



ACCelerate

MAPUA Cash

Application

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Agenda



- 1** Motivation - What problem are we addressing?
- 2** Top requirements - What did you learn from users?
- 3** Design - What does your solution look like?
- 4** Evaluation - What did you do and what were the results?
- 5** Conclusions - If you had more time, what would you do next?



Motivation

- ▶ user-friendly financial management tool designed specifically for Mapúa University students across all campuses
- ▶ seamless integration with the university's billing systems

Top Requirements



Goal # 1

Real-time updates on expenses and cash flow



Goal # 2

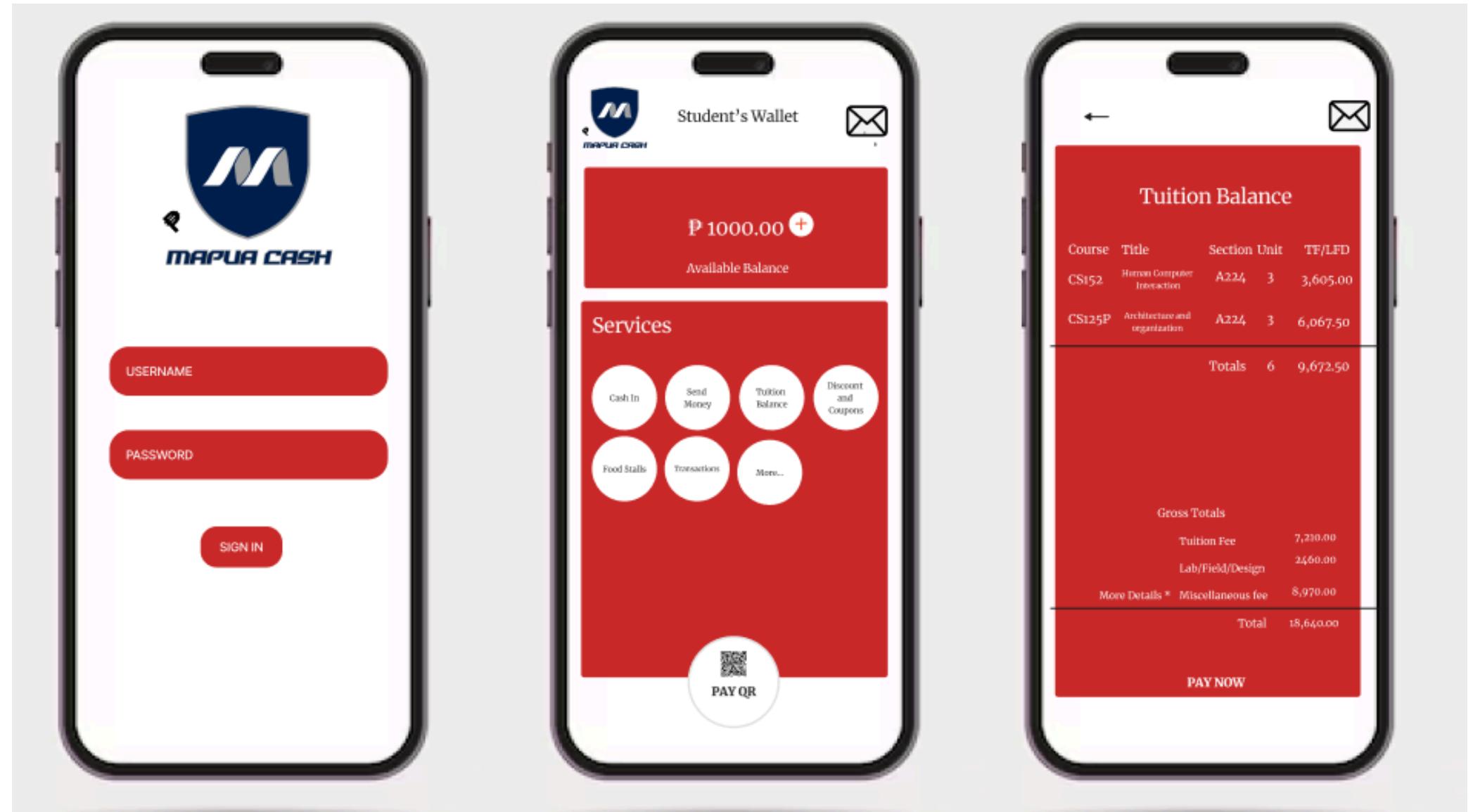
Proper budgeting or budget creation



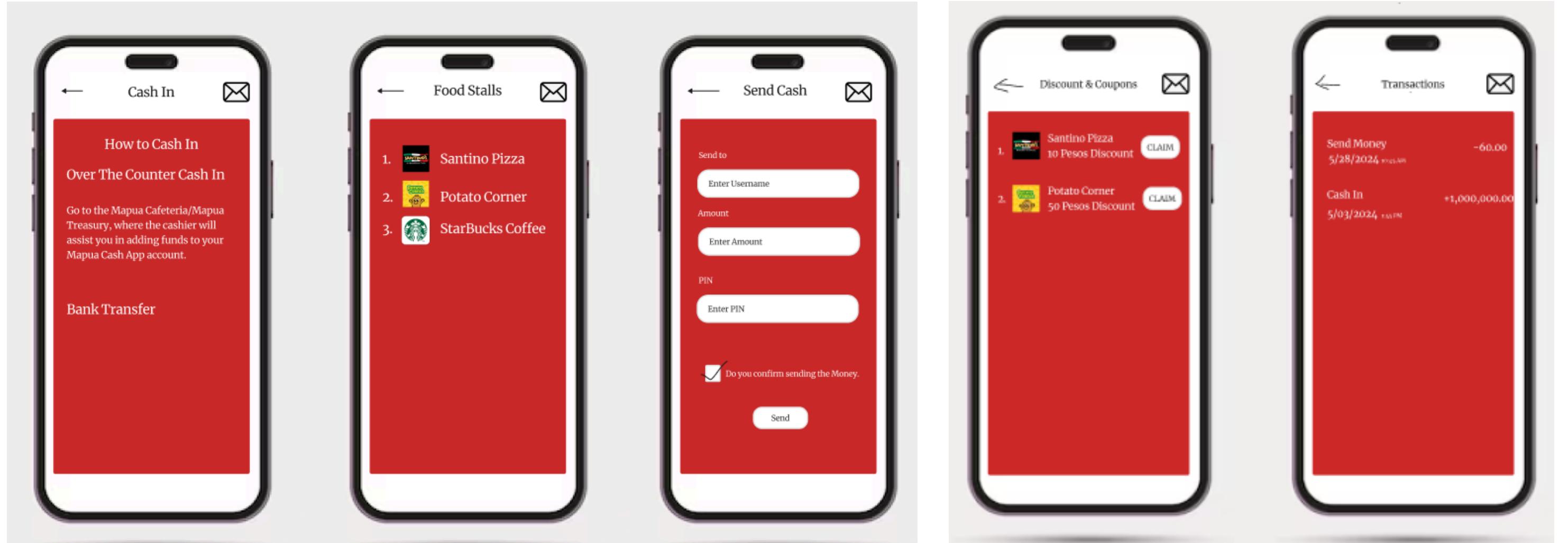
Goal # 3

Making informed financial decisions

Design and Demonstrations



Design and Demonstrations



Evaluate the chosen design according to Nielsen's Heuristics and Justify					
Area of Evaluation	5	4	3	2	1
A. Visibility of System Status					
- The system design provides appropriate feedback like message prompts in response to user actions					
- The message prompts are clear, visible and understandable					
Evaluation					
The system does give feedback on certain parts like the login information, there are some parts where there is no specific feedback yet.					
B. Match between the system and the real world					
- Used words, phrases, and concepts according to users' language					
Evaluation					
The system is simple and uses easy to understand words and phrases with concepts already known by many.					
C. User control and freedom					
- The system design provides ways of allowing users to easily "get in" and "get out" if they find themselves in unfamiliar parts of the system.					
Evaluation					
The system has a login feature to get in and has a back button to go back to the main page when navigating through the features.					
D. Consistency and Standards					
- The colors, text, labels, buttons and other elements in the design are uniform from start to finish					
- Text and icons are not too small or too big					
- Menus and other features of the system are arranged and positioned in a consistent way.					
Evaluation					
The app and its features are all uniformed in fonts, text size, and buttons to achieve consistency.					
E. Error Prevention					
- The system design provides an automatic detection of errors preventing them to occur in the first place.					
- Idiot proofing mechanisms are applied					
Evaluation					
There is error prevention in the current system but not all corners have been covered.					
F. Help users recognize, diagnose and recover from errors					
