

RESEARCH DOCUMENTATION

Innovation Spaces

PROJECT INITIATION & PLANNING

After identifying our goals and aims for the project, my partner and I created a task checklist with priorities (high, medium, low) to organise and structure the necessary tasks required to achieve those objectives.

The prioritised task checklist clarified goals, facilitated resource allocation to critical tasks, enabled progress monitoring and team collaboration, ultimately boosting the chances of timely project completion within scope.

▼ Client Meeting 3					
Aa Task name	Status	Assignee	Due	Priority	+
✉ Send the client an email	Done	Anderson Putra Irawan	October 18, 2023	High	
📝 Write a blog for Week 1	Done	MJ	October 20, 2023	Medium	
👤 Meeting with Client	Done	Anderson Putra Irawan MJ	October 23, 2023	High	
+ New					
COMPLETE 3/3					
▼ Project Development 2					
Aa Task name	Status	Assignee	Due	Priority	+
📄 Supabase	In progress	Anderson Putra Irawan	November 28, 2023		
📅 Schedule kick-off meeting	Done	Anderson Putra Irawan MJ	October 18, 2023	Medium	
+ New					
COMPLETE 1/2					
▼ Research & Ideation 4					
Aa Task name	Status	Assignee	Due	Priority	+
🔍 Research Examples & Compe	Not started	Anderson Putra Irawan		Low	
🗺 Construct User Journey Map:	In progress	MJ	November 28, 2023	Low	
👤 Personas	Done	Anderson Putra Irawan MJ	November 30, 2023	Low	
📧 Contact People	Done	Anderson Putra Irawan MJ	November 13, 2023	High	
+ New					
COMPLETE 2/4					
▼ No Project 2 ... +					
Aa Task name	Status	Assignee	Due	Priority	+
📄 Compile Data	In progress	Anderson Putra Irawan MJ			
▶ High Fidelity Desig OPEN	Not started				
+ New					
COMPLETE 0/2					

PROJECT INITIATION & PLANNING 2



Checklist

- ☒ send presentation slides to clients
- ☒ set up a next meeting

1. group map out remaining 6 weeks before hand-in at end of March:
 - a. what is realistically achievable for the team
 - b. who in the team is responsible for what
 - c. check planned deliverables against the brief
2. what documents will need to be handed over to the client in March?
 - a. how exactly will this be done?
 - b. how will the client make use of the project in future?
 - c. has the team promised to write 'how to' instructions or to create a video walk-through? If so, how will that be handled?
 - d. Handover docs will contribute to the module marks
3. what is the showcase for each project and in what format will that be submitted in March?
4. what crucial obstacles need to be resolved to get to the finish line
 - a. server logins
 - b. missing information or data
 - i. try contacting the possible contacts again with prototype to demonstrate
 - c. user testing that needs conducting
 - i. user test on people in Incubation and ask for feedback
 - d. feedback, etc.

EARLY USER RESEARCH



INTERVIEW FROM POSTGRADUATE: ROMAIN

Notes from Interview with Romain (postgraduate)

- Despite already graduating Romain is still using the incubation space for his work on his company. He plans on using this space until, in his words, "he hits the jackpot".
- He discovered student venture himself
- He relied heavily on just speaking to everyone inside and then was guided by the launch space on what to do next
- When acquiring equipment he had to search around himself and spoke to many people to find the equipment he needed
- Romain found a lot of equipment in Z block to help him with his ventures
- He also realised there was only limited time to book and near project submissions he found it very hard to acquire the equipment he needed
- He found the technicians very helpful and relied heavily on them
- When asking around for what equipment to use and where to find them he was given very broad answers so he had to work it all out for himself
- Lucy and Drew are two technicians he found most helpful when using 3D printers

USER PERSONA 1

This persona represents students who are new to the university. They are unfamiliar with the campus and its resources.

Some key characteristics and needs of this persona could include:

- Feeling overwhelmed or lost in a new environment
- Seeking information about available facilities and resources
- Looking for ways to get involved and explore extracurricular opportunities
- Needing guidance on navigating the campus and finding relevant spaces

JADE THOMPSON

AGE: 19

JOB: N/A

ORIGIN: UK

ABOUT

AFTER FINISHING HER A-LEVELS, JADE DECIDED TO CREATE HER OWN ARTS AND CRAFTS BUSINESS.

EMILY IS A NEW STUDENT OF UWE AND IS DETERMINED TO WORK ON HER BUSINESS VENTURE WHILST STUDYING.

OBJECTIVES

1 ESTABLISH AND GROW HER ARTS AND CRAFTS BUSINESS

2 CONNECT WITH FELLOW ARTISTS AND POTENTIAL CUSTOMERS WITHIN THE UNI

NEEDS

• ACCESS TO A DEDICATED WORKSPACE EQUIPPED WITH ART SUPPLIES

• GUIDANCE ON MANAGING A SMALL BUSINESS WHILST AT UNI

PERSONALITY

INTROVERT ——— EXTROVERT

IMPATIENT ——— PATIENT

PANIC ——— CALM

FREE ——— TEAM PLAYER

CHALLENGES

NAVIGATING AROUND THE UNI

RUNNING A SMALL BUSINESS WHILST STUDYING

COMPETENCY

PROJECT MANAGEMENT ●●○○○

MARKETING ●●●○○

SOCIAL MEDIA ●●●●●

TECHNICAL WRITING ●●●○○



USER PERSONA 2

This persona represents students who are already enrolled and actively pursuing their studies at the university.

Characteristics of this persona could include:

- Familiarity with the campus and basic resources
- Seeking more specialised or advanced facilities for projects or research
- Looking for collaborative spaces or maker spaces for group work or prototyping
- Needing up-to-date information on equipment availability and access requirements

JOE
ALLEN

AGE: 21

JOB: N/A

ORIGIN: UK



ABOUT

JOE IS A MEDIA COMMUNICATIONS STUDENT IN HIS THIRD AND FINAL YEAR AT UWE.

JOE HAS JOINED THE UWE RADIO SOCIETY AND PLANS TO CREATE A PODCAST WITH A COUPLE OTHERS WHO ARE PART OF THAT SOCIETY.

OBJECTIVES

1 CREATE AN ENGAGING WEEKLY PODCAST

DEVELOP SKILLS IN AUDIO RECORDING AND PODCASTING

2

NEEDS

• ACCESS ESSENTIAL RECORDING EQUIPMENT

• ACCESS A SOUNDPROOF ROOM

• GUIDANCE ON HOW TO USE NECESSARY EQUIPMENT

PERSONALITY

INTROVERT ————— EXTROVERT
IMPATIENT ————— PATIENT
PANIC ————— CALM
FREE ————— TEAM PLAYER

CHALLENGES

TO MAKE SURE HE CAN ACCESS THE ROOM AND EQUIPMENT IN TIMES OF NEED

TECHNICAL ISSUES

COMPETENCY

PROJECT MANAGEMENT ●●●●○

MARKETING ●●●○○

SOCIAL MEDIA ●●●○○

TECHNICAL WRITING ●●●●○

USER PERSONA 3

This persona represents students who have completed their undergraduate or graduate studies and may be pursuing further academic or professional pursuits within the university context.

Their needs and motivations could include:

- Seeking resources for continuing education, research or professional development
- Looking for opportunities to collaborate with faculty or industry
- Requiring access to specialised facilities or equipment for advanced projects or research
- Seeking networking opportunities or career resources within the university community

ANDRE
PANOOR

AGE: 25

JOB: N/A

ORIGIN:
FRANCE



ABOUT

ANDRE RECENTLY GRADUATED FROM UWE GETTING A FIRST IN ENGINEERING.

ANDRE PLANS TO WORK ON HIS COMPANY AT UWE UNTIL HE HITS THE JACKPOT.

HE STILL NEEDS TO WORK ON CAMPUS AS HE NEEDS THE RESOURCES THE UNI OFFERS.

OBJECTIVES

1 FOUNDING HIS
OWN STARTUP

TO BE SURROUNDED
BY OTHER LIKE-MINDED
PEOPLE

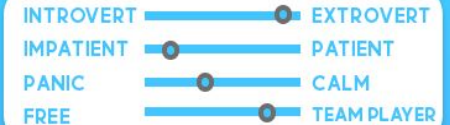
2

NEEDS

• TO FIND AN AREA TO
WORK SPECIFICALLY ON
HIS BUSINESS VENTURE

• TO HAVE ACCESS TO
THE NECESSARY
EQUIPMENT NEEDED FOR
HIS BUSINESS

PERSONALITY



CHALLENGES

FINDING AVAILABLE
EQUIPMENT

FINANCIAL
CONSTRAINTS

COMPETENCY

PROJECT
MANAGEMENT ●●●●●

MARKETING ●●○○○

SOCIAL MEDIA ●●●○○

TECHNICAL
WRITING ●●●●○

USER JOURNEY MAP 1

JADE
THOMPSON

AGE: 19

JOB: N/A

ORIGIN: UK



PAIN POINTS

SCENARIO

JADE IS A NEW STUDENT TO UWE AND IS
DETERMINED TO START AN ARTS AND CRAFTS
BUSINESS WHILST STUDYING

EXPECTATIONS

TO EFFICIENTLY FIND A DEDICATED
WORKSPACE WITH ALL THE REQUIRED
ART SUPPLIES

DECIDE

JADE FINISHED STUDYING
AT SIXTH FORM

WANTS TO START AN
ARTS AND CRAFTS BUSINESS
AT UWE TO DO ALONGSIDE
HER STUDIES

CHOICE

SEARCHES THE UWE
WEBSITE AND COMES
ACROSS "INNOVATION
SPACES"

