


TIME MANAGEMENT FOR STUDENTS

NASALGI



Note: nasalgi was initially developed during
a students bootcamp in Senegal

OUTLINE

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TEAM



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BENEFICIARIES AND CONTEXT

- ❑ All students could benefit from this mobile application
- ❑ We focused on students of Thies University in Senegal
- ❑ Universities in Senegal have specific issues such as strikes by professors and students and infrastructures are not what one would expect from universities in developed countries



MISSION OF THE MOBILE APPLICATION

- ❑ Help students to be productive and efficient, and better manage their time
- ❑ Why did the student fail his exam?
 - ❑ The student did not study enough
 - ❑ The student was absent too many times
 - ❑ The professor did not teach all his / her courses
 - ❑ This happens in Senegal in particular



MAIN FEATURES OF TIME MANAGER FOR STUDENTS

- ❑ Plan, manage and monitor study time in an organized way
 - ❑ Knowing how much time a student spend in studying (to know if students spend time in studying)
 - ❑ Knowing how much time professors spend in teaching particular courses (to know if professors spend the required time in their teaching)
 - ❑ Knowing how many absences a student had (to know if a student was absent a lot or not)
- ❑ Get feedback from students who are using the mobile application
- ❑ Management is done on a weekly basis



TECHNOLOGIES

- ❑ Java 6
- ❑ Java ME
- ❑ Sun Java ME wireless toolkit
- ❑ Eclipse
- ❑ EclipseME plugin



FEEDBACK FROM STUDENTS

- ❑ Feedback from students who did not participate in the bootcamp
 - ❑ Permit self-evaluation of efficiency
 - ❑ Better manage their schedule and time
- ❑ Direct integration of feedback from users in the mobile application
 - ❑ Monitor the students who will use the application to get feedback and know the application is useful or not
 - ❑ Suggestions for new features
 - ❑ Users can send their feedback to developers by SMS



DEPLOYMENT

- ❑ Free for students
- ❑ Provided to students via bluetooth / cable / infrared / Web
- ❑ The mobile application is compatible with devices with CLDC 1.1 and MIDP 2.0
- ❑ Targeted number of users: 400 by the end of 2010



BOOTCAMP

- ❑ We learned to develop mobile applications useful for students
 - ❑ More knowledge in Java and Java ME
- ❑ We liked the intensity of the work and its practicality, and the atmosphere during the one-week bootcamp
- ❑ Difficulties:
 - ❑ Beginners in Java
 - ❑ Learning Java ME and develop at the same time
 - ❑ Complex application that requires to save data and use good development practices (e.g., MVC)



FUTURE

- ❑ Make the application available to students
- ❑ Add more features to the mobile application
 - ❑ Manage time spent in hobbies
 - ❑ Quizzes to assess students' skills in computer science
- ❑ Develop more mobile applications



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Thanks for your attention!!!

