StartActIt

A Quantitative Method Research Project Presented to the Faculty of the
College of Computer Studies
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Father Selga St., Davao City

In Partial Fulfillment of the Academic Requirements for the Degree
Bachelor of Science in Information Technology

Alfaro, Larrah Shayne Ashley B.
Aurelio, Justin Philip H.
Tadla, Lorrybeth Andrea N.

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Introduction

People may be helpless in the face of accidents or unexpected medical emergencies if they lack the necessary skills. According to a Red Cross (2022) study, only one in every twenty people would know what to do in a first aid situation, while up to 59% of injuries could have been avoided if first aid was administered before emergency medical services arrived. It is vital that efforts are made to provide people with the necessary skills and resources to provide immediate assistance in the case of an accident or medical crisis. A significant global imbalance currently exists in the accessibility of first aid education. Around the world, 258 million, or 17% of the world's children, adolescents and youth, are out of school. The proportion is much larger in developing countries: 31% in sub-Saharan Africa and 21% in Central Asia, vs. 3 % in Europe and North America (United Nations, 2020). The researchers focused on developing strategies that specifically address these challenges to ensure that a broader spectrum of the population can benefit from first aid education.

Addressing the lack of basic first aid knowledge is crucial, as it leaves many individuals unprepared to respond effectively in emergency situations. Additionally, improving the accessibility and affordability of first aid training is essential, particularly for underserved communities or regions with limited resources. By addressing these challenges and making first aid training more accessible and affordable, we can empower individuals in underserved communities to respond effectively to emergencies, potentially reducing the incidence of preventable deaths and injuries. (Arro, 2021). Researchers can contribute to a more inclusive and helpful app that is easily customizable to meet diverse user needs, ultimately improving accessibility and enhancing the overall user experience. The researcher aims to create an app offering immediate access to essential resources, it empowers individuals to handle unforeseen medical crises confidently.

To address challenges encountered during emergency situations, developers have devised various applications aimed at aiding individuals in times of crisis. An example of this application is the Red Cross First Aid app. The Red Cross First Aid app provides step-by-step instructions for handling various medical emergencies, including CPR,

choking, and bleeding. It also offers interactive quizzes to test users' knowledge and emergency preparedness tips.

Furthermore, another application which helps make people aware during times of disasters is the FEMA app. Their app offers real-time alerts and notifications about weather-related hazards, such as hurricanes, tornadoes, and floods. It includes interactive maps displaying emergency shelter locations, evacuation routes, and disaster recovery centers. Additionally, the app provides emergency preparedness tips and information on disaster assistance.

Another popular application is called the Life360 app. Where it allows users to create and share private Circles with family members or friends for real-time location tracking and coordination. It includes a "Check-In" feature for users to notify their Circle when they arrive at a specific location safely. The app also offers a subscription service with safety features for drivers, such as crash detection and emergency response coordination.

Application	Emergency Call	Weather Forecast	Google Maps-style Interface	Camera Scanner	AI voice text to speech	One-click 911 auto-call	Enhancing user safety and preparedness	Step by step first aid instruction
StartActIt	✓	✓	✓	✓	✓	✓	✓	✓
Red Cross First Aid	✓	✗	✗	✗	✗	✓	✓	✓
FEMA	✗	✓	✓	✗	✗	✗	✓	✗

Life360	✓	✗	✓	✗	✗	✗	✗	✗

Through the voice assistant and camera scanner function, StartActIt aims to meet the need for an effective way to administer basic first aid in an emergency situation by offering a clear, step-by-step procedure for managing and addressing such situations. In addition to its core functionalities, the app has several additional features aimed at enhancing user safety and preparedness. With a single press emergency call feature, users can swiftly connect to emergency landlines without the need for manual dialing, ensuring prompt assistance in critical situations. Moreover, the inclusion of a weather forecast feature not only provides current weather updates but also offers helpful reminders, such as suggesting items like umbrellas based on weather conditions, promoting preparedness. Additionally, the app employs a Google Maps-style interface to pinpoint safe evacuation areas and identify potentially hazardous zones, providing users with vital information during emergencies.

