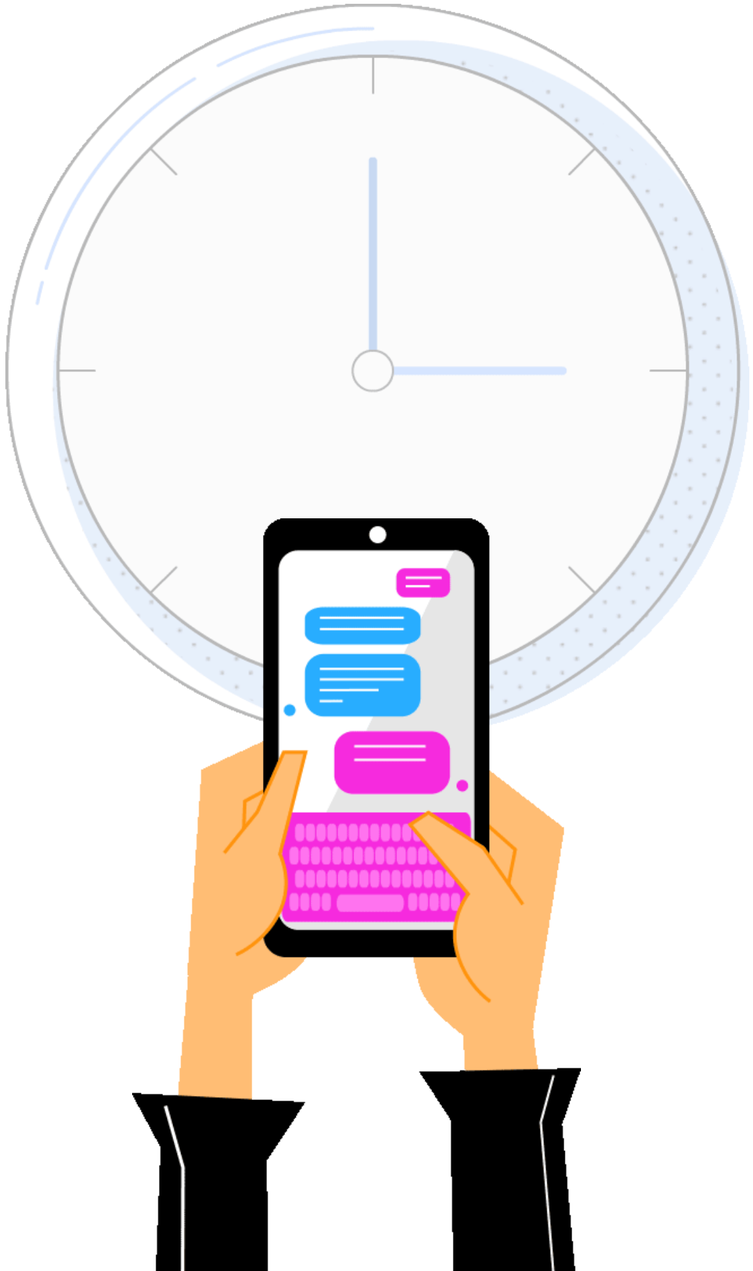
Guys, I'll compile on Miro?

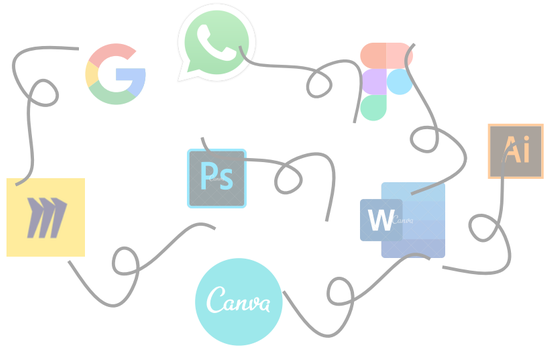
Dang, my mail storage is full, could you share it elsewhere?



Er no, could you use InDesign?

Planning, managing and sharing progress among the group via different mediums is time consuming





Chunks and Parts of the process being done on different softwares also makes sharing and collaboration tiresome

and Proper Documentation of the process suffers

and that's when Sid discovers BuJo

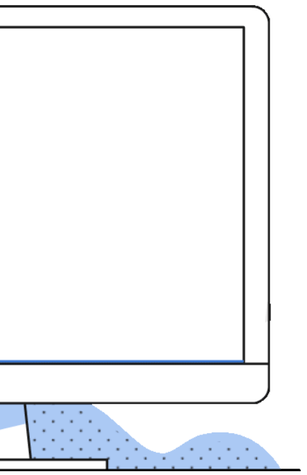
9:41

BuJo

Your Virtual Bullet Journal

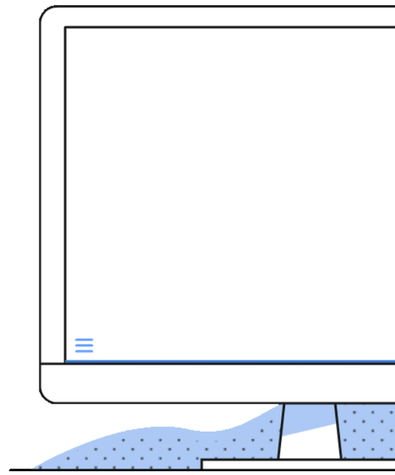
Now organise your thoughts, post and check daily updates, collaboratewith teams and get your project ready for the word from Bujo

Get Started



After 3 weeks of Data collection and Primary Research,

It is now time for Sid's group to compile their work



Home > Mydesk > Design methodology

Design methodology

Module 4

Resources

Inspiration

BuJo Recomendation

Compile

Sid

Emma

Jeni

Abhay

Chat

Group: Design Methodology

Jane Cooper: Amet minim mollit non deserunt ullamco est sit aliqua dolor do amet sint. Velit officia consequat duis enim velit mollit. Exercitation veniam consequat sunt nostrud amet.

Esther Howard: Amet minim mollit non deserunt ullamco est sit aliqua dolor do amet sint

Leslie Alexander: Amet minim mollit 🙌

BuJo would help design students to document systematically
Unify their work across platforms
Effortlessly manage collaborative work
Enhance creative collaboration in remote learning

With BuJo Documenting will never be a Hassle again!

Thank You