



University of Belize Clubs Management

ADA Designs

University of Belize

Human Computer Interface 2025-1

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## **Introduction**

### **Mission Statement / Value Proposition**

Swift and Easy Processing!

### **Problem/ Solution Overview**

Students currently face a challenge in accessing club-related information, and the reliance on a paper-based application process creates further inconvenience by making the process time-consuming. Our goal is to provide an online platform that caters to online applications, allows public viewing, and enables administrators to keep track easily.

## Sketches

Figure 1: Join a Club Design 1

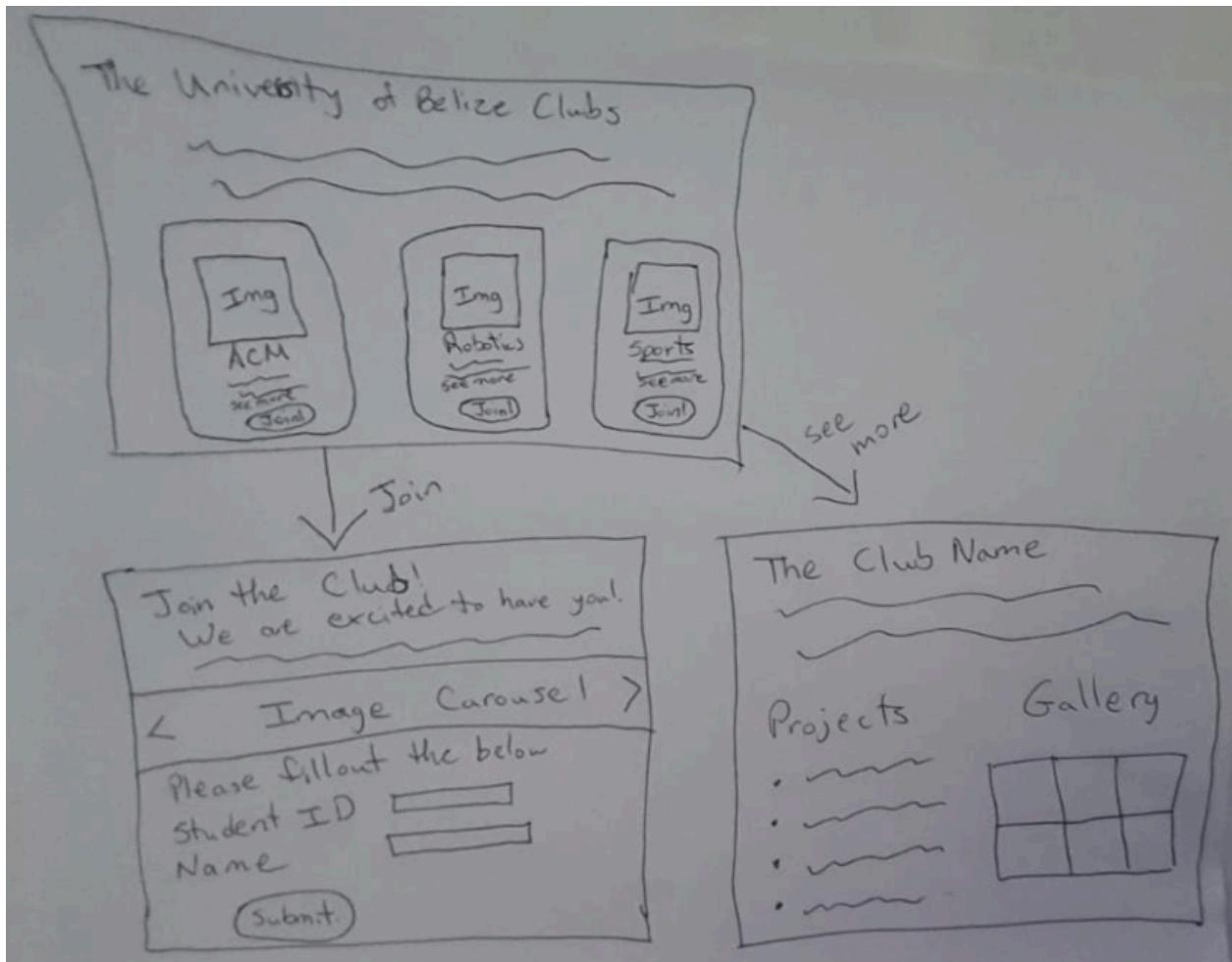


Figure 2: Join a Club Design 2

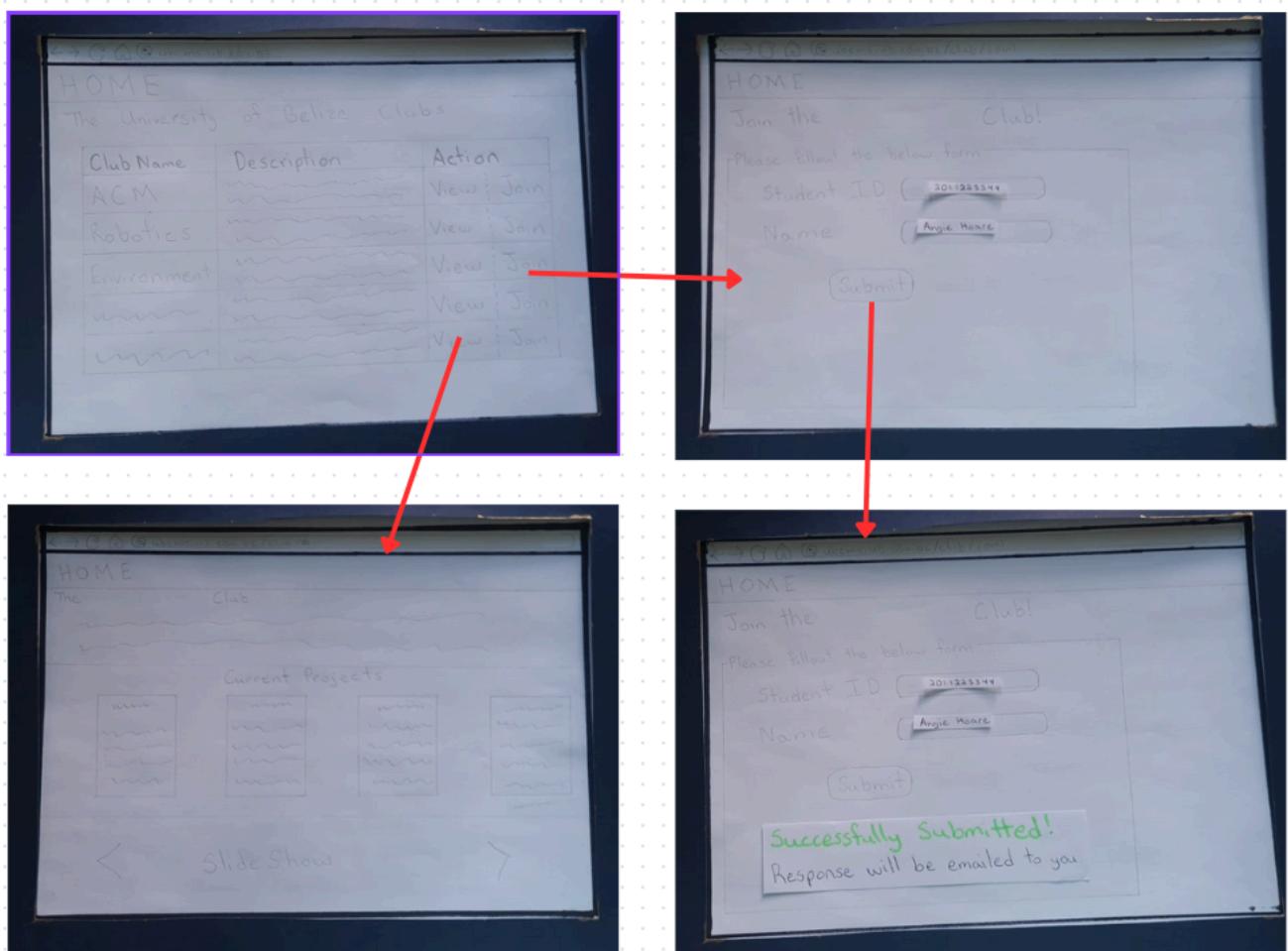


Figure 3: Join A Club Design 3

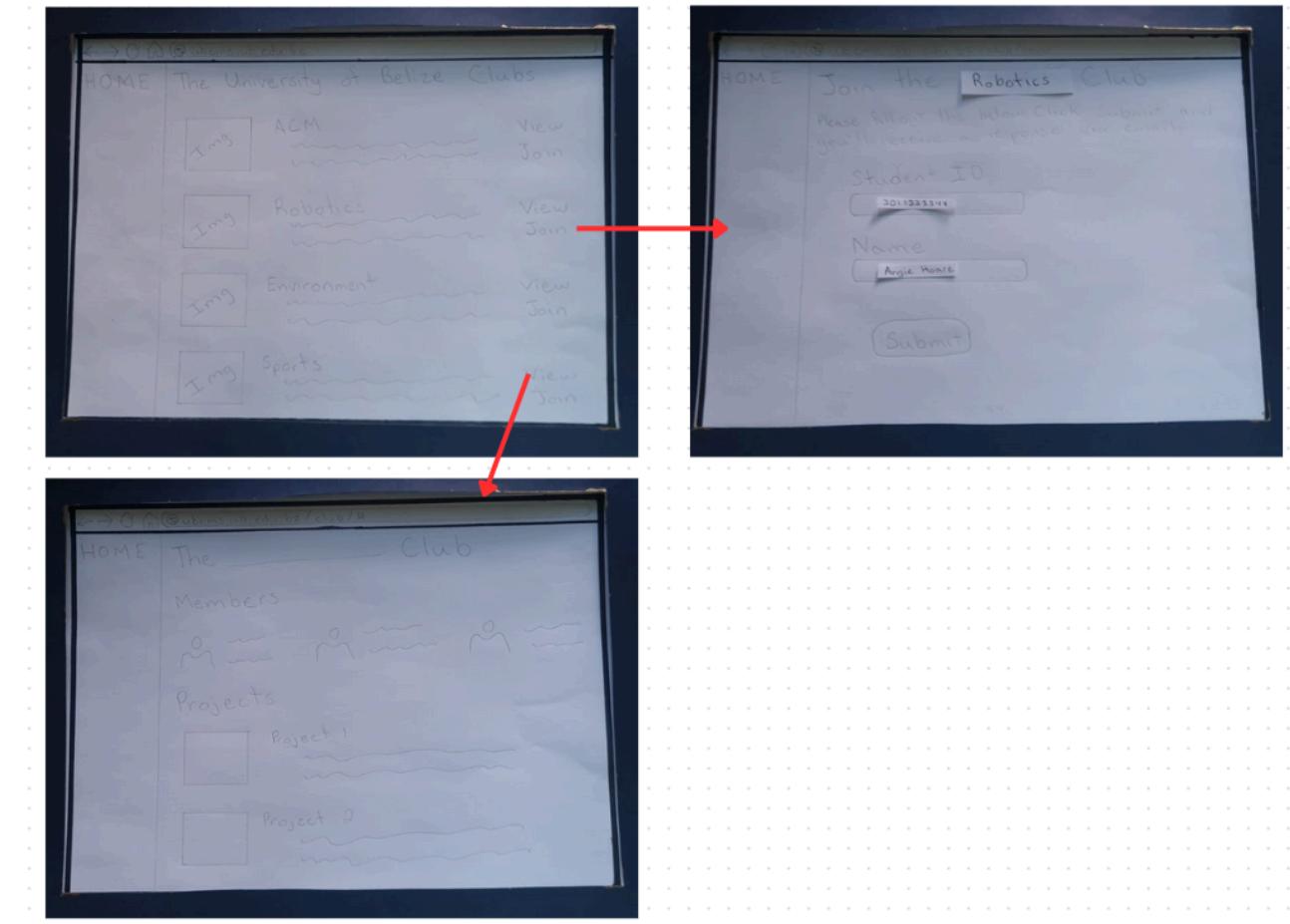