EXPERIENCE

LIKES THE DESCRIPTION
OF THE ROOM

RETENTION

FINDS THE ROOM CODE
THEN LOCATES THE ROOM
ON CAMPUS

NEW TO THE UNI SO
DOESNT KNOW THE
CAMPUS VERY WELL

USER JOURNEY MAP 2

JOE
ALLEN

AGE: 21

JOB:

ORIGIN: UK



SCENARIO

JOE IS A MEDIA COMMUNICATIONS STUDENT
IN HIS FINAL YEAR AT UWE

JOE AND A COUPLE HOURS ARE WANTING TO CREATE
A PODCAST AND NEED TO GAIN ACCES TO
RECORDING EQUIPMENT

EXPECTATIONS

TO FIND A SOUNDPROOF ROOM AND ACCESS
TO ESSENTIAL RECORDING EQUIPMENT

DECIDE

DECIDES TO CREATE A
WEEKLY PODCAST FOR THE
UWE RADIO SOCIETY

CHOICE

SEARCHES AROUND
CAMPUS FOR SOUNDPROOF
ROOMS

OPENS THE UWE
INTERACTIVE MAP

EXPERIENCE

TYPES IN MUSIC IN THE
SEARCH BAR

FINDS A ROOM WITH THE
EQUIPMENT HE NEEDS IN THE
DESCRIPTION

RETENTION

FINDS THE ROOM CODE
OF THE LOCATION

CHECKS THE AVAILABILITY
OF THE ROOM

THEN ACTIVELY FINDS IT

PAIN POINTS

DOESNT KNOW WHERE
TO RECORD

NO SIGNAGE

AVAILABILITY OF
THE ROOM

USER JOURNEY MAP 3

ANDRE
PANOOR

AGE: 25

JOB: N/A

ORIGIN:
FRANCE



PAIN POINTS

SCENARIO

AFTER RECENTLY GRADUATING FROM UWE,
ANDRE LOOKS TO START UP HIS OWN BUSINESS
AND WANTS TO BE SURROUNDED BY OTHER
LIKE-MINDED ENTREPRENEURS.

EXPECTATIONS

TO FIND AN AREA TO WORK SPECIFICALLY
ON HIS BUSINESS VENTURE

DECIDE

- GRADUATES FROM UWE BRISTOL
- COMES UP WITH OF START-UP FOR HIS NEXT STAGE IN HIS CAREER

DISCOVERY

- SEARCHES AROUND CAMPUS TO FIND A PLACE TO TALK ABOUT HIS STARTUP
- FINDS AN UPDATE ON THE UWE WEBSITE AND CLICKS ON "INNOVATION SPACES"

EXPERIENCE

- CLICKS AROUND THE INTERACTIVE MAP AND FINDS NOTHING IN HIS BUILDING
- GOES BACK INTO THE MENU AND SEARCHES "VENTURES".
- ANDRE FINDS THE DESCRIPTION AGAISNT A SUGGESTED ROOM APPEALING

RETENTION

- FINDS THE ROOM CODE OF THE LOCATION
- FINDS THE ROOM WITH THE IDENTICAL CODE

- DOES NOT KNOW WHERE TO BEGIN DEVELOPING

- NO SIGN OF POSTAGE

- DOESN'T KNOW EXACTLY WHAT TO CLICK

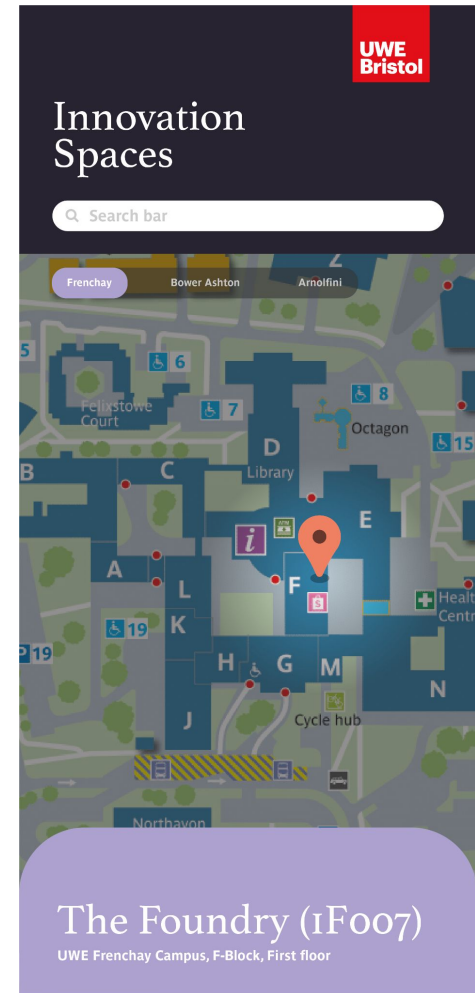
- NONE

DESIGN PHASE

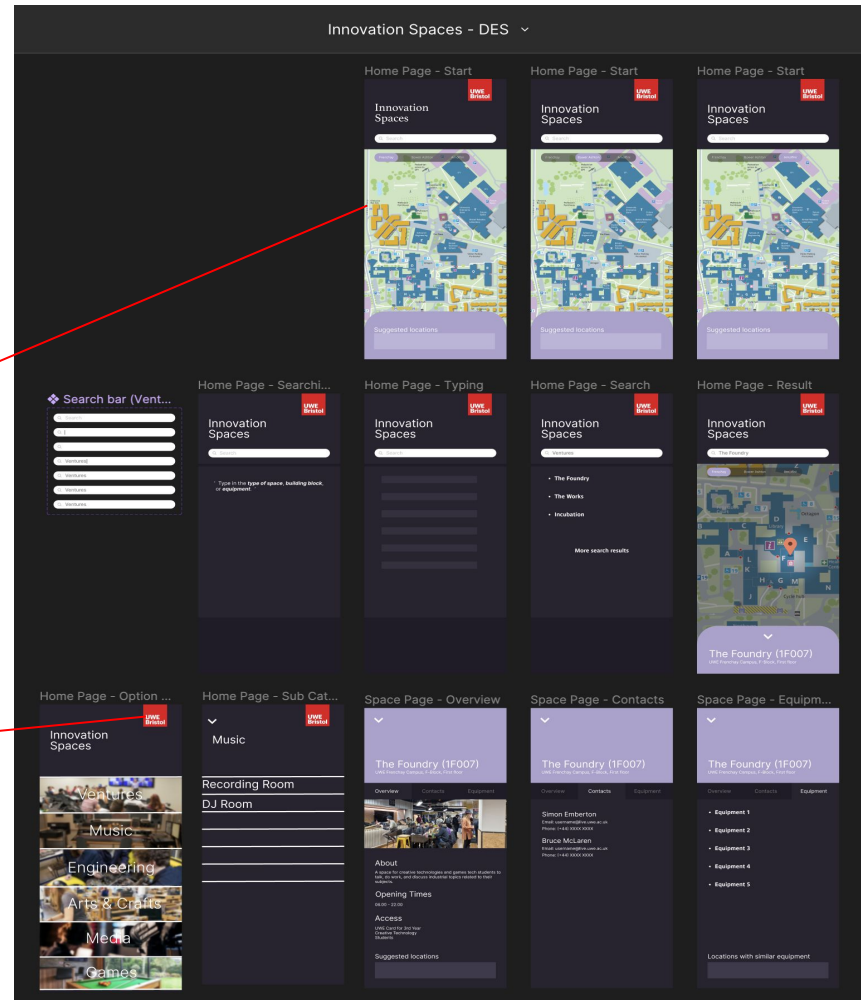
During the design phase of our project we made it a priority to ensure the app's visual elements and user experience aligned cohesively with the university's established brand guidelines. Adhering to the brand guidelines allowed us to create a design that felt seamlessly integrated with the university's digital presence and reinforced the institution's identity.

A key feature we incorporated into the homepage design was a map of the university campus. The map gives students a sense of where different innovation resources are positioned relative to their current location and other campus buildings/landmarks.

This was later removed from the developed app



DESIGN PHASE 2



CONTENT FROM PRESENTATION 1

Innovation Space

/ˌɪnə'veɪʃn speɪs/ **noun**

a place that provide students with specific *preparations* for post-university ventures and developments in their respective fields to *enrich* a student's experience in university, become an extracurricular for them, and develop connections with new people.

