Team COLATA

# MUMBLE

## PROJECT PRESENTATION

PRESENTED BY
CORDERO, LATAGAN, TAMBURANI

# Team Members



Ed Chryssha
U. Cordero

Fritzgerald M.
Latagan
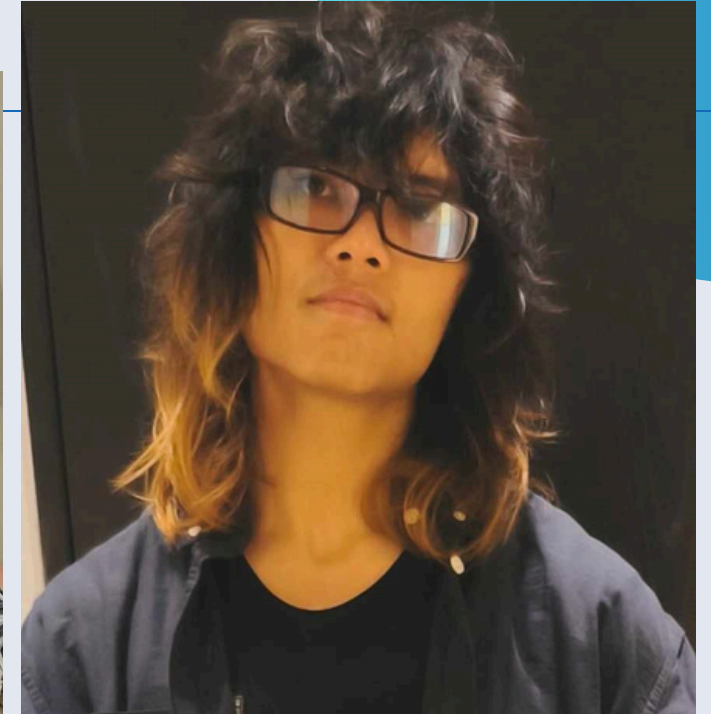
Nur Fyed L.
Tamburani

# Contents

# MOTIVATION

## what problem are we addressing?

Many students at MMCM, particularly irregular students, course shifters, and transfer students, struggle to form social connections, leading to feelings of isolation. Existing methods like social media and school events are often insufficient in addressing these needs. The Mumble app aims to address these issues by providing a dedicated platform that facilitates social interactions, helping students easily find and join interest-based groups and participate in social events, ultimately enhancing their college experience.

# TOP REQUIREMENTS

## *what did you learn from users?*

After conducting several online test trials with respondents using our app via Discord and Messenger calls, we concluded that the Mumble app must be simple and intuitive to navigate. Users emphasized the need for an easy way to find and join interest-based groups. Efficient tools for real-time chat and discussion within groups were deemed essential, as well as access to a comprehensive calendar of events and activities.