Figure 4: Create Post & Home UI Design 1

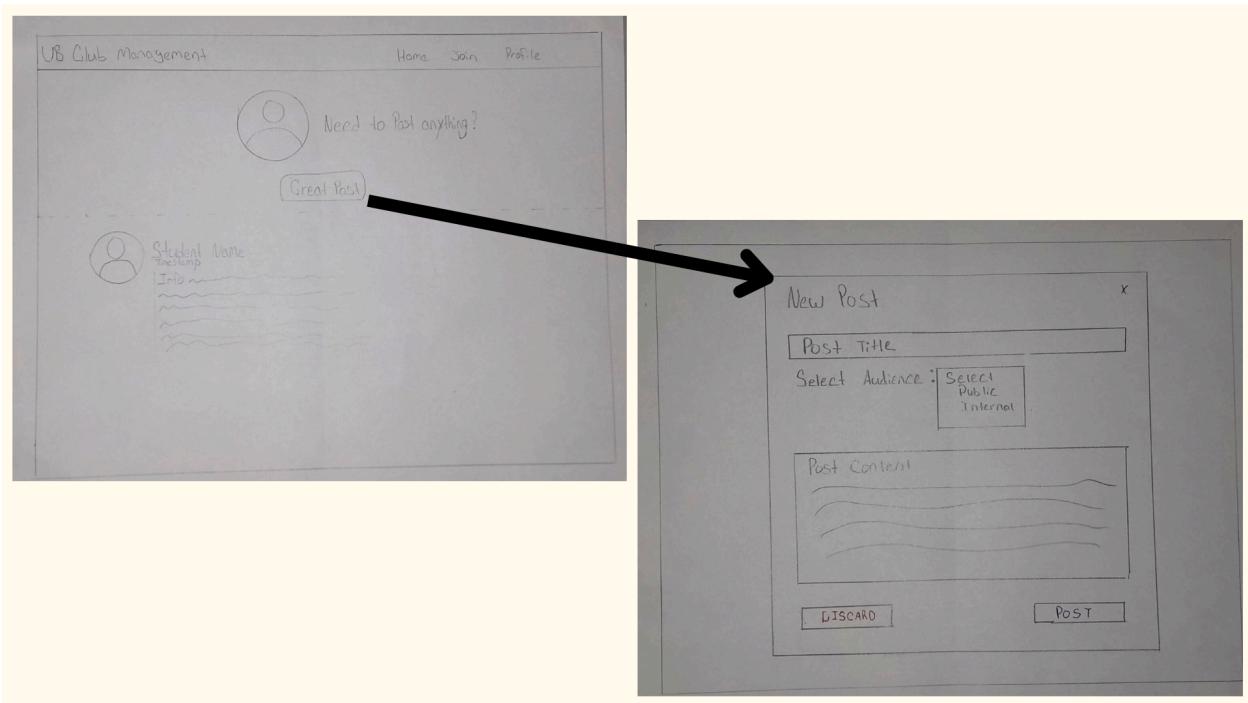


Figure 5: Create Post & Home UI Design 2

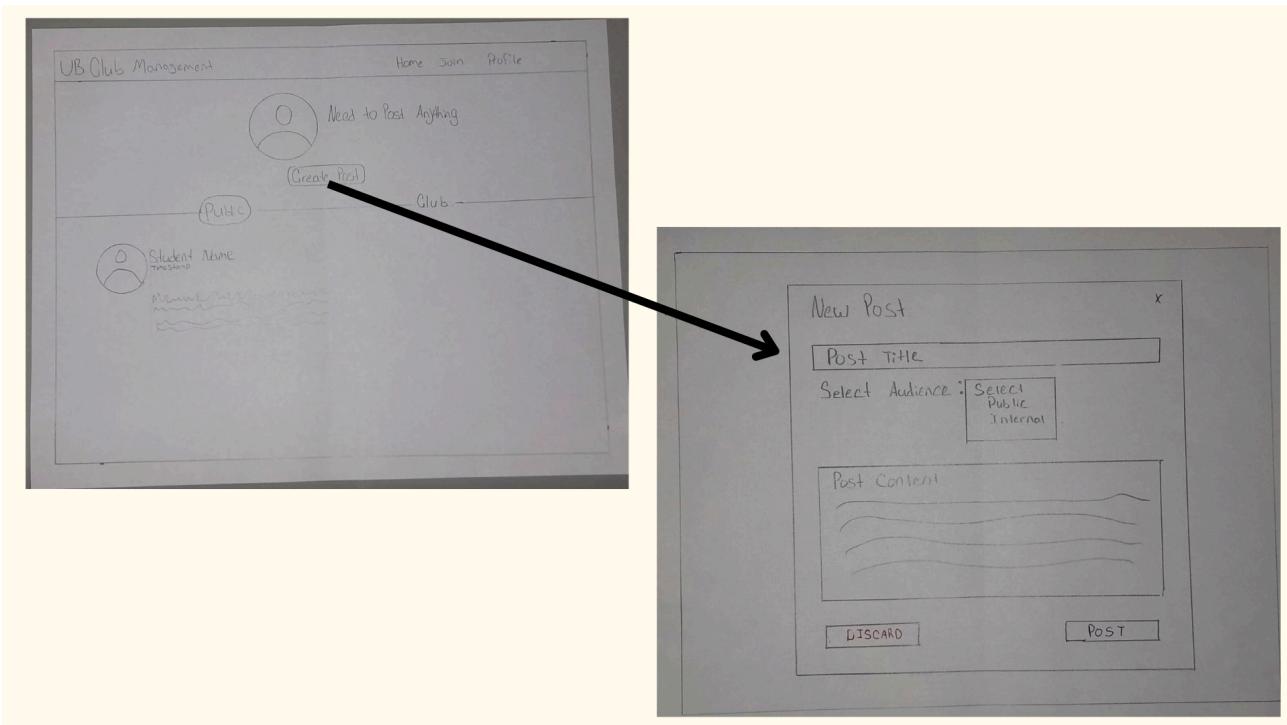


Figure 6: Create Post & Home UI Design 3

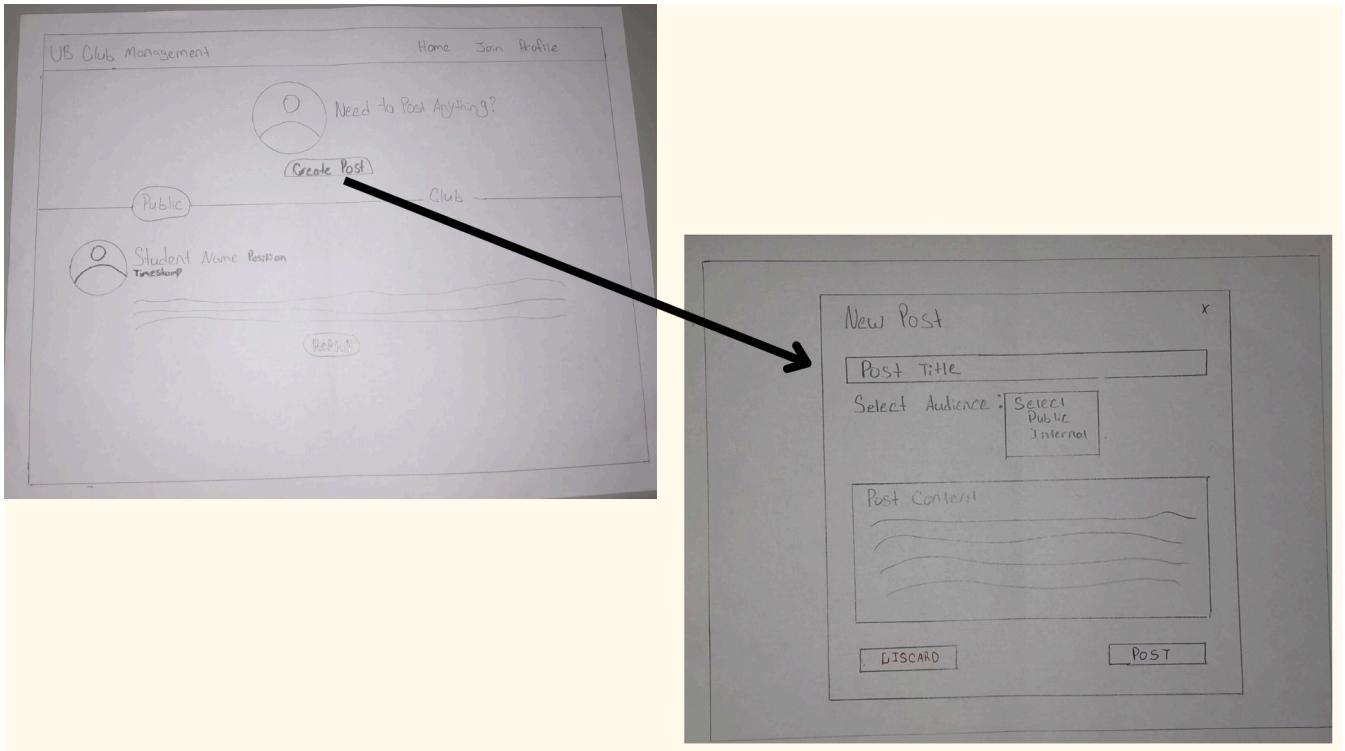


Figure 7: Create Post & Home UI Design 4