Outcome 🙌

An interactive map app under the UWE brand that can show and inform students of the different innovation spaces that includes the following:

- ❖ A map of UWE (Frenchay, Bower Ashton, Arncliffe)
- ❖ Individual pages for each space
- ❖ An intuitive search bar that lets users search their preferences (room type, equipment, building)

Main Competitor

UWE Navigator

Strengths

- Has a map, showing floors too
- Interactable blocks
- Features ALL facilities
- Shows walking distance

Weaknesses

- Most results are hard to understand
- Icons can clutter and confuse
- Vague descriptions (availability, opening times, etc.)
- No pictures for spaces

Opportunities

- The only room finder for UWE
- May show suggested spaces (Most Popular tab)
- Users may find places nearby UWE facilities

Threats

- Not showing Innovation Spaces
- Nobody knows about it
- Does not help find specific spaces/equipment
- Design is unappealing / difficult user experience

CONTENT FROM PRESENTATION 2

Methodology

Data Collection - *Excel, Supabase*

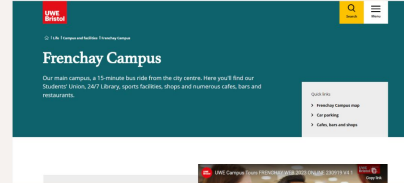
User Research

Graphic Design - *Adobe Illustrator, Adobe XD, Figma*

Prototyping & Finalizing - *Figma, Adobe XD, FlutterFlow*

Competitor Analysis

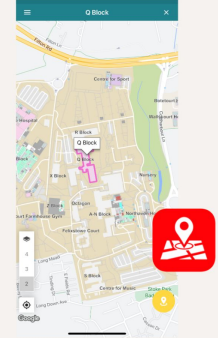
The UWE Bristol website



Google Maps



UWE Navigator App



Innovation Spaces . .

may have:

- ❖ Specialised equipment (VR, 3D Printers, Soundproof walls)
- ❖ Allows specific social discussions (Games, Trading)

do **NOT** include:

- ❖ Study Spaces
- ❖ Computer Labs
- ❖ Libraries
- ❖ Sporting Spaces
- ❖ Leisure Spaces (e.g. dance halls)

COLLECTING DATA 1

We used Excel spreadsheets to input data we collected on each space, such as the name, location, description, and amenities offered. The spreadsheets allowed us to systematically organise and store the information for later review and analysis.

Name of space	Block	Type of space	Room number	Floor	Contact	Opening days	Opening times	Equipment (if available)	Accessibility	How to get access
Incubation Space		Ventures			Mark Corderoy		24/7			
The Foundry	F	Ventures	1F007		Simon Emberton Bruce McLaren	Everyday	06:00-22:00	-		Third year creative technologies Talent pool
Launch Space		Ventures								Membership required
Podcast Rooms	N	Audio								
Meeting Room	E									
R Block Workshops	R	Design	1R008	1	Geoff Sims Jamie Randall Luke McCoy	Monday-Friday	09:00-17:00	Laser cutting Computerised numerical control (CNC) foam cutter CorelDraw Quark Xpress 3D Printers		
Design Studio	R	Design	2R026	2	Justin Robbins Tom Carne Luke Davies John Griffiths Ben Starling Patrick Thornhill	Monday-Friday	09:00-17:00	Virtual Reality Photography Studio Arduino Support Computer Aided Design (CAD) - SketchUp - Autodesk (acad, revit) - Rhino - Parametric (Grasshopper) - Solidworks Graphic Design (Adobe suite) - Photoshop - Illustrator - InDesign		
Photographic studio	R	Design	2R002	2	John Griffiths Luke Davies	Monday-Friday	09:00-17:00			
Project Room	Q	FET	2Q31	1	Ben Starling Justin Robbins Patrick Thornhill			AutoCAD Revit Navisworks		
Surveying store	Q	Geography	2Q42	1	Steve Brown Dr Andy Geary			Land and site surveying Total stations Automatic levels Microplastics analysis in soils/sediments and water - SMI extration units - filtration - microscopes (stereo, compound, petrological) Particle size analysis - Malvern 2000 Mastersizer - sieving Microfossil and pollen analysis - microscopes (stereo, compound, petrological) - centrifuge - hydrofluoric acid compliant fume cupboard Water quality analyses		

COLLECTING DATA 2

We then migrated the relevant data from Excel into Supabase, an open-source database. Supabase is directly integrated with FlutterFlow, a platform for building mobile and web applications. By moving our data into Supabase, we could seamlessly connect it to the FlutterFlow app we were developing, enabling us to display and interact with the innovation spaces information within our custom application.

