

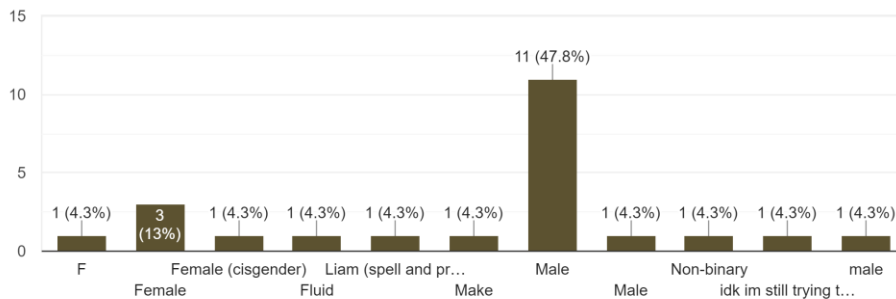
1. Demographic information about the study participants.

The general board of participants within our survey were college students all having the same relative issue. Our final response results included 19 different participants across multiple campuses. The primary gender response was from males at a survey were college students all having the same relative issue. Our final response results included 19 different participants across college students all having the same relative issue. Our final response results included 19 different participants across multiple campuses. The primary gender response was from males at a 47.8%, however the remaining half was vastly split-up between other spaces (Seen in photo below). The age range 18 to 24 was set as 100%, as to as to be expected since the survey mostly targeted at that group (Seen in photo. Depending on the results being larger the percentage would have mostly likely been somewhat the same. The rest of the survey touches upon more borader questions on how the students find events/friends and where they go about doing it.

Photo#1

Enter your gender [Optional].

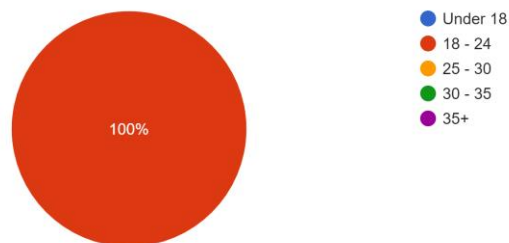
23 responses



Photo#2

Enter your age.

29 responses



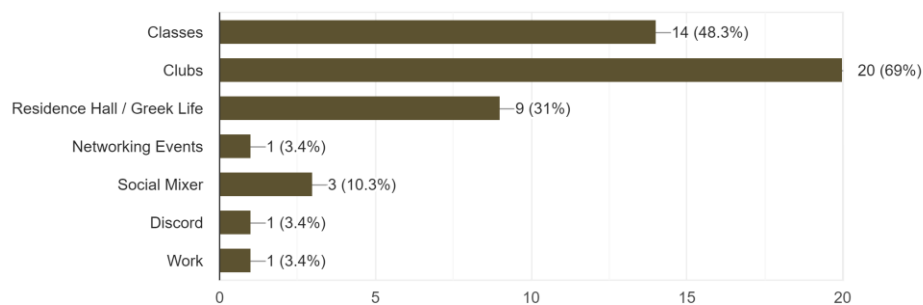
2. The specific procedures followed to collect data.

For data collection, we gave a series of multiple choice and chart-based questions for participants to answer. For the first two questions, we wanted to get a grasp of how students go about finding people in their free time. When asked about where most college friends were made, answers tend to lean more towards the places on or close campus. This includes classes, clubs and residence halls (Seen in photo#3). This was probably due to the simplicity on how easy it is to meet people in these places. Our other question focused on a particular time frame when students meant each other. It would seem most students tend to make acceptances in the early years of school life to then keep those friends in the following semesters (Seen in photo4). As for chart collection we tried to get a clear answer to a likely or unlikely situation. In our pie graph we got a mostly positive response when asked if this idea would benefit the user in app format (Seen in photo#5). Then in our bar graph we used percentages to see the likeliness of how someone would give out a recommendation to someone else (Seen in photo #6). Responses were also meant with mid-level positive response.

Photo#3

Where do you think you have met most of your college friends?

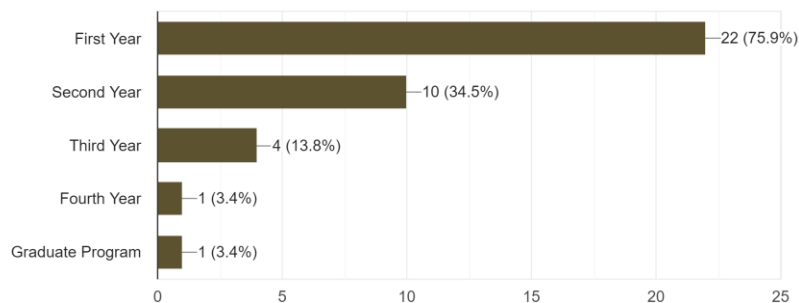
29 responses



Photo#4

When did you meet most of your college friends?

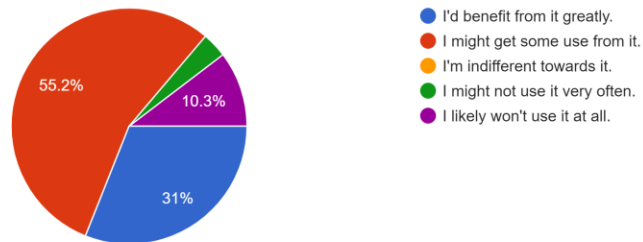
29 responses



Photo#5

Imagine that you're new to a college campus. Do you believe you'd benefit from an app designed to increase socialization?

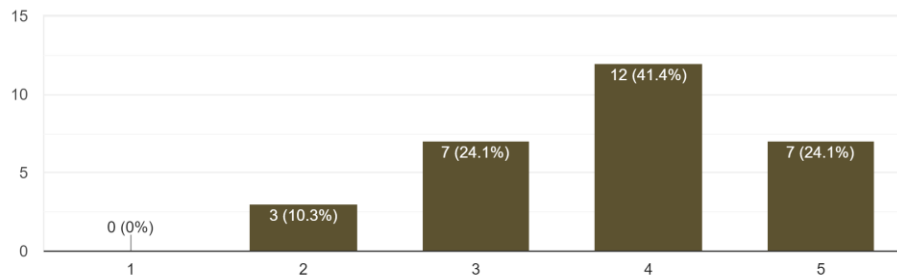
29 responses



Photo#6

How likely would you be to recommend an app like this to someone else?

29 responses



3. Examples of the 'raw' data collected with the method.

For the raw data we primarily focused on open-ended responses to give a vast data output from users. Our first questions focused on the why and the why focused on college made their connections for the first time. Although the answers tended to vary, a majority summed up to being caused by mutual hobbies or interests. From there we asked how the students went about contacting each other and once again the answer seemed to differ from one to another. Due to the pandemic, however, one comparison could be made on how each of the students used online platforms to reach one or another. This was done either through university clubs or social platforms that support chat functions either through video or messaging. Finally, we asked what ways you would prefer to meet others. The answers seem to repeat themselves from the last question asked about meet-ups. Students preferred a club or some online service to welcome themselves to new faces thus making it easier to make new friends.

4. A summary analysis of what the data mean for your design.

This design was made with the intention of gathering as much data as possible from a vast number of people. Questions were designed to be short with the idea of allowing easy answers for participants. The quality of questions was based simultaneously back from one to another to get a better ride of what

each individual user was thinking while also holding a connect branch of solutions. The quantity of questions given was not to be overbearing to entries and would instead welcome new users without any trouble from the start. The survey was given out a link which take you to a Google Form, questionnaire builder that can be used to generating results via cloud storing. This made it easy for us to shuffle through the results and come up with this conclusion to our project design. This is especially helpful when looking at out open-ended questions which allow us to give our users a much open minded feel to the thinking process on our part. By doing this it can give a much more clearer depiction between diesinger and user tyo help make the final product better in function for everyone. Due to the responses from our survey this will help give us a better understanding of what users might want to see in our design before reaching the final verdict.