StartActit sets itself apart from other emergency programs by inclusive design, and an optimistic outlook. While many apps offer basic first-aid advice, our scanning camera feature distinguishes us by providing step-by-step instructions customized for specific scenarios. StartActit provides more than just emergency support; it incorporates real-time news alerts and weather updates to provide a more thorough awareness. Furthermore, the app's dedication to using cutting-edge technologies, AI voice text to speech feature, and machine learning puts it at the forefront of innovation and guarantees flexibility and ongoing improvement. StartActit's emphasis on equal access, its accurate emergency route, and it's one-click 911 auto-call feature all help to distinguish it from other emergency apps and position it as a comprehensive and modern solution for people facing unforeseen disasters and emergencies.

These features enhance user experience and accessibility, making it easier for individuals to access essential first aid information promptly. Furthermore, StartActIt specifically addresses challenges such as the scarcity of training facilities, financial

constraints. This also helps lessen the time-consuming nature of Information Retrieval, according to (IPL, n.d) because of the rapid and continuous growth of the internet society, it takes time to manually get information and are not able to find relevant information for the people. These features set StartActIt apart from traditional approaches to first aid education. To address the challenges of accessibility and affordability without relying on partnerships, StartActIt can prioritize the development of key features within the app. Implementing a user-friendly interface with intuitive navigation can enhance accessibility, ensuring that individuals of almost all age levels can easily access and understand the information provided. Additionally, integrating a comprehensive database of multimedia content, including videos, images, and text, can cater to diverse learning preferences and enhance user engagement. By prioritizing these features, StartActIt can provide a valuable resource for individuals seeking to acquire essential first aid knowledge, without the need for external partnerships or significant financial investment.

Objectives

The aim of this research is to design StartActIt, a mobile application that provides guidance and support to individuals experiencing minor injuries. The application will utilize images captured through users' mobile devices to offer instructions for treating these injuries.

Specifically, this research aims to:

1. design a mobile application that will:

   a. identify and assess the minor injury;
   b. provide a comprehensive and correct first-aid instruction;
   c. notify an emergency contact if an injury happens to the user;
   d. give easy access to contact emergency hotlines;
   e. update the users with daily news and weather news;
   f. guide the users to the nearest evacuation area;

2. evaluate the mobile application with Nielsen's Ten Usability Heuristics.

3. and evaluate the acceptance and usability of the mobile application using Unified Theory of Acceptance and Use of Technology (UTAUT).

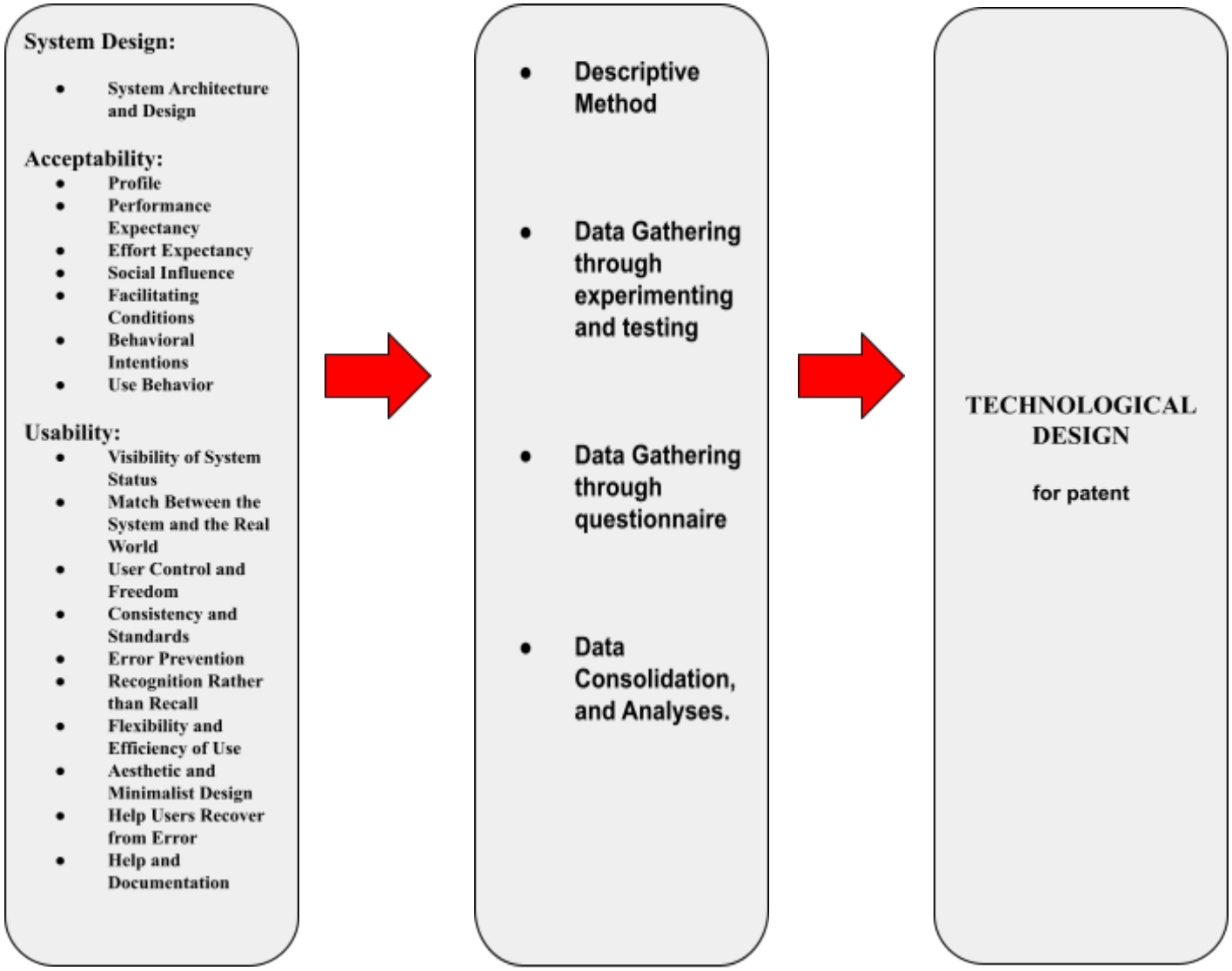
RESEARCH METHODOLOGY

Research Design

This research is designed to assess the acceptability and usability of the designed mobile application that is focused for situations that require emergency help. This study covers the system design and its acceptance by the users. The design of the application used FIGMA, a collaborative website application made by Dylan Field in 2016. It helps the researchers create an application prototype to show a sample on how it would work on devices. The acceptance of the application will also be tested using the UTAUT model by Venkatesh, where the questionnaire is also adapted from in the study. Furthermore, the usability of the application will be tested using Heuristics evaluation by Nielsen, a questionnaire was also used to gather the data.

Flow of the Study

Figure 2 shows the flow of the study where the researcher determined the system architecture and design of the application to see the usability of the mobile application prototype in terms of User Interface (UI). After the design of the prototype application, it undergoes a testing process to see its acceptance and usefulness . The researcher also analyzes and interprets the data gathered from the UTAUT and Heuristics questionnaires. After consolidating the data from the results of the questionnaire, the researcher then summarized the findings, drew conclusions, and offered recommendations. The researcher then creates a technological design that the proponent can apply for a patent.



Research Respondents

The target respondents of this study are the 1st year college students of BSIT-1B of University of the Immaculate Conception. Accordingly, they tested the prototype application, and afterward they answered the questionnaires for both Heuristics and UTAUT forms. Below are the results gathered from the data.

Table 1 displays the distribution of respondents of the UTAUT survey form. With 71%

being Male respondents, and 29% being Female. Bringing it to a total of 14 overall respondents. Table 2 displays the percentage of the respondents of the Heuristics survey form. Where 77% of the respondents are Male, and 23% are Female, Totalling 13 respondents.

Table 1

Distribution of Respondents

Respondents Number of Respondents Percentage

Respondents	Number of Respondents	Percentage
Female	4	29%
Male	10	71%
Total	14	100%

Table 2

Distribution of Respondents

Respondents Number of Respondents Percentage

Respondents	Number of Respondents	Percentage
Female	3	23%
Male	10	77%
Total	13	100%

Research Instrument

The primary source of data was the results of prototype testing of the application and from the respondent's answers to the UTAUT and Heuristics survey questionnaire for the adoption of the device.

Data Gathering Procedure

The study makes use of the questionnaire in the UTAUT model in conducting a survey. The survey questionnaire is composed of questions adapted from the UTAUT model by Venkatesh et al.(2003). The questionnaire focuses on the six constructs of the model. Nielsen's 10 Usability Heuristics was also used as a model in conducting the survey questionnaire, where it was composed of principles to help users have a pleasant experience for an application in the aspect of User Interface Design. (UI).

Scoring Procedure

The questionnaire has to be answered on Likert scale 1 to 5; 5 for strongly agree; 4 - agree; 3 – neither; 2 – disagree, and 1- strongly disagree.

Verbal Description for UTAUT Questionnaire

Rating Scores	Categorical Rating	Verbal Description
5	Strongly Agree	You entirely agree with the statement
4	Agree	You agree for the most part of the statement.
3	Neutral	You do not know how you feel about the statement or you do not have enough knowledge to form an opinion about the statement.

2	Disagree	You disagree with the statement for the most part.
1	Strongly Disagree	You entirely disagree with the statement.

Quantitative and Qualitative Scoring Equivalent and Description on the Acceptance of StartActIt

Quantitative Equivalent	Quantitative Range	Qualitative Description
5	4.20 – 5.00	The end user completely accepts the device without reservations.
4	3.40 – 4.20	The end user accepts the device with reservations.
3	2.60 – 3.40	The end user cannot decide whether to accept or to reject the device.
2	1.80 – 2.60	The end user rejects the device with reservations.
1	1.00 – 1.80	The end user totally rejects the device without reservation.

Survey Questionnaire

The questionnaire has to be answered on Likert scale 1 to 5;

5 for Strongly Agree; 4 - Agree; 3 – Neither; 2 – Disagree, and 1- Strongly Disagree.

Verbal Description for UTAUT Questionnaire

Rating Scores	**Categorical Rating**	**Verbal Description**
5	Strong Agree	You entirely agree with the statement.
4	Agree	You agree for the most part of the statement.
3	Neither	You do not know how you feel about the statement or you do not have enough knowledge to form an opinion about the statement.
2	Disagree	You disagree with the statement for the most part.
1	Strongly Disagree	You entirely disagree with the statement.

Performance Expectancy

PE	Question	1	2	3	4	5
PE1	StartActIt provides a more convenient access to first aid information					

PE2	StartActIt provides reliable and trustworthy data					
PE3	StartActIt helps me make critical decisions in an emergency situation					
PE4	Using StartActIt helps me identify and address injuries					

Effort Expectancy

EE	Question	1	2	3	4	5
EE1	Learning how to use StartActIt is easy for me.					
EE2	My interaction with StartActIt is clear and understandable.					
EE3	I find StartActIt to be user friendly.					
EE4	Overall, I find StartActIt easy to use					

Social Influence

SI	Question	1	2	3	4	5

SI1	People who are important to me think that I should use StartActIt					
SI2	People who influence my behavior think that I should use StartActIt					
SI3	I would use StartActIt if my friends and colleagues used them					
SI4	Overall, the people important to me support the use of StartActIt					

Facilitating Conditions

FC	Question	1	2	3	4	5
FC1	I have the resources necessary to use StartActIt.					
FC2	I have the knowledge necessary to use StartActIt					
FC3	StartActIt is compatible with other technologies I use.					
FC4	I can get help from others when I have difficulties using StartActIt.					

Behavioral Intention

BI	Question	1	2	3	4	5
BI1	Using StartActIt is a good idea.					
BI2	StartActIt makes monitoring of air quality easy and interesting					
BI3	Working with StartActIt is fun.					
BI4	I like working with StartActIt.					

Use Behavior

UB	Question	1	2	3	4	5
UB1	I intend to use StartActIt in the months to come.					

UB2	I predict I would use StartActIt in the months to come					
UB3	I plan to use StartActIt in the months to come.					
UB4	In general, I plan to always use StartActIt.					

Results and Discussion

Performance Expectancy

Table 3.1 shows the degree to which an individual perceives that using a system will help in attaining a gain in job performance (Venkatesh et al, 2003). Performance expectancy affects the user's acceptance or rejection of StartActIt. Generally, the results show that the users of the mobile app find it helpful for the performance of their work.

Table 3.1 Summary of means and standard deviation regarding performance expectancy.

Construct	Measurement Instrument	Mean	Standard Deviation	Verbal Description
PE1	StartActIt provides a more convenient access to first aid information	3.64	1.34	Agree
PE2	StartActIt provides reliable and trustworthy data	3.71	1.14	Agree
PE3	StartActIt helps me make critical decisions in an emergency situation	3.43	1.22	Agree
PE4	Using StartActIt helps me identify and address injuries	3.57	1.02	Agree

Effort Expectancy

Table 3.2 shows the degree of ease associated with the use of the system" (Venkatesh et al., 2003). Effort Expectancy is constructed from perceived ease of use and complexity driven from TAM, MPCU, IDT, which share a similarity in definitions and scales. Effort expectancy affects the user's acceptance or rejection of StartActIt. Generally, the results show that some users of the mobile app find it easy to use the application while some users found the app to be of neutral difficulty.

Table 3.2 Summary of means and standard deviation regarding effort expectancy

Construct	Measurement Instrument	Mean	Standard Deviation	Verbal Description
EE1	Learning how to use	3.21	1.42	Neither

	StartActIt is easy for me.			
EE2	My interaction with StartActIt is clear and understandable.	3.5	1.45	Agree
EE3	I find StartActIt to be user friendly.	3.36	1.45	Neither
EE4	Overall, I find StartActIt easy to use.	3.57	1.50	Agree

Social Influence

Table 3.3 shows the degree to which an individual perceives that important others believe he or she should use the new system.(Venkatesh et al., 2003). Social influence affects the user's acceptance or rejection of StartActIt. Generally, the results show that the users of the mobile app used the application through the support and influence of the people around them.

Table 3.3 Summary of means and standard deviation regarding social influence.

Construct	**Measurement Instrument**	**Mean**	**Standard Deviation**	**Verbal Description**
SI1	People who are important to me think that I should use StartActIt	3.5	1.02	Agree
SI2	People who influence my behavior think that I should use StartActIt	3.57	1.28	Agree
SI3	I would use StartActIt if my friends and colleagues used	3.5	1.22	Agree

	them			
SI4	Overall, the people important to me support the use ofStartActIt	3.71	1.27	Agree

Facilitating Conditions

Table 3.4 shows the degree to which an individual believes that an organization's and technical infrastructure exists to support the use of the system" (Venkatesh et al., 2003). Facilitating conditions affect the user's acceptance or rejection of StartActIt. Generally, the results show that the users of the mobile app have the available resources needed to use the app.

Table 3.4 Summary of means and standard deviation regarding facilitating conditions.

Construct	Measurement Instrument	Mean	Standard Deviation	Verbal Description
FC1	I have the resources necessary to use StartActIt.	3.57	1.40	Agree
FC2	I have the knowledge necessary to use StartActIt	3.57	1.28	Agree
FC3	StartActIt is compatible with other technologies I use.	3.64	1.28	Agree
FC4	I can get help from others when I have difficulties using StartActIt.	3.79	1.37	Agree

Behavioral Intention

Table 3.5 shows the measure of a person's relative strength of intention to perform a behavior. Behavioral intentions affect the user's acceptance or rejection of StartActIt. Generally, the results show that most users of the mobile app have the intention to use the application.

Table 3.5 Summary of means and standard deviation regarding behavioral intention.

Construct	Measurement Instrument	Mean	Standard Deviation	Verbal Description
BI1	Using StartActIt is a good idea.	3.79	1.58	Agree
BI2	StartActIt makes monitoring of air quality easy and interesting	3.64	0.93	Agree
BI3	Working with StartActIt is fun.	3.36	1.22	Neither
BI4	I like working with StartActIt.	3.64	1.22	Agree

Use Behavior

Table 3.6 shows the actual use of the system/technology. Use behavior affects the user's acceptance or rejection of StartActIt. Generally, the results show that most users of the mobile app have plans to use the mobile app.

Table 3.6 Summary of means and standard deviation regarding use behavior.

Construct	Measurement Instrument	Mean	Standard Deviation	Verbal Description
UB1	I intend to use StartActIt in	3.5	1.09	Agree

	the months to come.			
UB2	I predict I would use StartActIt in the months to come	3.42	0.76	Agree
UB3	I plan to use StartActIt in the months to come.	3.57	1.34	Agree
UB4	In general, I plan to always use StartActIt	3.36	1.39	Neither

HEURISTIC EVALUATION QUESTIONNAIRE

Scoring Procedure

The questionnaire has to be answered on a Dichotomous scale Yes or No and Not Applicable.

Table 4

Verbal Description for Heuristic Evaluation of STARTACTICT

Categorical Rating	Verbal Description
Yes	The heuristic is observed.
No	The heuristic is not observed.

Not Applicable	The heuristic is not applied to the application.

Visibility of System State

Table 5.1 presents the No. of responses of each categorical rating of the Visibility of the System State.

Question	Categorical Rating		
	Yes	No	Not Applied
1.1	16	0	0
1.2	16	0	0
1.3	11	5	0
1.4	11	4	1
1.5	13	3	0

1.6	12	2	2
1.7	14	2	1
1.8	12	3	1
1.9	9	6	1
1.10	12	3	1
1.11	9	5	2
1.12	11	5	0
1.13	11	5	0
1.14	15	1	0
1.15	16	0	0
1.16	11	4	1

1.17	14	1	1
1.18	16	0	0

Table 5.1 indicates that most users appreciate the app's status system for providing clear visibility. Understanding the system's current state is crucial for users, and this transparency fosters confidence and a sense of control during their interactions with the app.

Match Between System and Real World

Table 5.2 presents the No. of responses of each categorical rating of the Match Between Systems and Real World.

Question	Categorical Rating		
	Yes	No	Not Applied
2.1	14	2	0
2.2	12	3	0
2.3	15	1	0
2.4	16	0	0

2.5	15	1	0
2.6	16	0	0
2.7	14	2	0
2.8	16	0	0
2.9	14	2	0
2.10	16	0	0
2.11	8	3	4
2.12	13	2	0
2.13	16	0	0
2.14	15	1	0

Table 5.2 Match Between Systems and Real World represents the choice of the participant on the systems. The results show that users perceived the interface and system to be highly compatible with the real world.

User Control and Freedom

Table 5.3 presents the No. of responses of each categorical rating of the User Control and Freedom.