# ONLINE TESTING
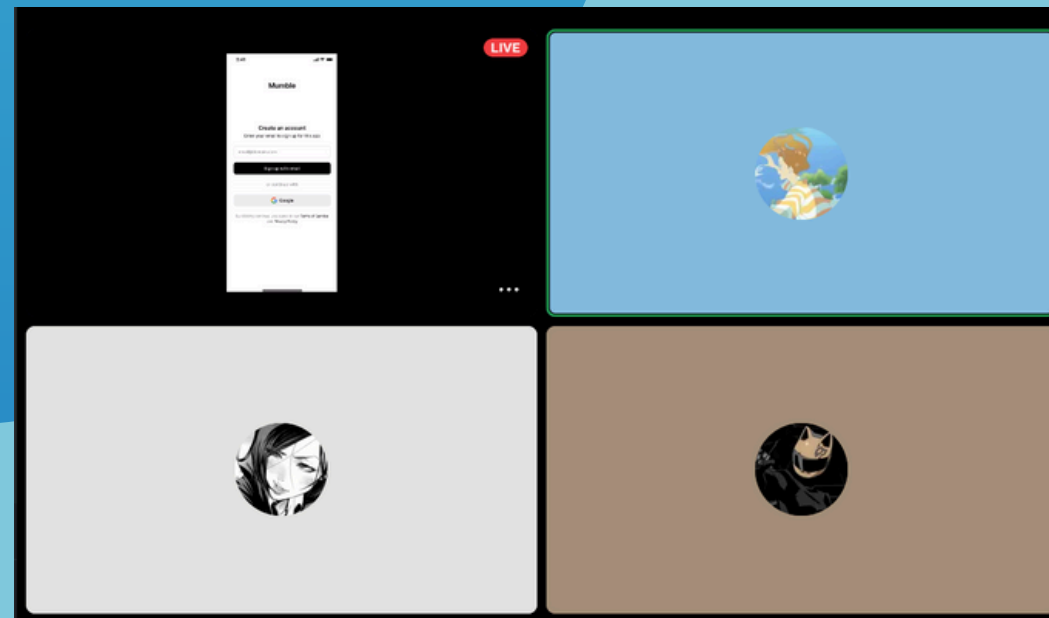


**Discord**
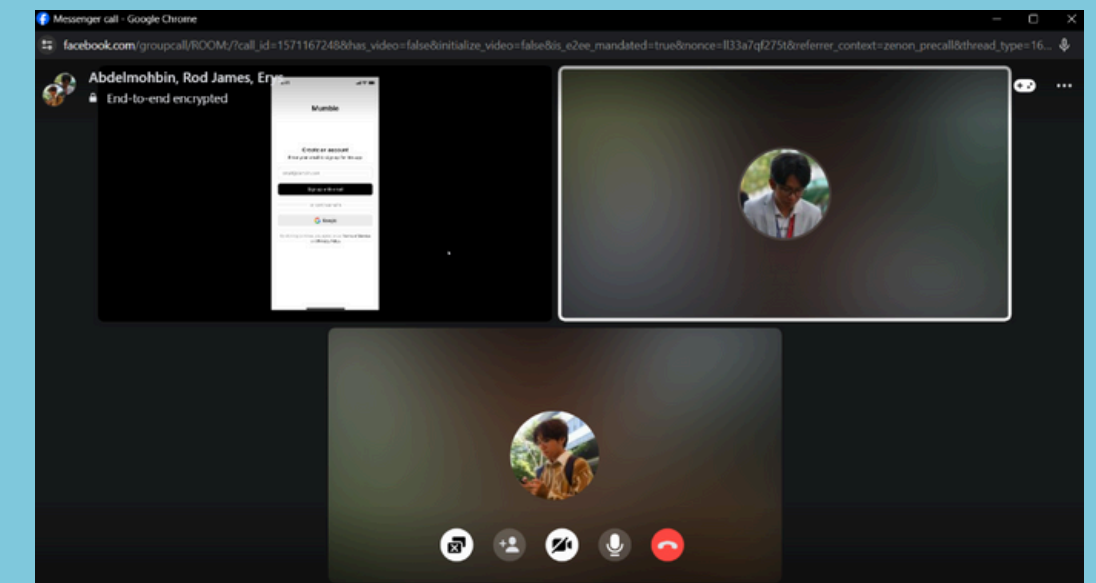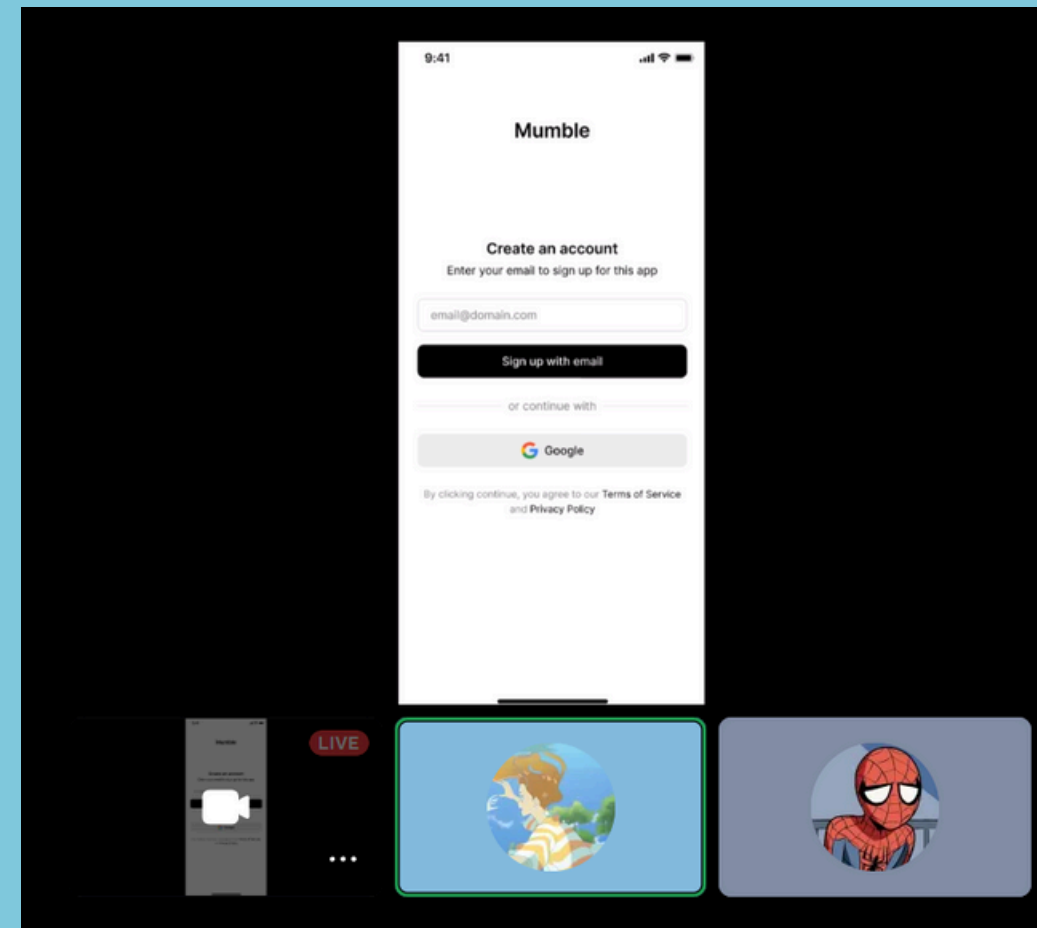
**Messenger Call**

# DESIGN

*what does your solution look like?*

The Mumble app features a user-friendly interface with main functionalities such as identifying interest groups, joining groups, engaging in conversations, and attending events. The app integrates with existing platforms like MMCM Confessions to enhance user engagement. The design includes a home screen showcasing available groups and recent activities, a group discovery interface, a real-time chat interface, and an event calendar. The design prioritizes ease of navigation, intuitive use, and engaging aesthetics to ensure a positive user experience.
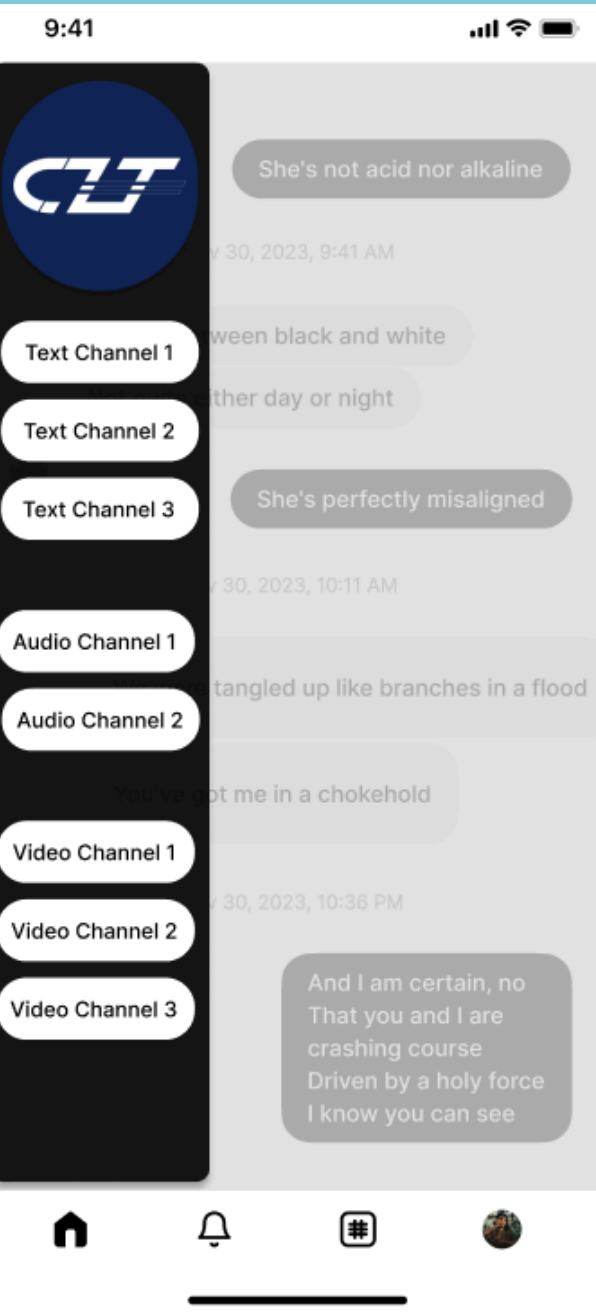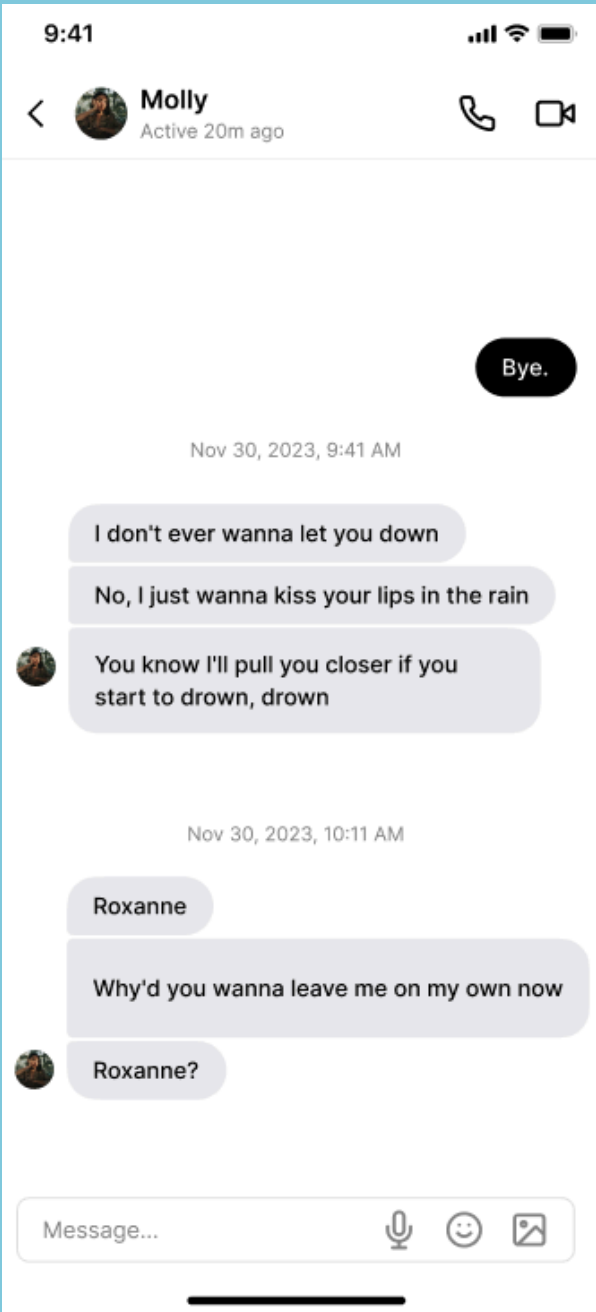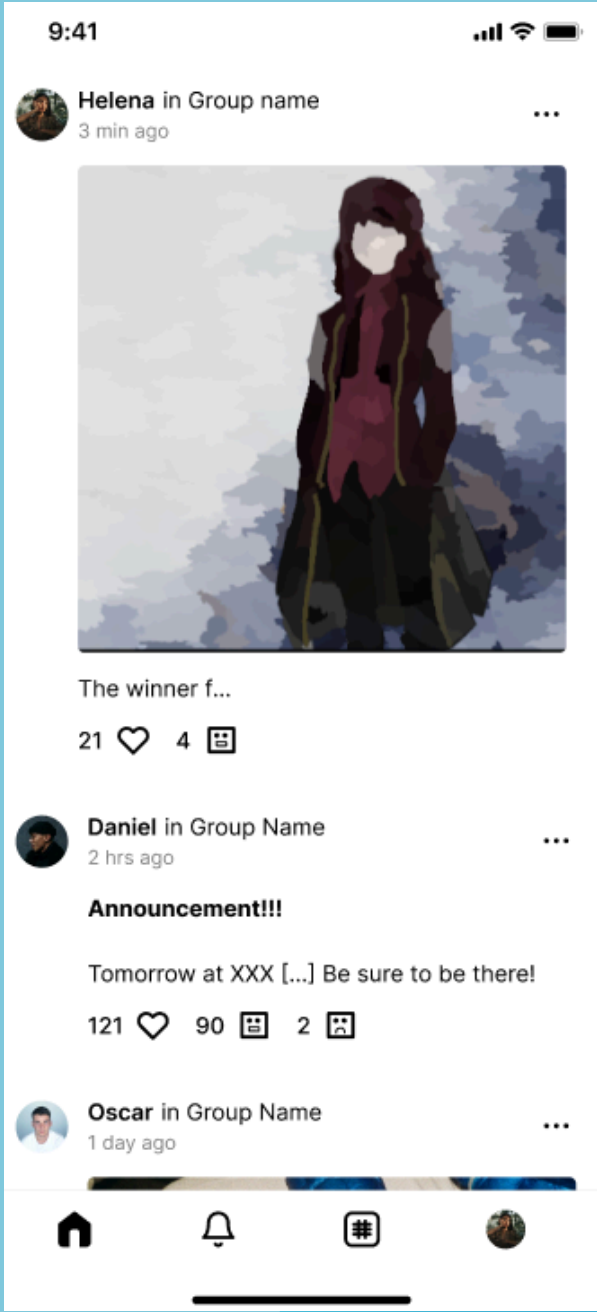
# DESIGN
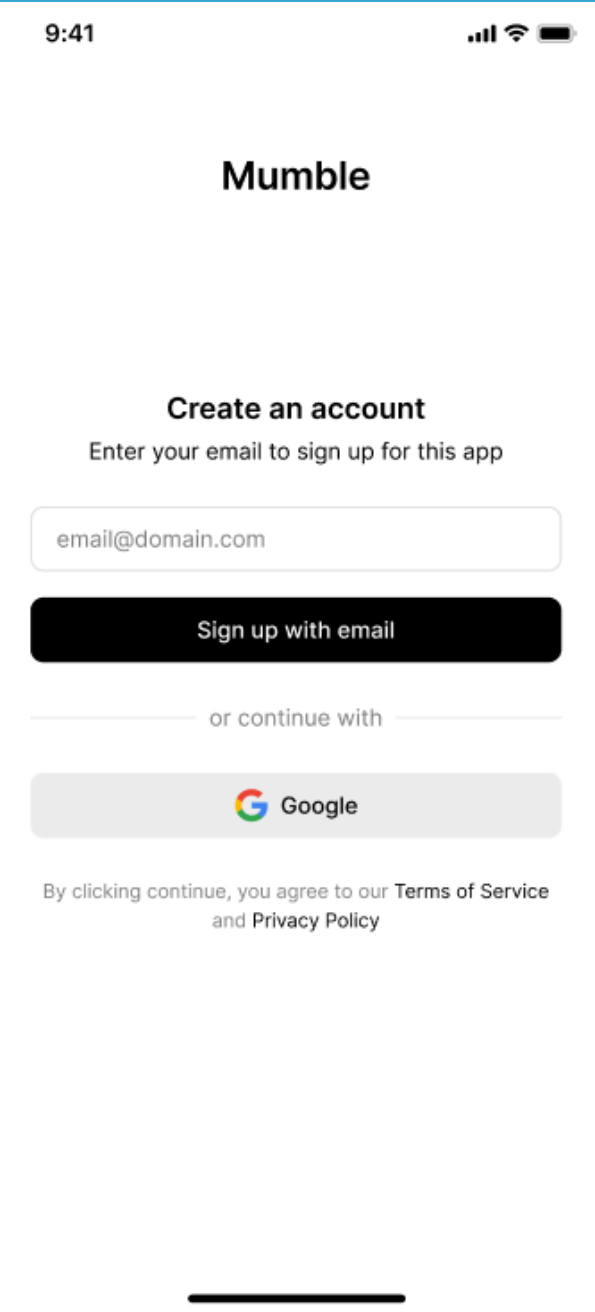


