

## Conference 2017



# The Story of SFU's First Official Mobile App

Andrew Leung · Ricardo Haro · Sudha Krishna

### Introduction



**Andrew Leung** 

Application Developer *IT Services* 



Ricardo Haro

iOS Developer (Co-op)

IT Services



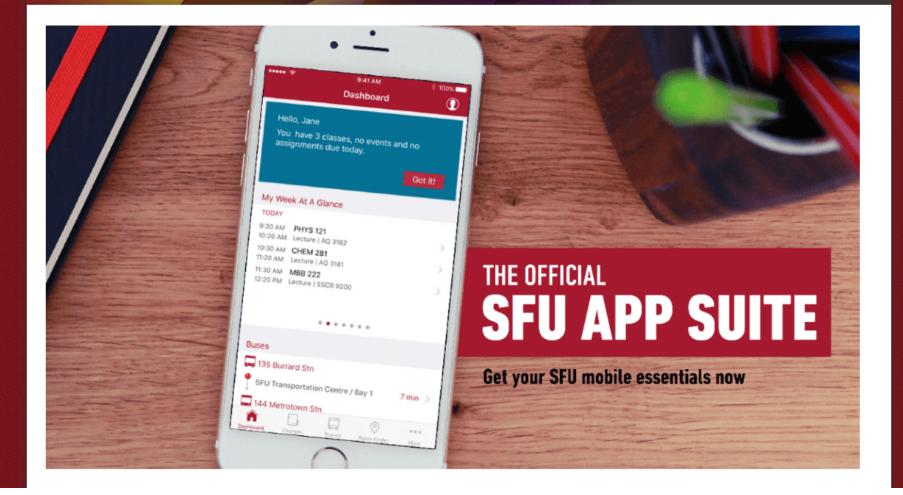
Sudha Krishna

Senior Director
Digital Engagement
University Communications



#### The Official SFU App Suite

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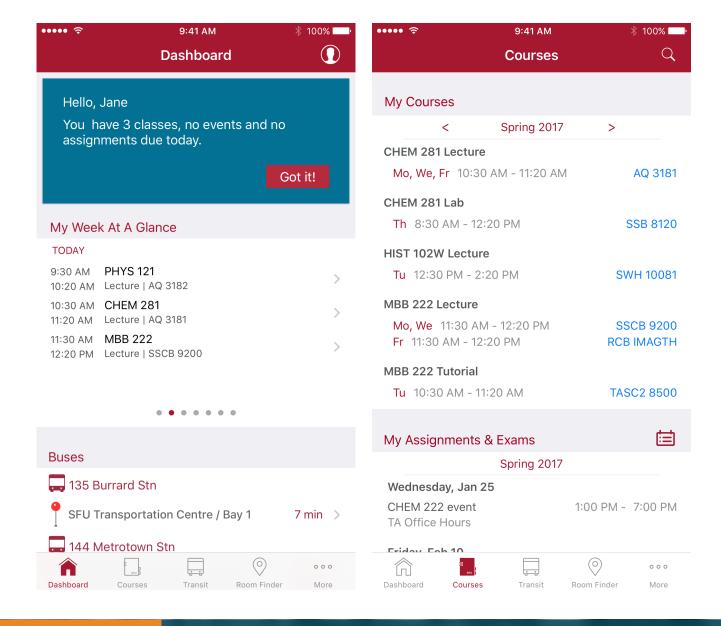
#### Mobile Universe

- 552. Number of apps available in Apple's App Store in July 2008.
- 50. Number of apps available in the Android Market in October 2008
- 2.2 million. Number apps in Apple store as of January 2017
- 2.8 million. Number of apps in Google Play as of January 2017

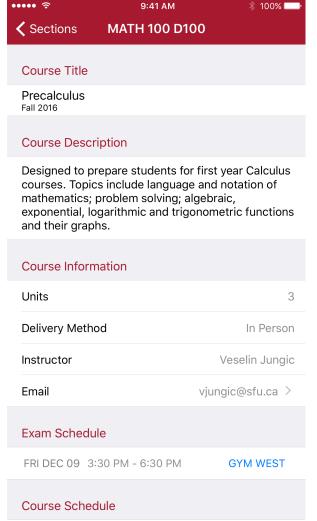
### Mobile Apps in Higher Ed

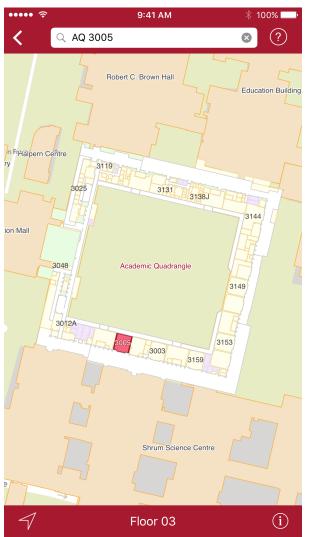
- 90 %. Approximate percentage of college students own a smart phone.
- 10 hours a day. Time spent on mobile devices by female college students
- 8 hours a day. Time spent on mobile devices by male college students