Question	Categorical Rating		
	Yes	No	Not Applied
3.1	14	1	1
3.2	12	3	1
3.3	14	1	1
3.4	13	1	2
3.5	14	2	0
3.6	12	3	1
3.7	14	2	0
3.8	11	2	3
3.9	12	2	2

3.10	15	0	1
3.11	11	2	3
3.12	14	1	1
3.13	14	1	1
3.14	16	0	0

Table 5.3 shows that the majority of users gave positive feedback, indicating that they are highly satisfied with the ability to use and the degree of freedom they have in their experience with the application. This translates into a high level of user satisfaction with the control and freedom of the app.

Consistency and Standard

Table 5.4 presents the No. of responses of each categorical rating of the Consistency and Standard.

Question	Categorical Rating		
	Yes	No	Not Applied

4.1	16	0	0
4.2	11	3	2
4.3	10	4	2
4.4	12	3	1
4.5	14	2	0
4.6	11	3	2
4.7	14	1	1
4.8	15	1	0
4.9	16	0	0
4.10	14	1	1
4.11	13	3	0

4.12	13	2	1
4.13	14	2	0
4.14	10	4	2
4.15	16	0	0
4.16	15	1	0
4.17	15	1	0
4.18	14	1	0
4.19	15	1	0
4.20	14	2	0

Table 5.4 shows that the majority of users rated the intervention highly in terms of stability and compliance with standards, indicating that it is well designed and predictable given the intervention experience.

Help Users Recognize, Diagnose, and Recover From Errors

Table 5.5 presents the No. of responses of each categorical rating of the Help Users Recognize, Diagnose, and Recover From Errors.

Question	Categorical Rating		
	Yes	No	Not Applied
5.1	7	6	3
5.2	12	4	0
5.3	13	3	0
5.4	12	3	1
5.5	8	3	4
5.6	13	2	1
5.7	13	3	0
5.8	11	3	1
5.9	10	4	2

5.10	13	2	1
5.11	12	3	1
5.12	14	2	0
5.13	11	4	1
5.14	14	1	1
5.15	12	3	1
5.16	13	2	1

Table 5.5 shows the participants' result where most of them agree that the application has the ability to help the user prevent making any mistakes on the application. This also shows that the app can help the user diagnose, and recognize errors to prevent them from happening.

Error Prevention

Table 5.6 presents the No. of responses of each categorical rating of the Error Prevention.

Question	Categorical Rating		
	Yes	No	Not Applied
6.1	14	2	0
6.2	12	4	0
6.3	14	2	0
6.4	12	4	0
6.5	13	2	1
6.6	15	1	0

Table 5.6 the participant's result in partaking the survey in Error Prevention. This table shows that most of the participants agree that the application can help them prevent errors from occurring while using the application.

Recognition Rather than Recall

Table 5.7 presents the No. of responses of each categorical rating of the Recognition Rather than Recall.

Question	Categorical Rating		
	Yes	No	Not Applied
7.1	14	2	0
7.2	15	1	0
7.3	12	3	1
7.4	14	1	0
7.5	14	1	1
7.6	15	1	0
7.7	10	5	1
7.8	12	3	0
7.9	14	2	0

7.10	14	2	0
7.11	15	0	1
7.12	14	1	1
7.13	14	2	0
7.14	14	2	0
7.15	16	0	0
7.16	15	1	0
7.17	13	3	0
7.19	15	1	0
7.20	15	1	0

Table 5.7 shows the results of participants who partake in the survey about Recognition Rather than Recall. The result shows that most of the participants agree that they see the application's icons, signs, and widgets recognizable to the point where they don't even need to memorize many new icons and widgets from the application to be able to grasp how to use the application.

Flexibility, Aesthetics and Minimalist Design

Table 5.8 presents the No. of responses of each categorical rating of the Flexibility, Aesthetics and Minimalist Design.

