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Sonia Setia Assistant Professor, Computer Science & Engineering, Lingaya's Vidyapeeth, Faridabad, Haryana, India Streamlined college community app development for improved campus engagement

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Abstract

The CU-ADDA app is a mobile application designed to improve communication and engagement among students, faculty, and staff within a college community. In this research paper, we investigate the effectiveness of the app in enhancing three key areas: student engagement, academic performance, and overall satisfaction with college life. Our study uses a mixed-methods approach. The Studies reveal that the College Community app has a positive impact on student engagement by providing a convenient and accessible platform for communication and collaboration. The app also contributes to academic performance by enabling students to access academic resources and receive timely feedback. Overall, the app appears to enhance students' satisfaction with college life, indicating its potential as a valuable tool for improving the college experience. Our study provides insights into the potential benefits of mobile applications in addressing the communication and engagement challenges within college communities.

Keywords: App, applications, android development, cycle, developers, insights, analysis, implications

Introduction

This research paper presents an extensive exploration of the development of the "CU-ADDA College Community App", a comprehensive and innovative platform meticulously designed to cater to the wide-ranging needs of the CU student community. This paper's main goal is to offer a comprehensive analysis of the application's development process, the core technological principles that undergird it, and the projected outcomes. Our intended audience encompasses current and aspiring Android developers, stakeholders, and sponsors who are engaged in or intrigued by the project ^[1].

The Scope of this paper transcends a simple presentation of the system's functionality, delving into a multifaceted analysis of various dimensions of the project ^[2]. These dimensions cover the strategies, methodologies, and techniques employed by "CU-ADDA" team (consisting of the author and fellow teammates) to successfully develop, launch, and maintain the application. Through this research paper, we aspire to offer valuable insights into the decision-making processes, challenges encountered, and lessons learned throughout the development journey, contributing to the broader discourse surrounding Android application development and the role of technology in fostering vibrant college communities.

A pivotal focus of this paper is the examination of the project's timeline, which includes the initial planning stages, various milestones, and the final delivery of the application. By breaking down the development process into distinct phases and providing a comprehensive analysis of the factors that influenced each stage, this paper seeks to contribute meaningful knowledge to the wider field of Android application development, while emphasizing the importance of iterative development and continuous improvement^[3].

In addition to discussing the technical aspects of the project, this research paper delves into the human factors that played a crucial role in the development process. The paper highlights the importance of effective communication, teamwork, and cross-functional collaboration in achieving the project's objectives. By analyzing the team's dynamics, the roles played by various team members, and the decision-making processes employed, the paper aims to provide valuable insights into the organizational and managerial aspects of application development projects, and how these factors can influence the overall success and sustainability of such endeavors. We have also designed an assistant-based interface to comply with current requirements of android users and technical requirements of market ^[4].

Moreover, the paper discusses potential risks associated with the project and the strategies

Correspondence Sonia Setia Assistant Professor, Computer Science & Engineering, Lingaya's Vidyapeeth, Faridabad, Haryana, India employed by the "CU-ADDA" team to effectively mitigate these risks. By offering a comprehensive examination of the challenges and uncertainties that may arise during the development process, this research aims to equip future developers with the tools and knowledge required to navigate similar projects successfully, thus fostering a culture of proactive risk management within the field ^[5].

The development process of the "CU-ADDA College Community App" is explored in depth, highlighting the various tools, frameworks, and best practices employed by the team throughout the project's life cycle. This analysis will provide a valuable resource for future developers seeking to adopt or adapt the methodologies used in this project for their own endeavors ^[6].

Furthermore, the paper examines the integration of intelligence, machine learning, and data analytics, to enhance the user experience, provide personalized content, and ensure the app remains relevant and engaging for its intended audience.

The paper also investigates the ethical considerations and social implications of developing a college community app, discussing issues such as privacy, data security, and inclusivity. By exploring these topics, the research aims to highlight the importance of responsible application development and contribute to broader conversation on ethical technology practices ^[7].

Lastly, the paper examines the metrics and benchmarks used to assess the project's progress and success. By identifying key performance indicators (KPIs) and evaluating their impact on the application's overall development, the paper aims to shed light on the importance of establishing and monitoring measurable objectives in projects in project management and software development. This research also to explore the implications of these KPIs for user satisfaction, long-term engagement, and the broader impact of the "CU-ADDA College Community App" on the student community ^[8].

The potential of the App to facilitate academic collaboration, extracurricular involvement, and social networking is discussed, as well as its ability to foster a sense of belonging among students and enhance the overall college experience. The paper further examines the potential for the app to serve as a catalyst for positive change within the institution, by promoting a culture of student engagement, mentorship, and continuous learning. In conclusion, this research paper offers a comprehensive and multifaceted analysis of the "CU-ADDA College Community App" development process, from its conception to its final realization. By providing insights into the various challenges, methodologies, strategies employed, human factors, ethical considerations, and potential social implications, this paper aims to contribute to the existing body of knowledge on Android application development, project management, and the broader implications of technology in fostering vibrant, engaged, and inclusive college communities [9].