**Sign In**
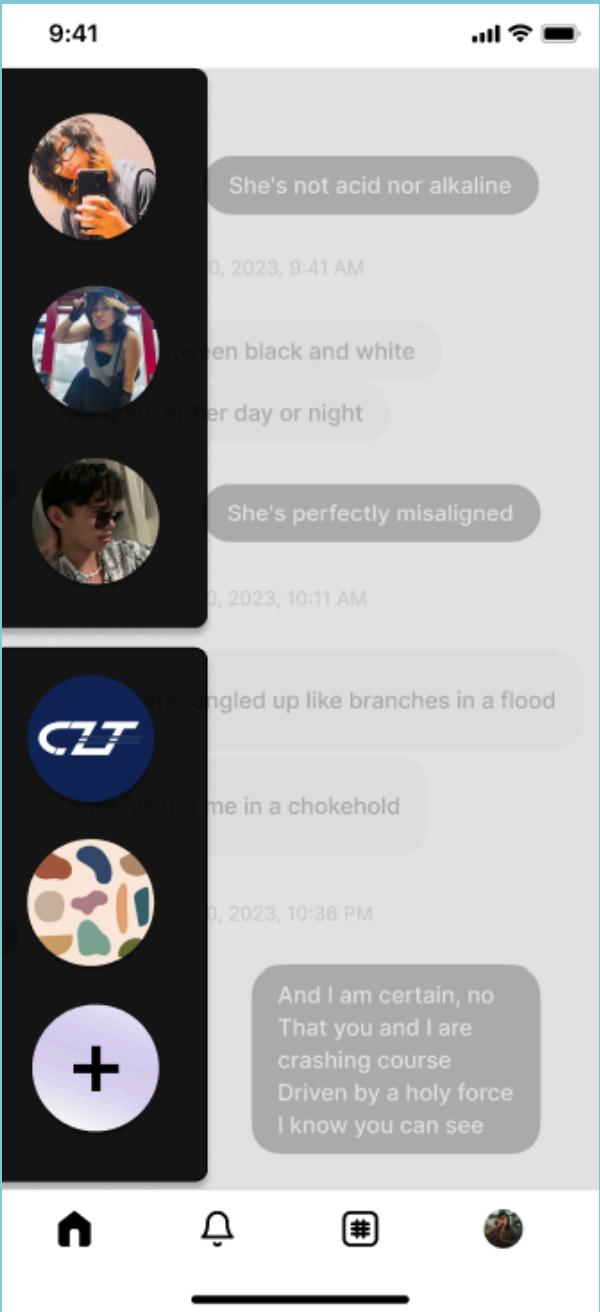
**Sidebar**

**Group Channel**

**Chat**

**Alerts**

# DESIGN
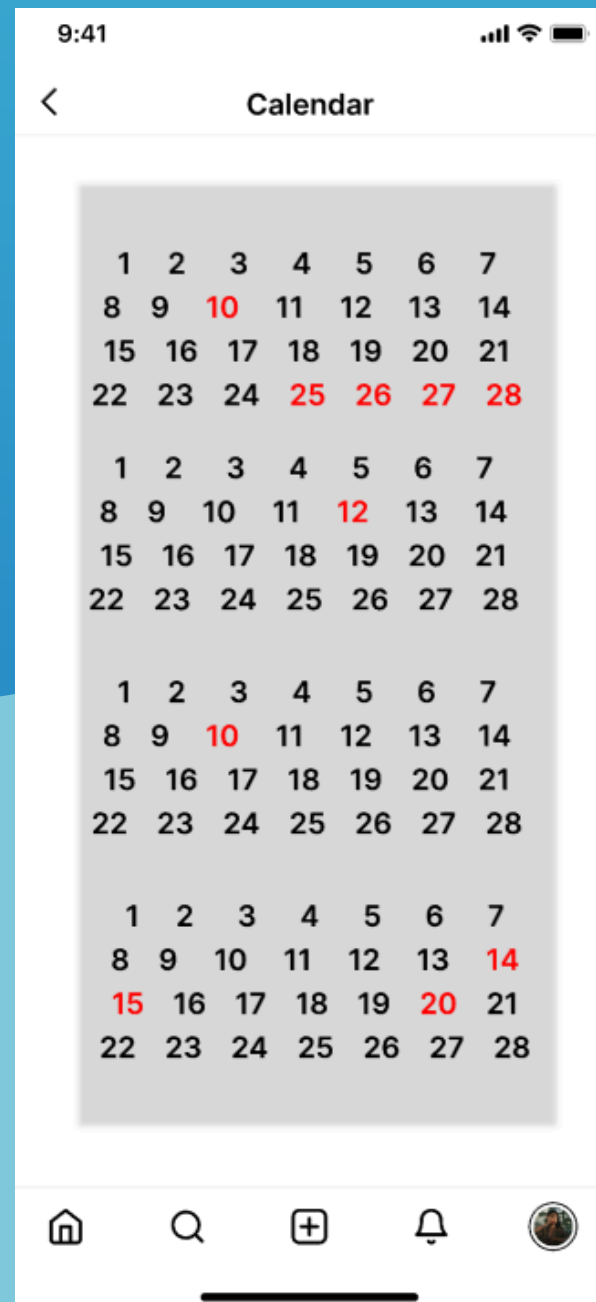


**Event Calendar**
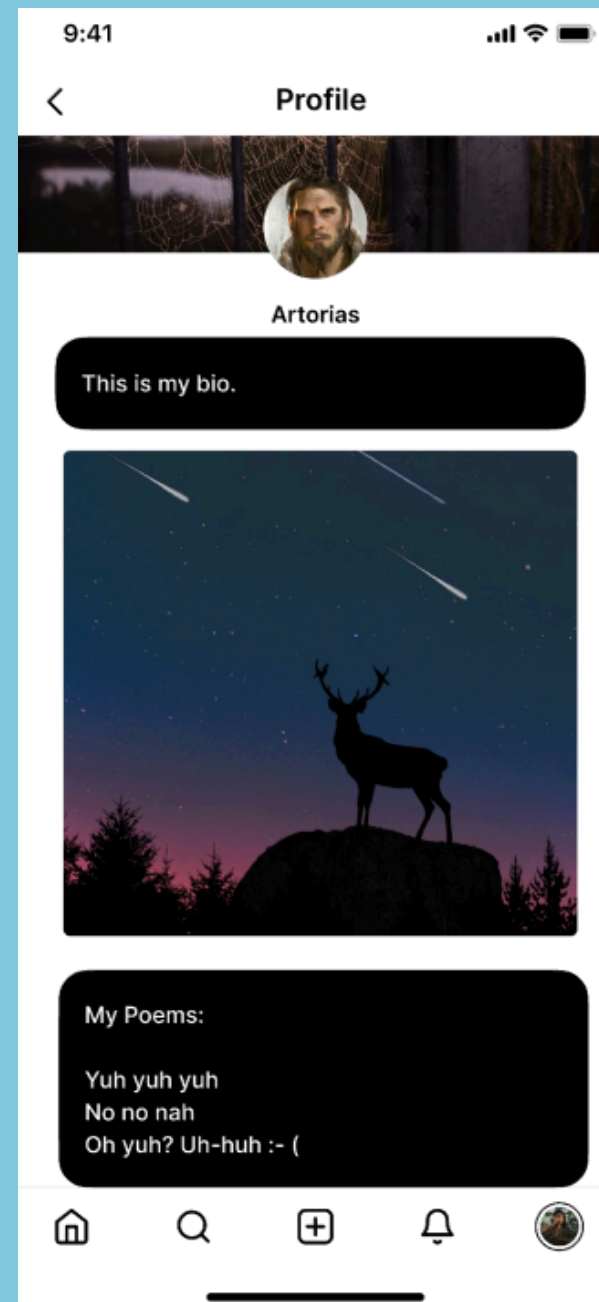


**Profile**
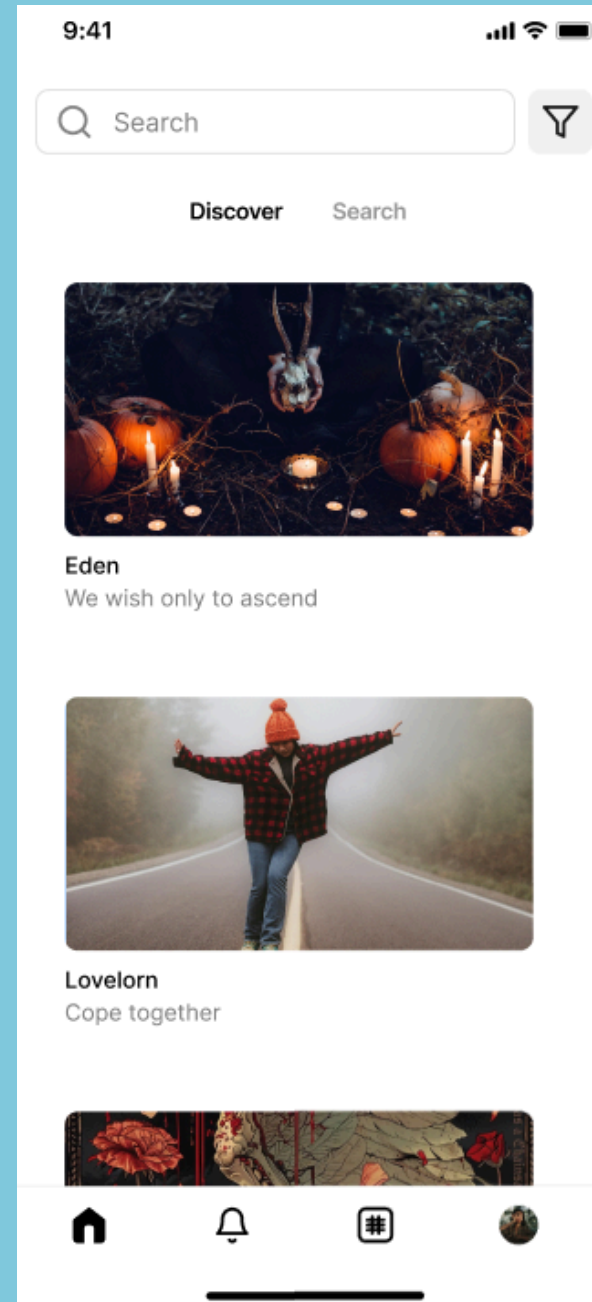


**Group Discovery**
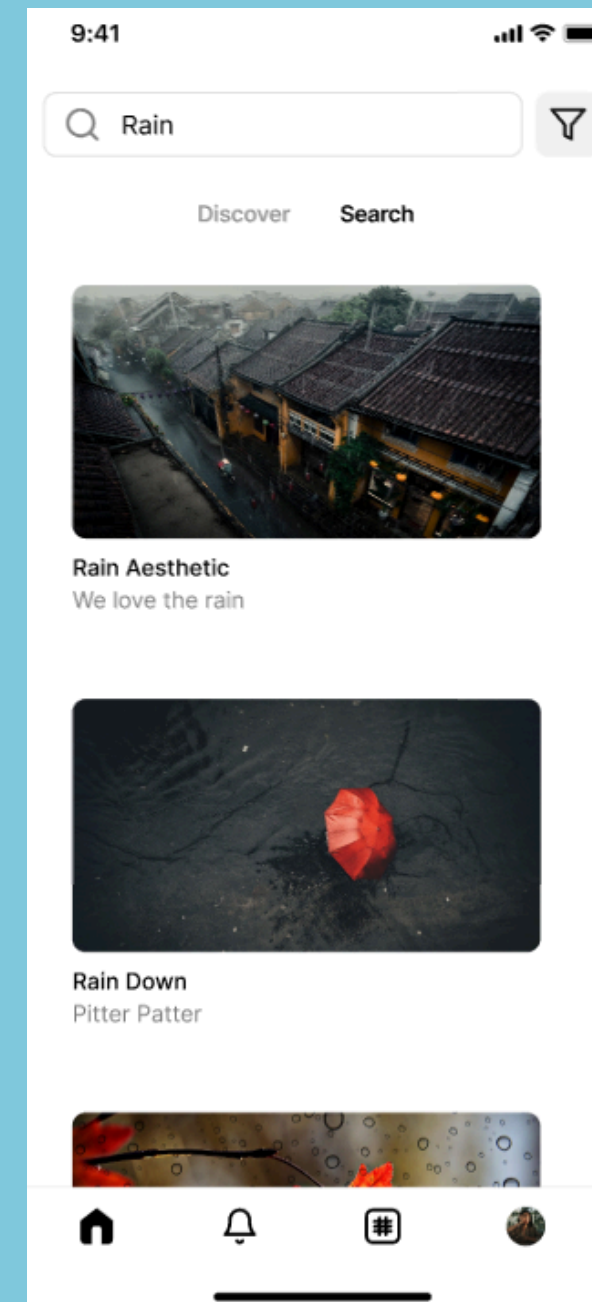


**Group Search**
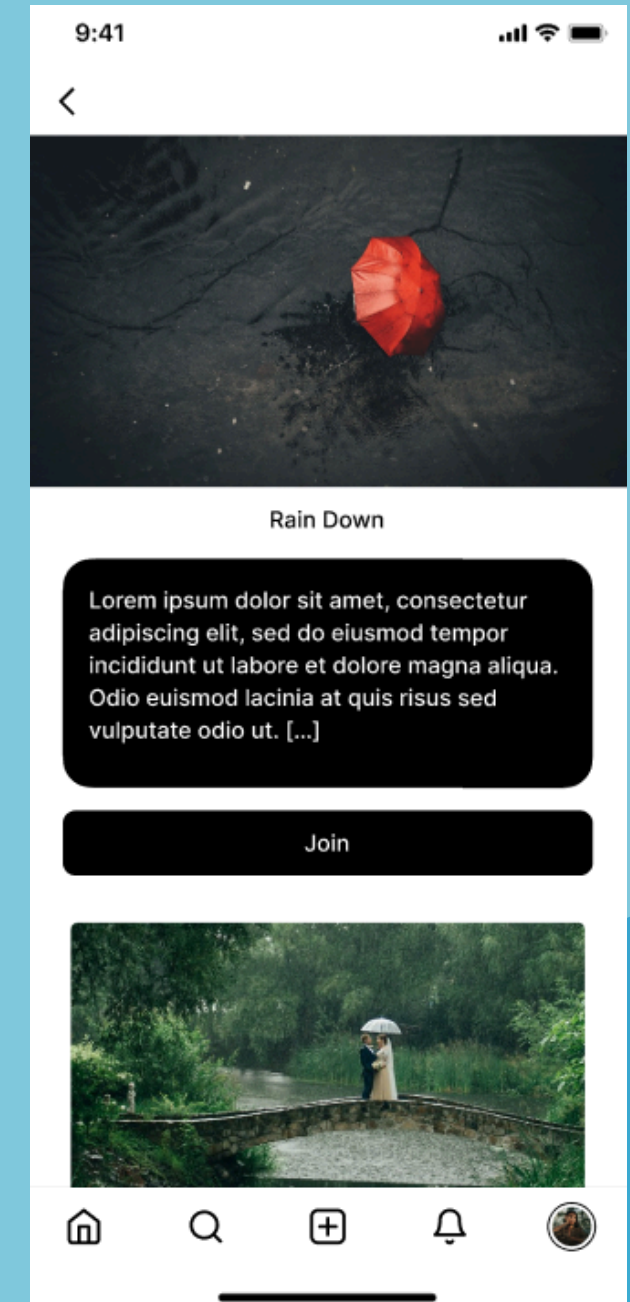


**Group**

# EVALUATION

*what did you do and what were the results?*

To evaluate the Mumble app, we conducted usability testing using specific tasks, heuristic evaluation based on usability principles, and participant surveys for feedback. The results showed high acceptability for most tasks, although some users experienced minor navigation issues and difficulties with the renaming features. Overall, users had a positive experience