Question	Categorical Rating		
	Yes	No	Not Applied
8.1	14	1	1
8.2	14	2	0
8.3	12	4	0
8.4	13	2	1
8.5	16	0	0
8.6	13	2	0
8.7	15	0	1

8.8	14	2	0
8.9	14	2	0
8.10	14	2	0
8.12	16	0	0

Table_ shows the result of the survey Flexibility, Aesthetics and Minimalist Design. The result shows that the participants agree that the application is flexible and aesthetically pleasing for the users. The flexibility of the application leads the user to operate it with ease where they can be more flexible with their choices.

Aesthetics and Minimalist Design

Table 5.9 presents the No. of responses of each categorical rating of the Aesthetics and Minimalist Design.

Question	Categorical Rating		
	Yes	No	Not Applied
9.1	15	1	0

9.3	12	3	1
9.4	15	0	1
9.5	15	1	0
9.6	14	1	1
9.8	16	0	0
9.9	15	1	0
9.10	14	2	0
9.11	15	1	0
9.12	16	0	0

Table 5.9 shows the result of the survey Aesthetics and Minimalist Design. The result shows that the participants agree that the application is aesthetically pleasing for the users. Also, the design of the application is minimalistic where it is simple but not overly simplistic to the point it bores the participants who use the application.

Help and Documentation

Table 5.10 presents the No. of responses of each categorical rating of the Help and Documentation.

Question	Categorical Rating		
	Yes	No	Not Applied
10.1	12	2	2
10.2	15	1	0
10.3	14	2	0
10.4	14	2	0
10.5	12	3	1
10.6	15	1	0
10.7	13	2	1
10.8	14	2	0
10.10	16	0	0

10.12	14	1	1
10.13	15	1	0
10.14	14	2	0
10.15	13	1	1
10.16	16	0	0
10.17	16	0	0
10.18	16	0	0
10.19	15	0	1
10.20	12	2	2
10.21	14	1	1
10.22	16	0	0

10.23	15	0	1

Table 5.10 Most responses fall into the "yes" category, indicating a positive response to the support and documentation provided. This means that if they struggle to use the application, the application can help the user. The app's built-in "Help" menu of assistance and documentation works well due to the high positive response rate in the survey.

CONCLUSION AND RECOMMENDATION

Conclusion

This study presents a prototype design for StartActIt, developed using the FIGMA application. The design encompasses functionalities aimed at identifying and evaluating minor injuries, offering thorough and accurate first-aid guidance, alerting emergency contacts in case of injury, providing quick access to emergency hotlines, delivering daily news and weather updates, and directing users to the nearest evacuation locations. In evaluating the usability and acceptability of StartActIt, The researchers used two models which are Nielsen's 10 Usability Heuristics and Unified Theory of Acceptance and Use of Technology (UTAUT). Thirteen(13) respondents with three(3) females and ten (10) males were surveyed using Nielsen's 10 Usability Heuristics. The heuristic evaluation suggests that StartActIt demonstrates strong usability across various dimensions, with room for minor improvements in error handling and guidance. Fourteen(14) respondents with four(4) females and ten (10) males were surveyed using Unified Theory of Acceptance and Use of Technology (UTAUT). The results indicate that StartActIt has garnered positive acceptance among users, with perceived benefits in providing first aid information, aiding decision-making in emergencies, and facilitating user-friendly interaction. However, there are areas for potential improvement in usability to cater to all user preferences and to address uncertainties regarding long-term engagement. Overall, StartActIt shows promise as a valuable tool for emergency preparedness and response, with the potential to empower individuals to effectively manage emergency situations.

Recommendation

To those future researchers who want to improve StartActIt, they can enhance this study by employing a more diverse and representative sample for both usability and acceptance evaluation. Additionally, incorporating qualitative methods such as interviews or focus groups alongside quantitative surveys can provide richer insights into user experiences and perceptions. Also, doing long-term studies to see how well StartActIt works over time and how much people like using it would give us important information about whether it keeps being helpful and if users stay happy with it. Finally, exploring additional usability frameworks or models beyond Nielsen's 10 Usability Heuristics and UTAUT could provide a more comprehensive understanding of StartActIt's usability and acceptance factors.