- Error messages and the terms used are recognizable, familiar and understandable for the user.					
Evaluation					
Evaluation similar to (E.) there are error preventions and feedback for certain parts of the system but not all.					
G. Recognition rather than recall					
- Object, icons, actions and options are visible for the user.					
- Objects are labeled well with text icons that can immediately be spotted by the user and matched with what they want to do.					
Evaluation					
The system's design was made to have easy to understand features for users to utilize.					
H. Flexibility and efficiency of use					
- The system design provides easy to navigate menus					
- The system does not make wasteful time of system resources					
Evaluation					
The system is easy to navigate since there is a main page.					
I. Aesthetic and minimalist design					
- Graphics and animation used are not difficult to look at and does not clutter (mess) up the screen.					
- Information provided is relevant and needed for the system design					
Evaluation					
The system's design is simple and stays true to the colors of Mapua.					
J. Help and Documentation					
- The system design provides information that can be easily searched and provides help in a set of concrete steps that can easily be followed.					
Evaluation					
The system is easy to understand.					
Suggestion for improvements					
The system mostly <u>need</u> to improve on error prevention, error feedbacks, and adding of sections like FAQs and working QR scanner.					

Evaluation

Evaluation based on Nielsen's 10 Usability Heuristics identified areas for improvement in error prevention, feedback mechanisms, and the addition of a comprehensive help section.

The prototype demonstrated success in several aspects but highlighted opportunities for enhancement in user control, error handling, and flexibility of use.

Key areas of focus include implementing robust error prevention measures, enhancing feedback mechanisms, and adding a comprehensive help section.

Opportunities for improvement also exist in terms of user control, error handling, and ensuring flexibility of use.

Further refinement based on user feedback and usability testing is necessary to address these areas and enhance the overall user experience.

Conclusion

With more time, the next steps would involve refining the application based on user feedback and usability testing. This would include implementing robust error prevention measures, enhancing feedback mechanisms, adding a comprehensive help section, and ensuring consistency throughout the application. Additionally, further user testing with a diverse group of students and staff would provide valuable insights for improving the overall user experience.



Thank You!