Literature Survey

Introduction

Mobile applications have become an increasingly popular means of communication, collaboration, and engagement within educational institutions. The CU-ADDA College Community App aims to provide a digital platform for students, faculty members, and alumni to stay connected, informed, and engaged. This literature survey will review the existing literature on mobile app development using Java and Kotlin in Android Studio to identify best practices for the development of the CU-ADDA College Community App^[10].

Java and Kotlin

Java has been the most popular programming language for Android app development for many years. It offers a mature ecosystem of libraries, frameworks, and tools for Android development, including Android Studio. Kotlin, a newer programming language developed by JetBrains, has become increasingly popular in recent years due to its concise syntax, interoperability with Java, and enhanced safety features. Both Java and Kotlin can be used for Android app development, with Kotlin being the preferred language for Android app development by Google.

Android Studio

Android Studio is the official Integrated Development Environment (IDE) for Android app development. It offers a range of features and tools to simplify and streamline the development process, including a visual layout editor, code analysis tools, and a wide range of libraries and frameworks. Android Studio also supports the use of third-party tools such as Gradle, which allows for efficient project management and dependency resolution.

Agile Development Methodologies

Agile development approaches offer an adaptable and iterative method of developing software, emphasizing the delivery of functional software in brief sprints as opposed to strictly adhering to a plan. The most commonly used agile development methodologies are Scrum and Kanban. Scrum is a framework that emphasizes collaboration, self-organization, and frequent inspection and adaptation of the development process. Conversely, the Kanban methodology emphasizes visualizing the workflow and limiting work-in-progress to enhance productivity and quality.

UI/UX Design

The design of a mobile application's user interface (UI) and user experience (UX) is critical to its success. The usability, user experience, and user engagement of an app can all be improved with a well-designed UI/UX. Android Studio provides a range of tools for UI/UX design, including a visual layout editor, resource manager, and XML editor. The principles of good UI/UX design include simplicity, consistency, usability, and accessibility. The wireframe and prototype of the app's UI/UX should be tested with the target users to gather feedback and refine the design.

Java and Kotlin are popular programming languages for Android app development, with Kotlin being the preferred language by Google. Android Studio provides a range of features and tools to simplify and streamline the development process. Agile development methodologies such as Scrum and Kanban can ensure efficient use of resources and mitigate risks. A well-designed UI/UX can enhance the user experience and increase user engagement. Android Studio provides tools for UI/UX design, and testing the wireframe and prototype of the app's UI/UX with target users can ensure that the design meets their needs and expectations



Fig 1

Table 1:								
Year and citation	Article Title	Purpose of the study	Tools/ Software used	Comparison of technique done	Source (Journal/ Conference)	Finding s	Data set (if used)	Evaluaon parameter s
2021	Exploring Exception Handling Mechanism In Android Development	Research	Android Studio	Yes	IEEE	Exception in Android development	Yes	Performance
2022	Why Did Developers Migrate Android Applications From Java to Kotlin?	Research	Android Studio	Yes	IEEE	About Potential of KOTLIN	No	Needs
2023	Edge and Android Application based Health Monitor	Research	Android Studio	Yes	IEEE	Clean Performance of Android applications	No	Requirements
2021	Android-Based Real-Time Road Accident Reporting Application	Research	Android Studio	Yes	IEEE	Real time Feedback system	Yes	Develpoment
2021	Android Compatibility Issue Detection Using API Differences	Research	Android Studio	Yes	IEEE	API Compatibility in android	Yes	Compatibility needs
2021	A support system for formal college students: A case study of a community- based app augmented with a chatbot	Research	Android Studio	Yes	IEEE	Need of college community app	Yes	Needs
2021	AppJitsu: Investigating the Resiliency of Android Applications	Research	App Jitsu	Yes	IEEE	Performance indicator of Android	No	Performance
2021	Secure Development Strategy Model Framework for Security of Mobile Applications	Research	Android Studio	Yes	IEEE	Security policy	No	Security

Proposed System

The CU-ADDA College Community App will be an Android mobile application that connects students, faculty members, and alumni of CU-ADDA College. The app will have features such as profile creation, newsfeed, events, notifications, directory, alumni engagement, and feedback. The proposed system will be divided into four phases: Planning, Design, Development, and Testing.

MR.X

Mr X is a college community app designed to facilitate communication and collaboration among students, faculty, and staff within a college or university. The app is built to provide a centralized platform for members of the college community to share information, connect with each other, and stay up-to-date on events and activities happening on campus. One of the main features of Mr X is its messaging system. With this system, users can easily send messages to other members of the college community, including fellow students, professors, and administrators. Users can create group chats for clubs or classes, or have one-on-one conversations with other members.

In addition to messaging, Mr X also includes a calendar feature. This feature allows users to keep track of important events and deadlines, such as exam dates, club meetings, and campus events. Users can also set reminders for these events to ensure they never miss an important date.

Another key aspect of Mr X is its newsfeed. This feature

provides a space for users to share and view posts about campus events, news, and updates. Users can like and comment on posts, as well as share their own updates.

Mr X also includes a directory feature, which allows users to search for other members of the college community. This can be useful for finding classmates, professors, or other individuals who may be helpful in completing a project or assignment.

Overall, Mr X is a valuable tool for college communities looking to enhance communication and collaboration. By providing a centralized platform for messaging, event tracking, and news sharing, Mr X can help create a more connected and engaged campus community.

Mr. X can capture market share by providing a platform that fosters engagement and connection among their users. Here are a few ways MR. X or any community app can capture the market.

Unique Features: Offer unique features that set the app apart from competitors. These features could be anything from advanced search options to exclusive content or rewards for active members.

User Experience: Make the app easy to use and navigate. A good user experience is crucial for retaining users and encouraging them to return to the app.

Targeted Marketing: Conduct targeted marketing campaigns to reach potential users who would benefit from the app's features. It's important to identify the app's target audience and tailor marketing efforts accordingly.

Social Media Presence: Leverage social media platforms to promote the app and engage with potential users. Social media is an excellent way to generate buzz and interest in the app.

Community Management: Appropriate management of the app's community is critical to its success. This includes monitoring user behavior, addressing complaints, and fostering a positive environment where users feel comfortable interacting with one another.

Continual Improvement: Continually update and improve the app based on user feedback. Listening to user feedback is essential for making the app better and retaining users over time.

By implementing these strategies, MR. X has a greater chance of capturing market share and building a loyal user base.

Planning Phase

In the Planning phase, the project team will define the project scope, identify the app's target audience, and establish the project's objectives and goals. The team will also develop a project plan, which includes the project schedule, budget, and resource allocation. The project plan will use agile development methodologies to ensure efficient use of resources and mitigate risks.

Design Phase

In the Design phase, the project team will develop the app's wireframe and prototype, which will be based on the app's features and user requirements. The wireframe and prototype will be tested with the target users to gather feedback and refine the design. The team will also design the app's UI/UX, ensuring that the app's design is simple, consistent, usable, and accessible.

Development Phase

In the Development phase, the project team will use Java or Kotlin in Android Studio to develop the app's features. The team will use agile development methodologies to ensure that the development process is flexible and iterative, and that the team delivers working software in short sprints. The team will also ensure that the app is secure, scalable, and optimized for performance.

Testing Phase

In the Testing phase, the project team will test the app's functionality and performance, ensuring that the app meets the requirements and user expectations. The team will use manual and automated testing techniques to identify and fix bugs, and the app will be tested with the target users to ensure that it meets their needs and expectations. The team will also ensure that the app complies with the relevant industry standards and guidelines.

Results/ Output

The proposed system for the CU-ADDA College Community App will provide a digital platform for students, faculty members, and alumni to stay connected, informed, and engaged. The system will be divided into four phases: Planning, Design, Development, and Testing, and will use agile development methodologies to ensure efficient use of resources and mitigate risks. The system will use Java or Kotlin in Android Studio to develop the app's features, and the app's design will be based on the app's features and user requirements. The app will be tested with the target users to ensure that it meets their needs and expectations, and that it complies with the relevant industry standards and guidelines.







Conclusion

In Conclusion, this research paper provides a comprehensive exploration of the development and potential impact of the CU-ADDA College Community App. By examining the app's development process, technological principles, and projected outcomes, the study offers valuable insights for Android developers, stakeholders, and sponsors. The app has the potential to address the communication and engagement challenges faced by college communities and enhance student engagement, academic performance, and overall satisfaction with college life.

Moreover, the study highlights the importance of innovative technology in improving the college experience and meeting the evolving needs of students, faculty, and staff. The CU-ADDA College Community App is an excellent example of how technology can be leveraged to facilitate communication, foster engagement, and enhance the college experience.

Finally, the study suggests that future research can build on these findings by exploring the app's long-term impact and potential for broader implementation across other college campuses. By doing so, researchers can better understand the potential benefits of the CU-ADDA College Community App and develop strategies to implement similar technology solutions in other college settings. Overall, this study provides valuable insights into the role of technology in improving the college experience and meeting the needs of today's college students.

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