with the app and provided valuable suggestions for improvement, particularly in enhancing the file/folder renaming functionalities.

# RESULTS

## Participant Survey and Feedback

## Task Time

| Task | Average | Interpretation | Results |
|---|---|---|---|
| Main Menu Task | 0.40 minutes | Highly Acceptable | Successful |
| Group Task | 2 minutes and 32 seconds | Highly Acceptable | Successful |
| Event Task | 3 minutes and 46 seconds | Highly Acceptable | Successful |

This table presents the outcomes of the timed tasks conducted during the Online Testing phase. Based on these findings, the prototype is deemed successful across all three task sections.

| SECTION 1 | | | |
|---|---|---|---|
| Question | Mean | Interpretation | Classification |
| Visibility of System Status | 4.1 | Acceptable | Successful |
| Language and Design Matching Real-World Expectations | 4.1 | Acceptable | Successful |
| Control and Helpfulness of "Cancel" and "Back" Options | 4.3 | Acceptable | Successful |
| Consistency in Navigation and Design Standards | 3.7 | Moderately Acceptable | Neutral |
| Ease of Preventing or Correcting Errors | 4.5 | Highly Acceptable | Successful |
| SECTION 2 | | | |
| Recognition Over Recall Design | 4.5 | Highly Acceptable | Successful |
| Flexibility and Efficiency for New vs. Experienced Users | 4.3 | Acceptable | Successful |
| Aesthetic and Minimalist Design | 4.6 | Highly Acceptable | Successful |
| Clarity and Helpfulness of Error Indicators | 4.6 | Highly Acceptable | Successful |
| SECTION 3 | | | |
| Overall Satisfaction | 4.5 | Highly Acceptable | Successful |

Based on the data gathered, the Mumble app effectively addresses social connectivity challenges at MMCM, with high ratings in visibility, design, and error handling. Despite high user satisfaction, we identified areas for improvement in navigation consistency. We plan to refine these aspects, add features, and conduct further evaluations.

# CONCLUSION

*if you had more time, what would you do next?*

The Mumble app prototype successfully addressed many user needs, receiving positive feedback on its ease of use and design. However, there are areas for improvement, such as addressing navigation inconsistencies and enhancing the renaming feature. With more time, we would implement back-end coding, add notification functionalities, and enhance online features. Further evaluation with a larger user group would help gather more feedback to refine and improve the app.

# Thank You