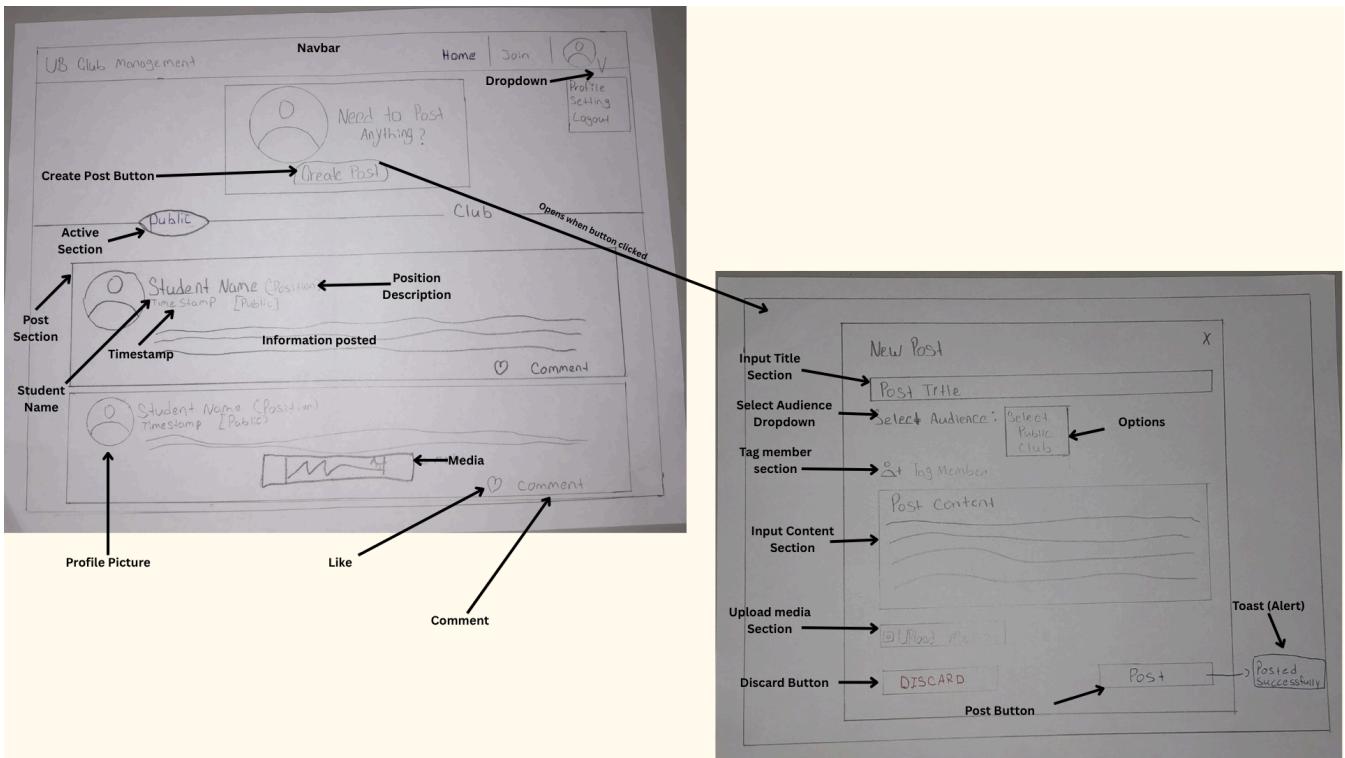


Figure 8: Admin Dashboard Design 1

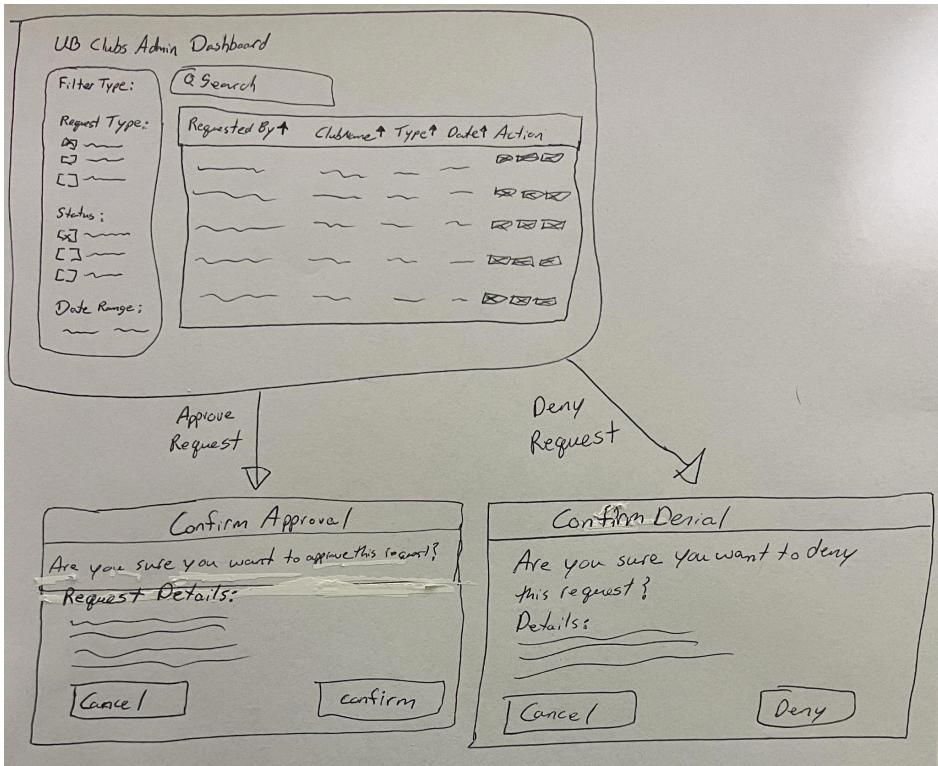


Figure 9: Admin Dashboard Design 2

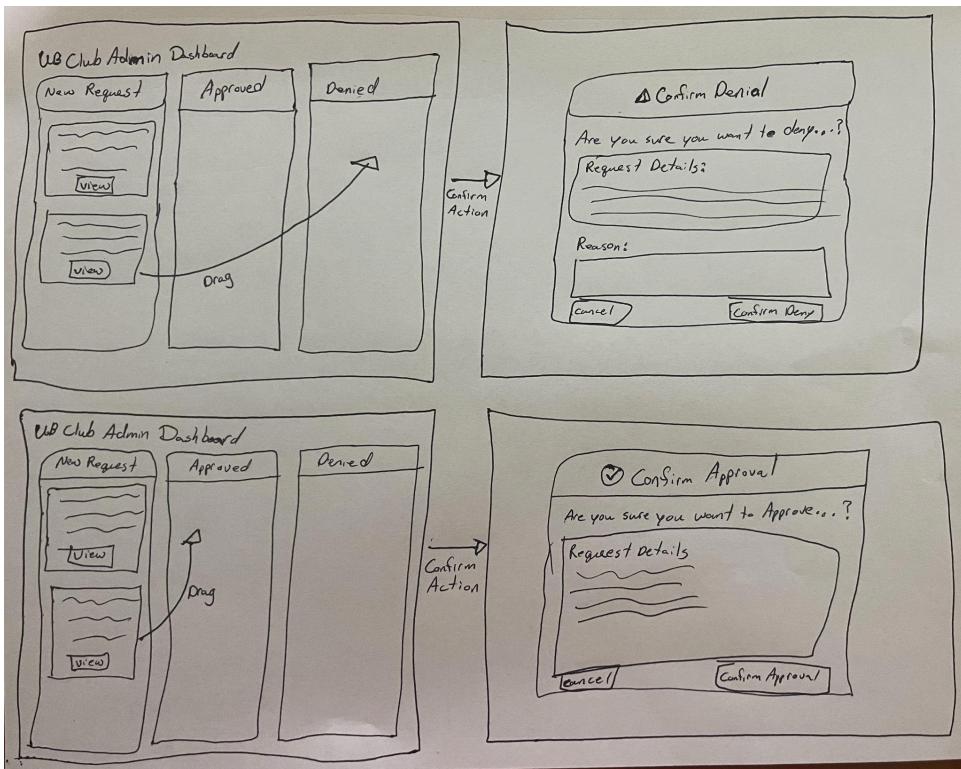
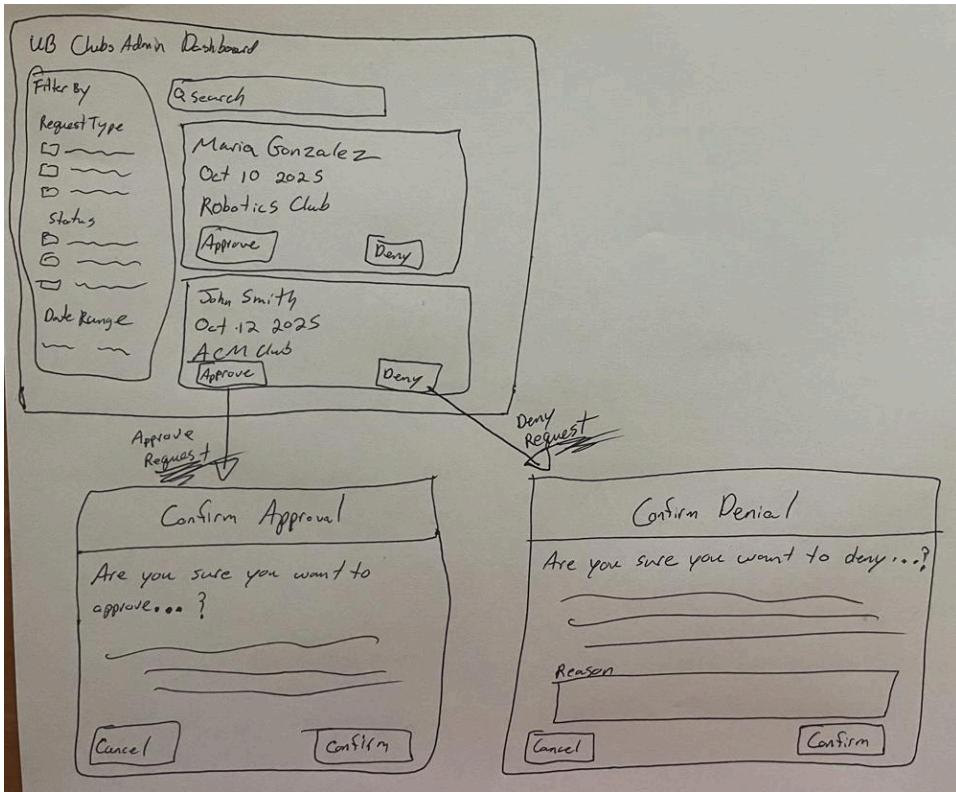
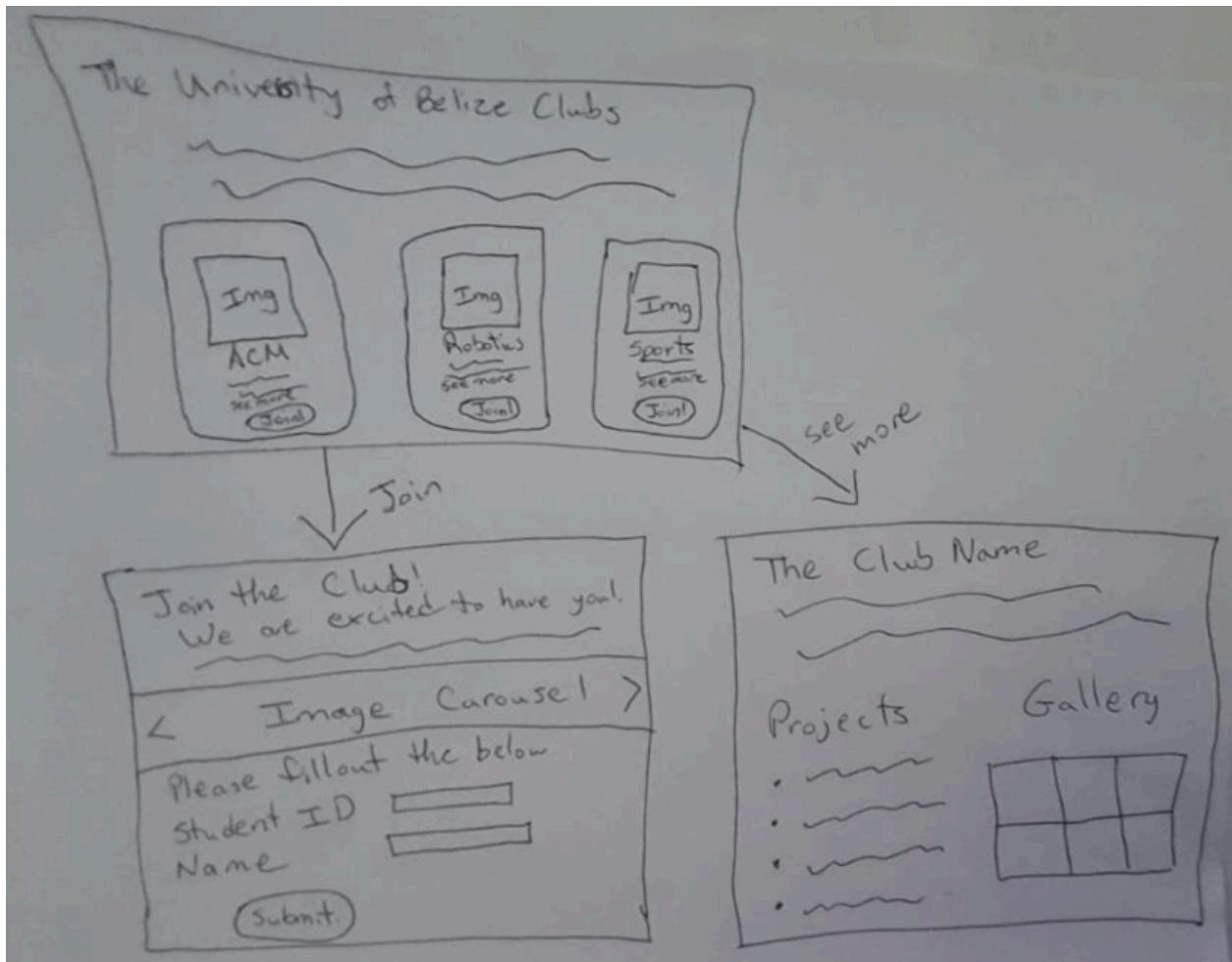


Figure 10: Admin Dashboard Design 3



## Selected Interface Design

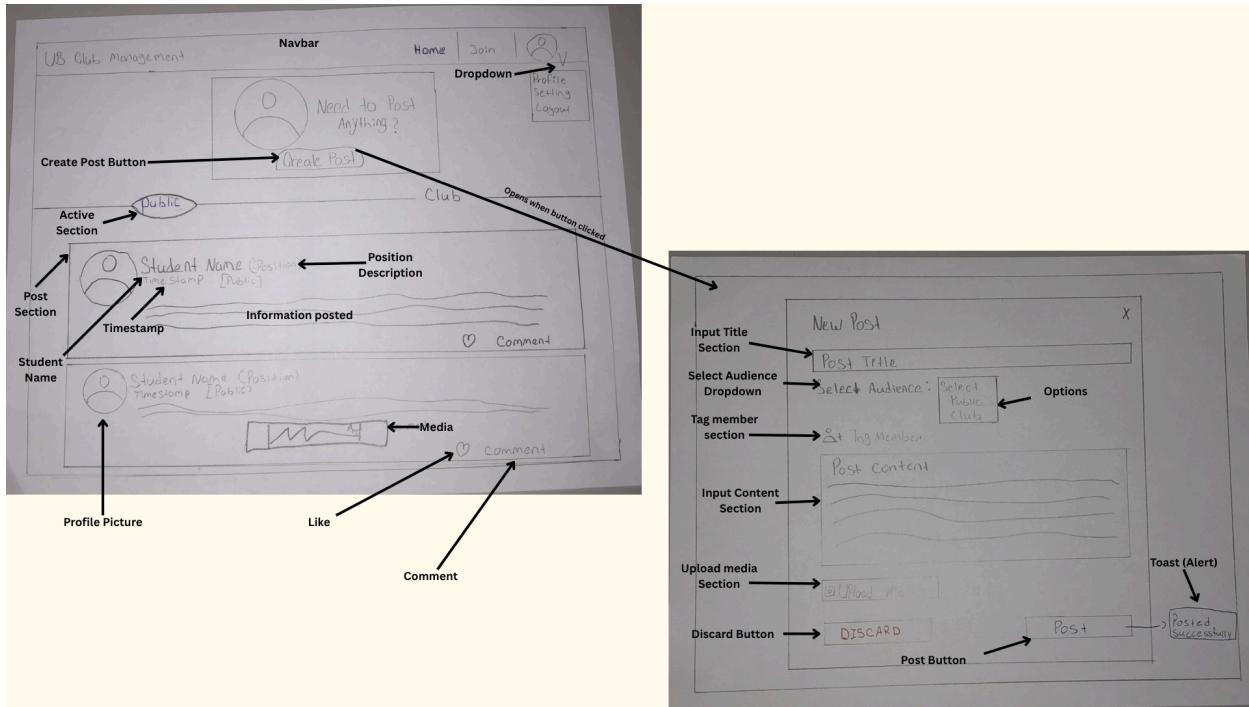
### Join a Club Design 1



### Reasoning:

This design would incorporate the needed features that would allow users to join a club. They would be able to initially view available clubs. If they find one interesting, they would be able to view more information about the club, like the projects and, gallery. Then, if they decided to join, they would be able to by filling out a form.

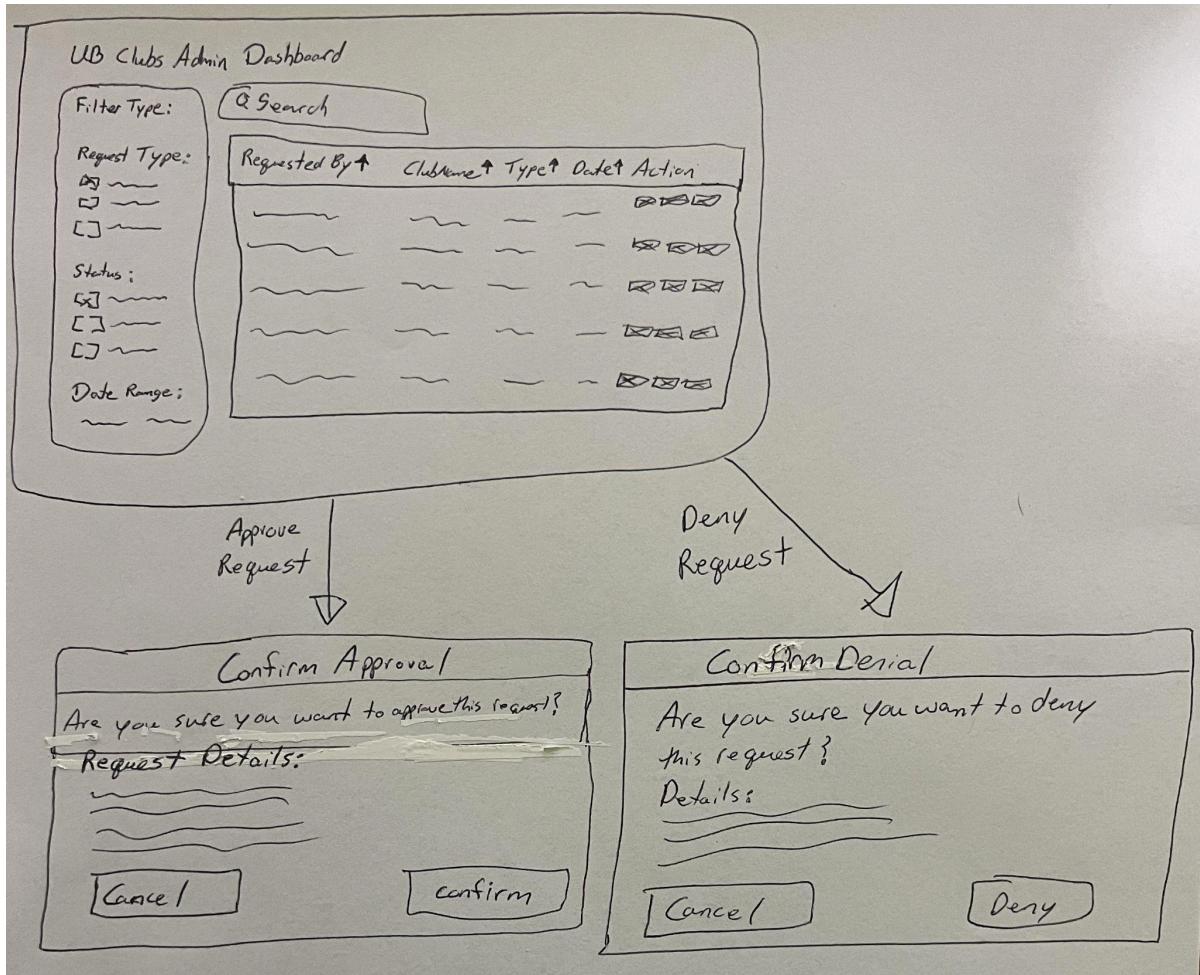
## Create a Post Sketch 4



### Reasoning:

This design incorporates all the essential features that allow users to create a post. Users can upload media, tag members, and add a post title and content. Additionally, the design provides options to either discard or publish the post. The **Home** page serves as the initial view before creating a post, featuring a button that opens a modal/form where users can enter their respective information. This design also gives users and testers a clear idea of how a published post would appear.

## Admin Dashboard Design 1

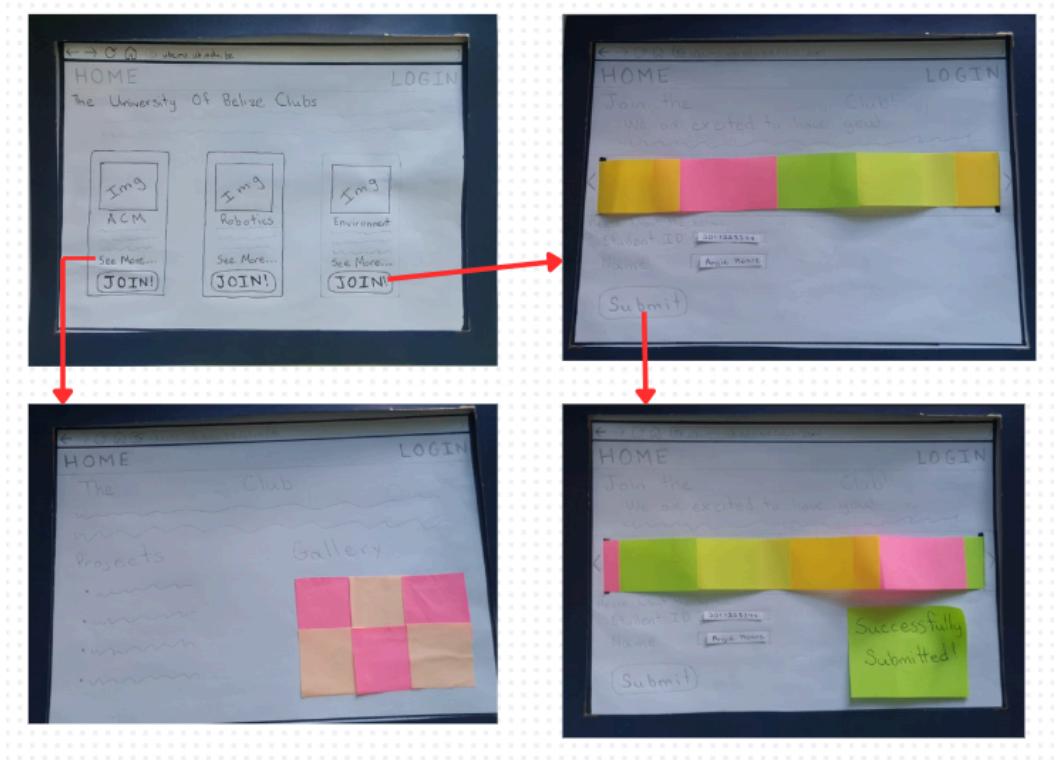


### Reasoning:

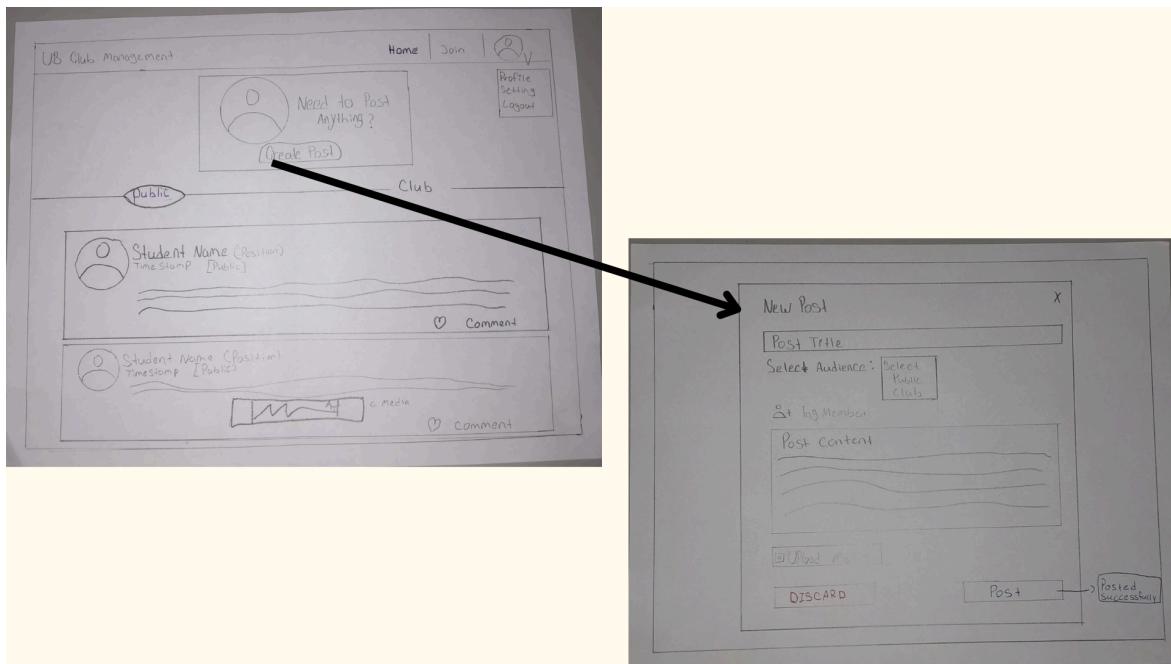
This design prioritizes efficiency and safety for processing high volumes of club requests. The table layout displays multiple requests simultaneously, while the sidebar filter enables quick navigation by request type, status, or date range. Confirmation modals prevent accidental processing errors, and color-coded buttons (green for approve, red for deny) provide clear visual affordances. The bulk selection feature allows administrators to process multiple requests at once rather than individually, addressing a critical efficiency need from testing feedback. This design directly responds to administrator requirements for faster processing and error prevention identified during Prototype 3 testing.

## Prototype

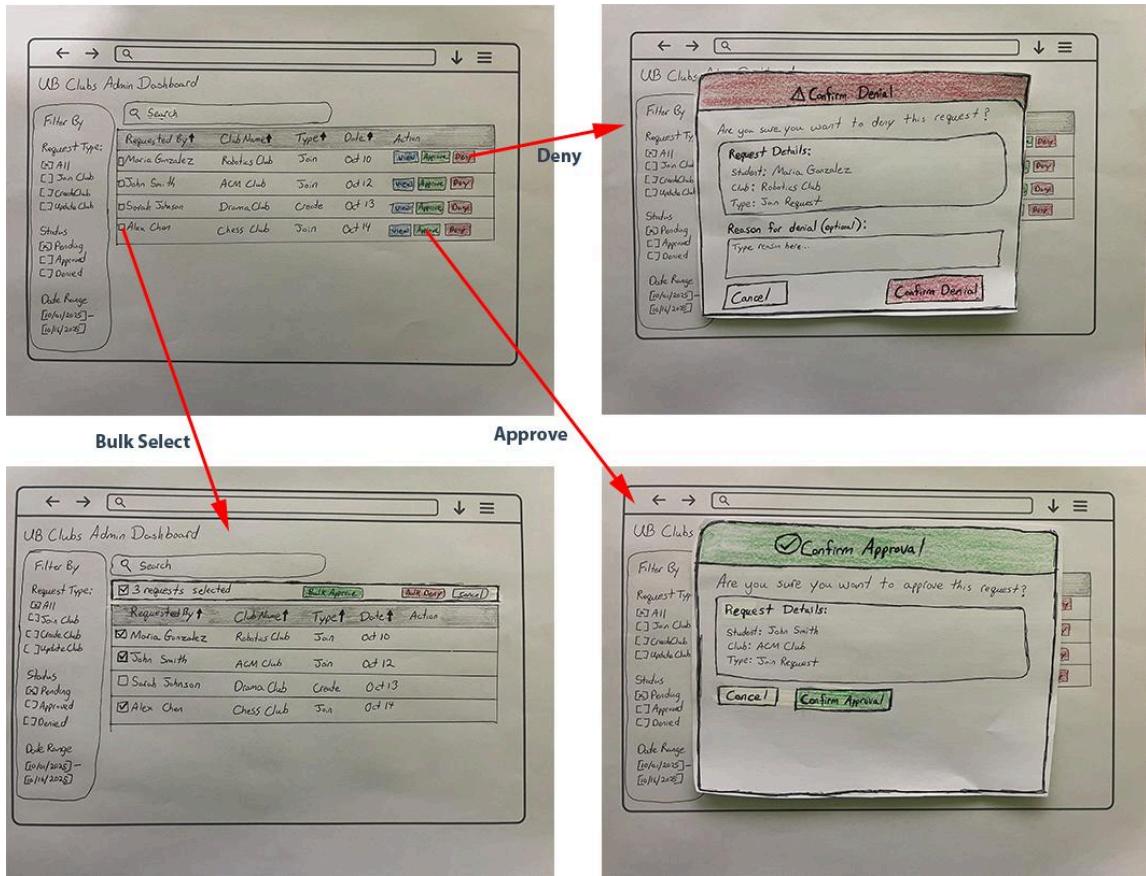
### Join a Club:



### Create a Post:



## Admin Dashboard Design



## **Method**

### **Participants and Environment**

Participants were randomly selected and included both UB students and non-UB students. Some participants were found on campus, while others were off campus. They were individually approached and asked if they were free and willing to test a prototype design for a project we are currently working on. Each participant completed only selected tasks and did not perform all three.

### **Tasks**

#### Join A Club

1. Interact with the Club listing page
2. Interact with the "See More" option for each respective club.
  - a. Interact with the view details page of a specific club
3. Interact with the Join option for each respective club.
  - a. Interact with a few more details about the respective club chosen.
  - b. Fill out the form to join the club
  - c. Submit form and receive feedback.

#### Create a Post

1. Simulate creating a Post.
  - o Users were tasked with simulating the process of creating a post using the provided prototype design.
  - o They interacted with the form/modal sketch to add post content, enter a title, select a target audience, tag people, add media, and publish the post.
  - o They were also tasked with discarding a post.
2. Interact with the post's design.
  - o Users were then tasked with liking and viewing the published post design.
3. Interact with the filtering of public and club posts.