id	uuid	room_name	campus	images	opening times
5592ac0d-4952-4d6b-8d5f-4e5f127a2e4f		Surveying store	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
041d85cf-58a7-480a-aa70-65f10b124ccb		Physical Geography Teaching Laboratory	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
739e5626-2c20-48cd-a88b-93577da435c		Environmental Change Laboratory	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
d76ea402-80ac-4a3b-8b5b-76a34bc3a7c		Soil Mechanics Laboratory	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
70d97565-afb4-4cd3-bfff-6448af0bb638		Team Entrepreneurship	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
c4ee5713-3251-42e0-91f5-d3c7c7c7dfb		Team Entrepreneurship	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
37a19b68-e3d8-4853-a49e-e6ba3d21c15f		Business and Law Clinic	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
3bd478eb-ab2a-4b9c-b385-3bcc24ba4a4f		Business and Law Clinic	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
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04e20eeb-31c8-4921-97d0-a56397f65cbf		Law Court	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
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0601de45-8f3d-4807-bbda-e2bae4d7d27		Student Ventures Start Up Incubator	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
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03bb6440-c8f3-4465-8f10-8bb84aac1f18		Photographic Studio	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
496e447f-cl4f-4b5e-aa0f-fd9aeadb14e0		Project Room	Frenchay	EMPTY	XXXX-XXXX
8e058b6d-c683-41ea-b85e-d98c5170893		Bloomberg Trading Room	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
601dec2-b23b-4ae4-9292-c6d4e1cdda4		Bloomberg Trading Room	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
2977ccf4-e8dd-4182-a6cc-a887d986b5fd		Workshops	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX
1380a2f8-df03-4682-95c4-c388d7ef000c		The Foundry	Frenchay	https://pqalhgqplk1tdznbaad.supabase.c	XXXX-XXXX

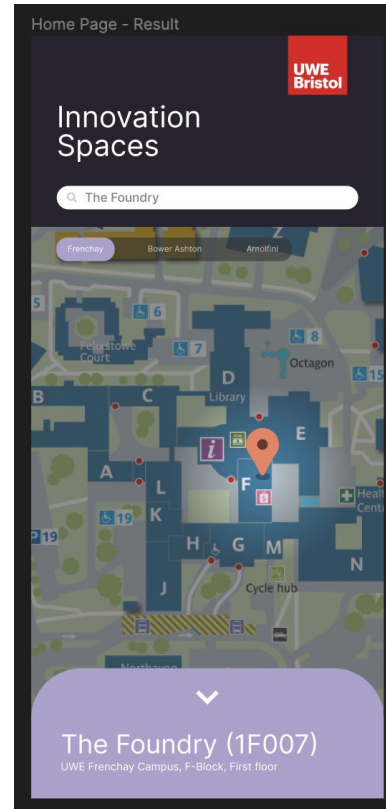
MOVING FROM FIGMA TO FLUTTER FLOW 1

Converting designs from Figma to a development platform like Flutter Flow can be tricky at times. Some design elements or layouts may not have matches in Flutter's framework and the customisation options in Flutter Flow might be limited. Mobile platforms have their design standards and user interface conventions that may not perfectly align with web or app designs. Implementing animations, interactions and responsive design requirements for screen sizes can add to the complexity. If you are new, to using Flutter or Flutter Flow there is also a learning curve to navigate.

Homepage:

Figma on the left

FlutterFlow on the right



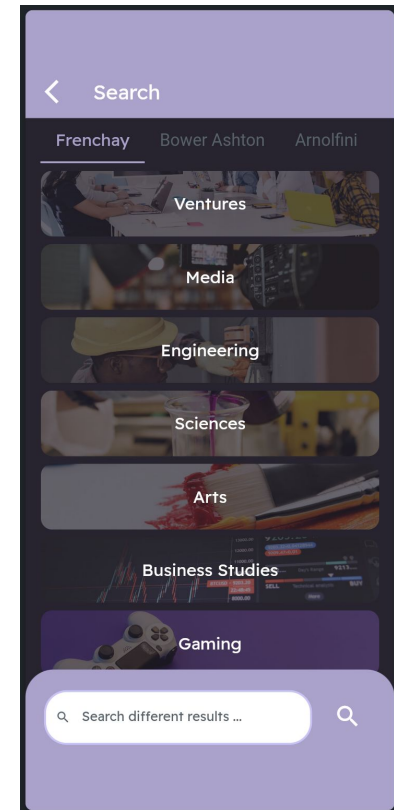
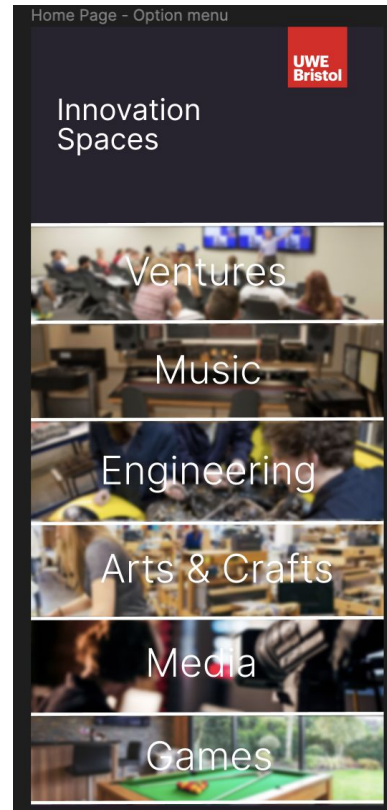
MOVING FROM FIGMA TO FLUTTER FLOW 2