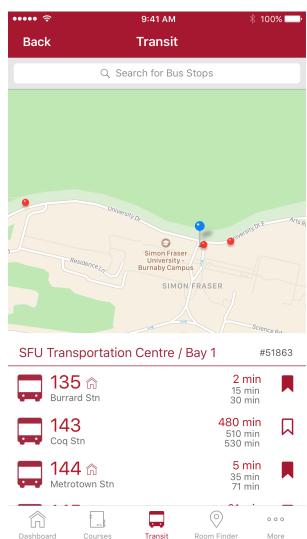
# SFU **snap**











### Previous Landscape

#### A Student's Perspective

- First interaction with SFU
- A collage of systems
- Cognitive Overhead
- Core principle of SFU Snap
  - Reduce cognitive effort
  - Free mental resources

### Previous Landscape

- Existing web applications designed for the desktop (and maybe "mobile second")
- Variety of third-party mobile apps
  - Branding
  - Consistency
  - Security issues

#### The Project & competition

- CMPT 275 A milestone course
- Ancillary Services Sponsorship
- Summer placement for top designers/developers

#### The Process

- Requirements Gathering
- Data Requirements
- Student Acceptance Testing

#### The Outcome

- 75 students 15 apps
- Demo to sponsors
- A myriad of features and implementations

















#### The Outcome

 A group of 7 students ready to consummate the project into SFU's first official app



### Mobile Strategy @ SFU

- User are mobile
- They want access to information systems anytime, anywhere, and with any device they choose

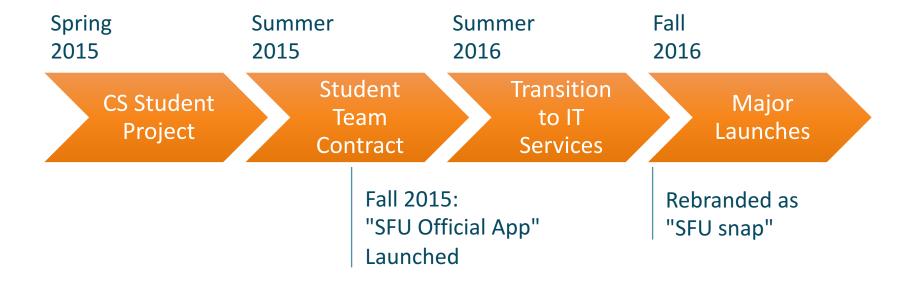
### Mobile Strategy @ SFU

- Mobile First
- Provide a consistent and seamless mobile application experience
- Ensure a secure, private, and compliant mobile experience

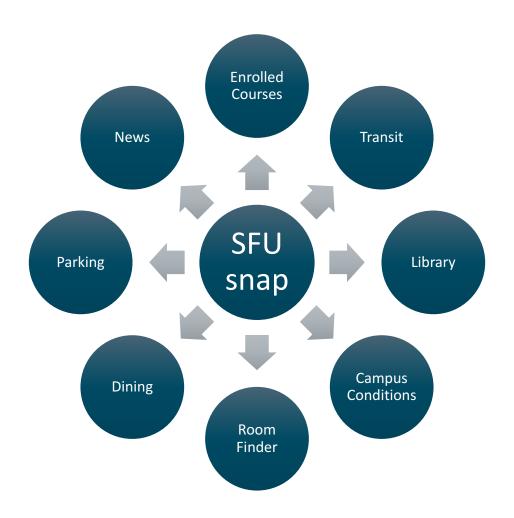
#### Collaboration

- Ancillary Services
  - Championed the app at the beginning
- Facilities Services
  - Room Finder data and mapping expertise
- IT Services
  - Workspace, resources, technical guidance

### Evolution: Project to Product

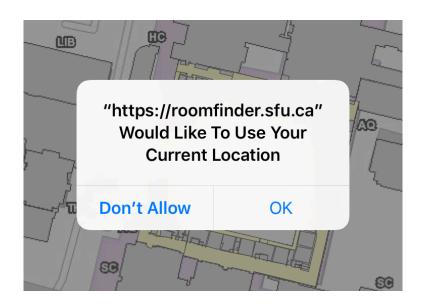


### App Features



#### **Evolution Details**

- Native Room Finder
  - Improved performance
  - Eliminated extra permission dialogs



#### **Evolution Details**

- User authentication
  - Enables personalized data
  - Persistent session without storing passwords
- Integration with Canvas
  - Unified view of events
  - Deep-linking to the Canvas mobile app
- User Acceptance Testing
  - Invited students to participate in testing





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#### Total Lifetime Installs

12.8k

1.5k
Android

### Monthly Users (as of March 2017)

3.1k

620
Android

### Where we want to go?

- Add wayfinding to the Room Finder
- Enhance push notifications / message centre
- Integration with:
  - Enrollment and course management
  - Email
  - Parking
  - Athletics and recreation
- Student-driven development

#### **Lessons Learned**

- Importance of providing consistent data standards
- Commit resources needed to support development
- Mobile is a crucial part of student engagement
- Students demand mobile access of their data
- Launching with MVP to learn from users

#### Lessons Learned

- Collaboration across the University
- Putting the needs of audience first
- Think about Governance, but don't let it get in the way

### Build vs Buy?

- Building the app was right for us. But is it right for you?
- One size does not fit all
- App as a platform for evolution
- Treat mobile as a strategic asset of the university not as a cost centre

### **Questions and Discussions**