### Admin Request Management

1. View the admin dashboard with all pending requests displayed in a table format
2. Use the filter sidebar to narrow down requests by:
  - Request type (Join Club, Create Club, etc.)
  - Status (Pending, Approved, Denied)
  - Date range
3. Select individual requests to approve or deny:
  - Click "Approve" button → Confirmation modal appears → Confirm approval
  - Click "Deny" button → Denial modal with reason field appears → Enter reason  
→ Confirm denial
4. Use bulk selection feature:
  - Check multiple request checkboxes
  - Click "Bulk Approve" or "Bulk Deny"
  - Confirm bulk action
5. Feedback is provided

### **Procedure**

All participants received an overview of the tasks and the possible functionalities that could be completed. While the participant conducted the test, observations were recorded in relation to what seemed to confuse the user and what was helpful to the user. After completing each task, the users were asked if they had any additional recommendations for the improvement of the system.

## Test Measures

### Successes

- High Learnability
- The Safety aspect was helpful
- Similarity to other platforms

### Errors

- **Join a club errors:**
  - Lack of a back button within pages
  - Lack of information on feedback to the user
    - Join a Club form “Successfully submitted”, but no next steps
- **Create a Post Errors:**
  - Confusion with the create a post button:
    - The “Create a Post” button was not a feature users found appealing. At first, they thought the text box labeled “Need to post anything?” was where the post creation feature was embedded. As a result, they felt that the button was unnecessary or confusing when placed alongside the text box.
  - Wording:
    - Users found the wording of “Need to post anything” a bit unclear and suggested clearer wording to indicate post creation, something that would be user-friendly, like what Facebook uses.
  - Filtering:
    - The filtering feature was a bit confusing for some users.
- **Admin Dashboard Specific Errors:**
  - No post-action confirmation feedback
    - After clicking "Confirm Approval" or "Confirm Denial," users were unsure if the action completed successfully
    - No success message appeared to confirm the request was processed
  - Bulk select checkbox visibility

- One participant didn't immediately notice the checkboxes for bulk selection
- Date range was unclear
  - Participants were confused as to what "Date" means. Needs to be more specific.
- Denial reason field ambiguity
  - Text said "optional" but participant felt it should be required or more prominent

## Team Member Roles

- Team members were unable to test at the same time; each respective task was conducted by one member playing all roles of facilitator, computer, and observer.

## **Results**

1. All 3 Tasks with each of their features were completed successfully
2. “Oh cool”, the interactiveness of prototypes was appreciated
3. Some participants were a bit hesitant to select a button
4. Users kept having to use the browser back button
5. One user asked for additional information on clubs like members
6. Users found it simple and straightforward (Task 2).
7. Confused with the Filtering of Public and Club posts (Task 2).
8. Create post button is not so efficient, suggested to remove the Create post button, have a clickable input field that would open the modal (Task 2).
9. All participants successfully completed approve and deny actions for individual requests (Task 3)
10. Bulk select feature was discovered and appreciated for efficiency (Task 3)
11. Confirmation modals (green for approve, red for deny) were well-received for preventing errors (Task 3)
12. One participant said: "The confirmation is great, It will prevent accidentally denying someone" (Task 3)
13. After confirming actions, testers repeatedly asked “How do I know the approval worked?” due to lack of success confirmation. (Task 3)
14. Color coding (green/red buttons) made approve/deny actions immediately clear (Task 3)

## **Discussion**

After these tests were carried out as Low-Fidelity Prototypes, we were made aware of a couple of improvements possible. However, for the most part, participants appreciated the idea and functionality being provided by the prototypes. Most recommendations would be easily adjusted, like the lack of information on the submission of forms for Task 1. While for Task 2, an even closer similarity to another platform (Facebook) would have been more efficient, this is in relation to allowing a modal change on the same view rather than routing to a new page to create a post.

For Task 3 (Admin Request Management), participants successfully completed all approval and denial actions, appreciating the confirmation dialogs that prevented accidental mistakes. The table layout and color-coded buttons (green for approve, red for deny) provided clear visual affordances that made the interface highly learnable. However, the most critical issue was the complete lack of post-action feedback. After clicking "Confirm Approval" or "Confirm Denial," users had no visual confirmation that their action was successful, leading to repeated questions like "Did it go through?" This represents a Severity 3 (Major) usability problem that must be addressed in the next iteration. The bulk selection feature was well-received, with participants noting it would save time when processing multiple requests. Overall, the admin dashboard demonstrated strong learnability and safety through confirmation dialogs, but efficiency and feedback mechanisms need substantial improvement.

## Appendices

### **Severity**

Incident severity ratings **Red Text** indicates errors, **Green Text** indicates successes

#### Participant 1 : Task 1

<u>INCIDENT</u>	<u>SEVERITY</u>
No Excessive functionality on screen	0
Straightforward steps	0
“Needs a back button on page”	1
“What now? How will I know if I got accepted?”	2

#### Participant 2 : Task 2

<u>INCIDENT</u>	<u>SEVERITY</u>
Simple and straightforward steps	0
The form/modal design was found to be easy to navigate and use for creating a post	0
“Viewing the created post design is really nice and understandable.”	0
Filtering: What’s the purpose of the oval element? Do I need to swipe it to switch to “Club”?	1
“Do I need to click the button or the text box that has “Need to post anything” to create a post?”	2

**Participant 3 : Task 3**

<b><u>INCIDENT</u></b>	<b><u>SEVERITY</u></b>
Table layout was easy to scan and understand	0
Color-coded approve/deny buttons were intuitive	0
Bulk select feature discovered and used successfully	0
Confirmation dialogs prevented accidental actions	0
Filter sidebar helped narrow down requests	0
"No confirmation message after approving - did it work?"	3
"I'd like to filter by date range, like last week's requests"	2
Didn't immediately notice bulk select checkboxes	2
Suggested denial reason should be required, not optional	1

**Consent Form**

The ADA Designs application is being produced as part of the coursework for Information Technology course CMPS3141 – Human Computer Interaction at the University of Belize. Participants in experimental evaluation of the application provide data that is used to evaluate and modify the interface of ADA Designs. Data will be collected by interview, observation and questionnaire.

Participation in this experiment is voluntary. Participants may withdraw themselves and their data at any time without fear of consequences. Concerns about the experiment may be discussed with the researchers Angie Hoare, Dair Aban, Abner Bobadilla or with Lecturer Manuel Medina Jr., the instructor of CMPS3141:

Manuel A. Medina Jr.  
MPIT Department  
University of Belize  
822-1000 ext.305  
mmedina@ub.edu.bz

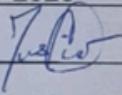
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I hereby acknowledge that I have been given an opportunity to ask questions about the nature of the experiment and my participation in it. I give my consent to have data collected on my behaviour and opinions in relation to the ADA Designs experiment. I also give permission for images/video of me using the application to be used in presentations or publications as long as I am not personally identifiable in the images/video. I understand I may withdraw my permission at any time.

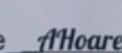
Name Troyes Ciu

Participant Number  

Date 16 October 2025

Signature 

Witness name Angie Hoare

Witness signature 

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Name Joaquin Tzul

Participant Number \_\_\_\_\_

Date 16/10/2025

Signature JT

Witness name Chuburnay

Witness signature JT

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Name Stephanie Windsor

Participant Number  

Date October 15<sup>th</sup>, 2025

Signature Stephanie Windsor

Witness name Dair Aban

Witness signature Dair Aban