To tackle these challenges you might have to streamline or modify designs to align closely with Flutter's features and the typical patterns of platforms. Delving into Flutter methods such as crafting custom widgets handling animations or incorporating libraries can empower you to execute more intricate UI designs. Engaging with the communities of Flutter and Flutter Flow for solutions. Collaborating with developers can help bridge the divide between your vision and the actualised application. Ultimately some compromises between design choices and technical limitations are often unavoidable, in order to create an efficient mobile app based on your designs.

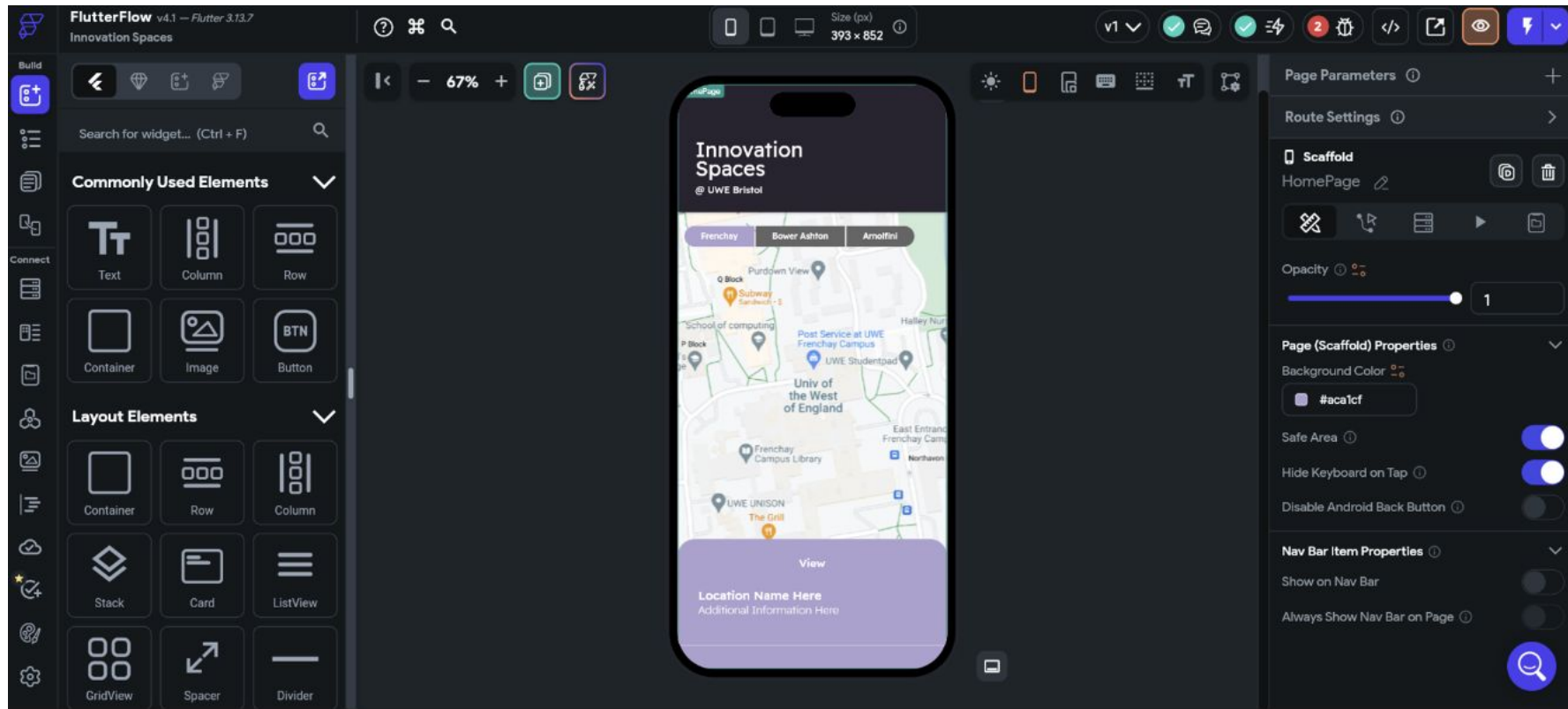
Option Menu/New homepage:

