

Introduction

The purpose of this research project is to help analyze the popularity and reception of Eastern Illinois University branded applications through their functionality and design. Making students have more access to these applications can help them have a better and efficient experience. Looking at these applications we will be able to see how effective they are to students on campus and their popularity.

Methods

Grant and I created a survey that will allow us to collect data on student's knowledge of the Eastern Illinois University branded application. This survey was given to a sample size of one hundred Eastern Illinois University students of all ages and years. Multiple choice questions were put into the survey to get a general answer and feel for students' opinions on the applications. There is a section in the survey with our revised version of the application. As well as a mock up of a future application.

Results

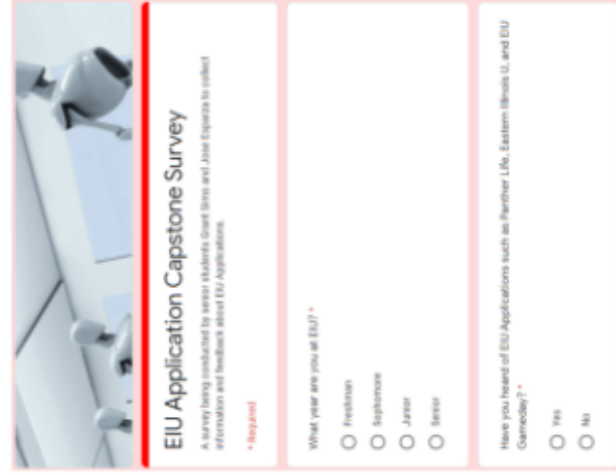
The test is currently distributed and we are accepting results as they come in. We believe that people will like our new design and that we will receive good feedback from EIU Students that we can send to the app developers for Panther Life.

Conclusions

Jose and I originally set out to create our own app, but by taking a new approach with our original ideas, we hope to improve upon the existing apps the EIU offers to make a better experience for all students.

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EIU Application Capstone Survey
A survey being conducted by senior students Grant Sims and Jose Esparza to collect information and feedback about EIU Applications.

* Required

What year are you at EIU? *

- Freshman
- Sophomore
- Junior
- Senior

Have you heard of EIU Applications such as Panther Life, Eastern Illinois U. and EIU Gateway? *

- Yes
- No

How did you find out about EIU Applications? *

- App Store Search
- Posters around Campus
- New/Transfer Student Orientation
- Friends/Staff
- Other:

