



UNIVERSITI MALAYSIA TERENGGANU
FACULTY OF OCEAN ENGINEERING TECHNOLOGY & INFORMATICS

CSM3114
FRAMEWORK-BASED MOBILE APPLICATION DEVELOPMENT

Project Report
[U-Merit Mobile Application]

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1.0 Summary Of Prototype

In today modern technology, I have opportunity to develop a mobile app for Tylor University (TU) as one of work to make improvement in campus live. This mobile apps can provide a useful experience for student. This mobile application is U-Merit apps. The U-Merit app is a great way to build student involvement and community (QuickSchools.com, n.d.). With U-Merit the students will not only active in academic but also in curricular activities that provide by university. This app is completely configurable allows university to reward students for their good academic and curricular (QuickSchools.com, n.d.).

The purpose of create this mobile apps prototype is for helping student with their merit problem. Merit is very important in TU, it have many roles that student need to achieve some of higher merit to apply something. As example, if student want to stay in hostel, they need to achieve 1000 and above merit to competing to get the place in hostel, indeed the university have many people. The merit also uses to graduate, the need to graduate for student is their merit must be 400 and higher.

With this mobile apps, it can help student to be alert for their merit. The student can key in their program info to get the total merit. This prototype will help with calculate the merit after student key in information about the program. Student can also see the list of programs that they join at the same page with total merit.

From this mobile apps, the goals that I want to achieve is to let user experience this mobile apps and give feedback based on their honest experience with this prototype. The mobile apps are user-friendly and it provide step by step on how to use the apps for first time. The feedback that student give will provide me with something very meaningful as I can improve my prototype in the future.

1.1 Prototype Design



Figure 1 Wireframe Main Page

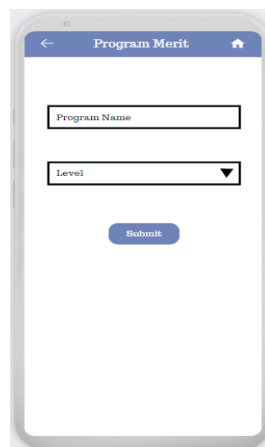


Figure 2 Wireframe Program Page



Figure 3 Wireframe Merit Star Pag

1.2 User Interface with explanation

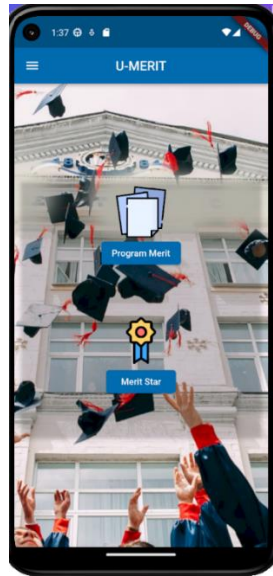


Figure 4 User Interface for Main Page

Figure 4 is a main page for the U-Merit mobile application. It has features like drawer, button and image. The two main buttons in the main page are “Program Merit” and “merit star”. When clicking “program merit” it will direct user to the program page. Meanwhile, the “Merit Star” button will lead to merit page.

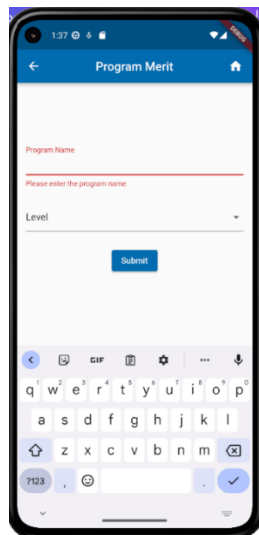


Figure 5 User Interface for Program Page

Figure 5 is U-Merit mobile application second page. The arrow icon at app bar will return to the previous screen when user click on it. to previous page while home icon is for the main page. Meanwhile, the home icon is a shortcut to the main Page. This program page has formed that user need to input the data. The two forms are “Program Name” and “Level”. When user click submit then it will directly go to merit screen where the data of the submission there.