Figma on the left

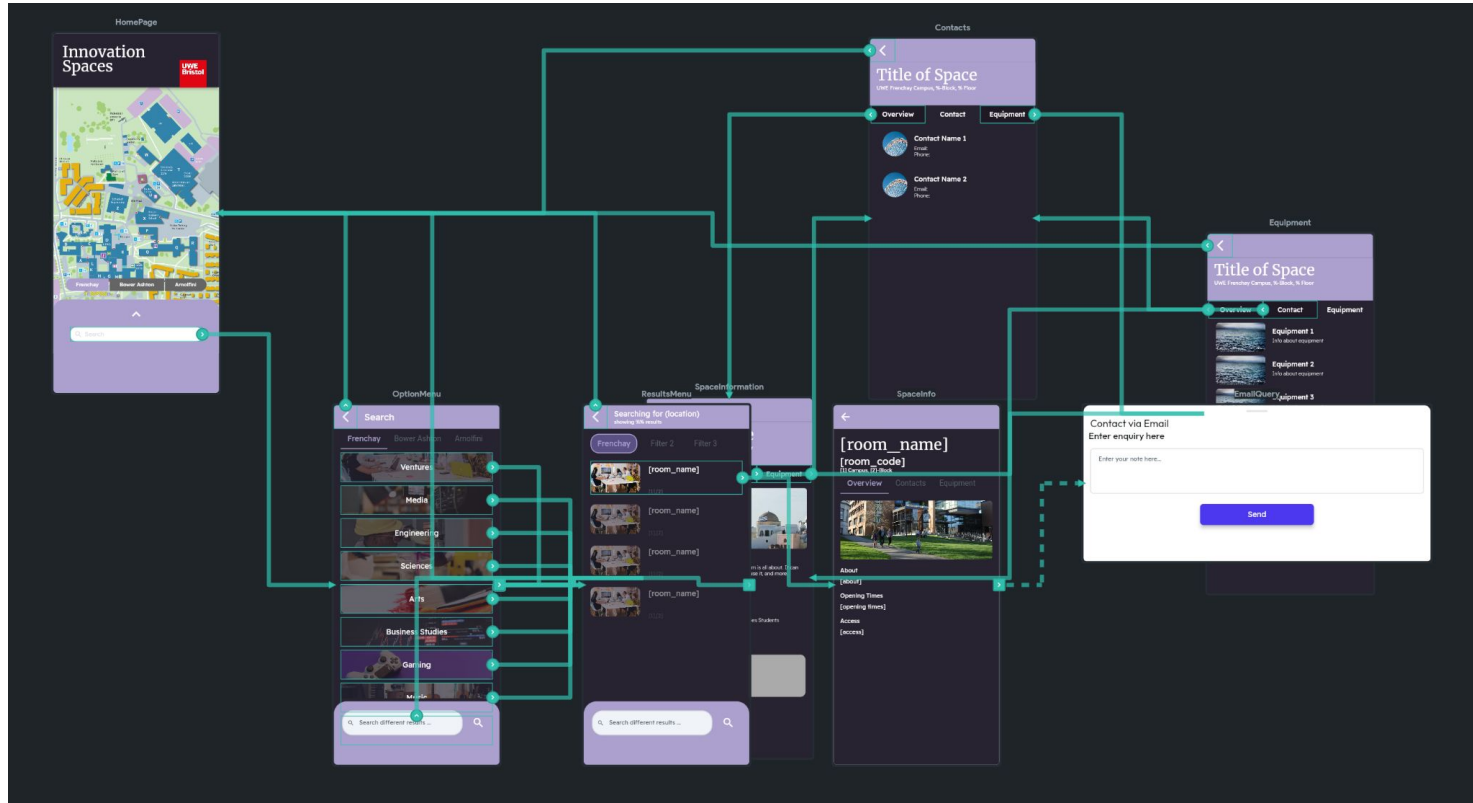
FlutterFlow on the right



DEVELOPMENT PHASE 1



DEVELOPMENT PHASE 2



DEVELOPMENT PHASE 3