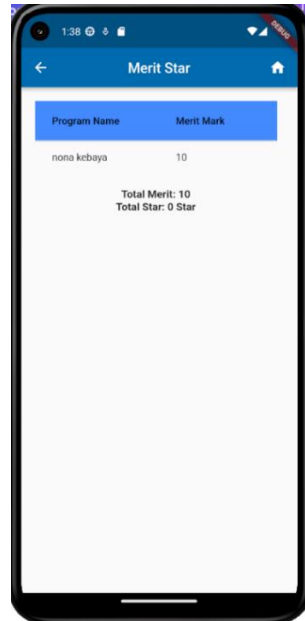


Figure 6 User Interface for Merit Star Page

Figure 6 is a third page for the application. This page will show you about user data overview after user click the submit button on previous page. For each of the merit level boasts its own mark and it will show at merit mark column. It also has features for calculated the merit and it Provide star for each categories mark of the merit.

1.3 Commercial Value and Pricing Prototype

Students in Taylor University have around 5000 population every year. With this mobile app, it can really be helpful for all students in solving merit-related issues. The U-Merit mobile app has a unique feature that will calculate the merit and the star student got based on what program they joined. This app will simplify the merit tracking process for students.

Merit is very important to students because it's become a requirement to have merit above 1000 to compete with another student to stay in hostel, or to have 400 and above to meet graduation requirements. With this role, the app can stand out as a valuable tool for university. This ensures that the app can cater to student population and can be adapted to future changes in academic programs.

Furthermore, this app is not just a tool for calculating merit but it can be a solution to diverse merit challenges faced by students. Other than calculating merit, it also provides a star based on the merit students collect. It can be a motivation for students to actively participate in academic and extracurricular activities. As students are motivated to earn merit and get stars, the U-Merit app will become a place for students to compete in a good way for the academic environment at Taylor University.

This is a well-known model that requires students to get the subscription monthly or make a one-time purchase to continue using it. Understanding students' spending habits ensures that the app provides real value for their money and can make sure they repeated purchases. This approach can make students satisfied and they are more likely to recommend the solution to others (nandbox Native App Builder, 2023). For the U-Merit prototype pricing, the focus is on student affordability. The pricing app can be one-time purchase or monthly subscription for students. For this moment, the pricing will be RM 20 and students can pay it monthly with only RM 2 per month. With this price, it can ensure that every student can get the benefit from this application without spending too much on their budget.

1.4 Lesson Learned

Throughout the journey to create and testing the U-Merit mobile application prototype, there is many lessons that been earned. Among these, was the idea to make this application itself. By directly meet the university student and soliciting them on their specific needs, the result from most student was to make merit application. Another lesson was the experience to get the feedback from students. Before this apps launch, it must be tested by student to ensure this app meet the requirement that they want. With the feedback that have been received, it plays a big role for enhancing the application features and satisfaction. These lessons underscore the commitment to a student-centered approach, and can continuously shaping the U-Merit app to better meet the needs of university community.

1.5 Conclusion

In conclusion, the U-Merit application prototype has been tools that very useful toward student and university community. It holds potential as valuable tools for solving the merit issue among the student. With features calculate merit and earn star it will track the merit that student collect by participating in the academic and extracurricular activities. This application also an affordable for student because the pricing was really cheap, its offer onetime payment and monthly payment. The student can always give feedback for this application for the improvement in the future. The U-Merit application not only fulfill the function of merit tracking but also make a healthy competitive towards student for academy at Taylor University. As it grow, it will become one of the best tools and get to be academic success and motivation for student in this university.

1.6 References

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ChatGpt AI

Lab Module from Framework-Based Mobile Application Development

Link for github : https://github.com/FatninAlani/Framework_Project1

Link for Slide Presentation:

https://www.canva.com/design/DAF5KbJncso/S8GzAkBc_SAHlchTnERPJg/edit?utm_content=DAF5KbJncso&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton