



UL LAFAYETTE CAMPUS CUPBOARD DONATIONS APP

Agenda

- Introduction, Motivation and Context
- Requirements Analysis
- Design Concepts
- Prototype
- Evaluation
- Conclusions

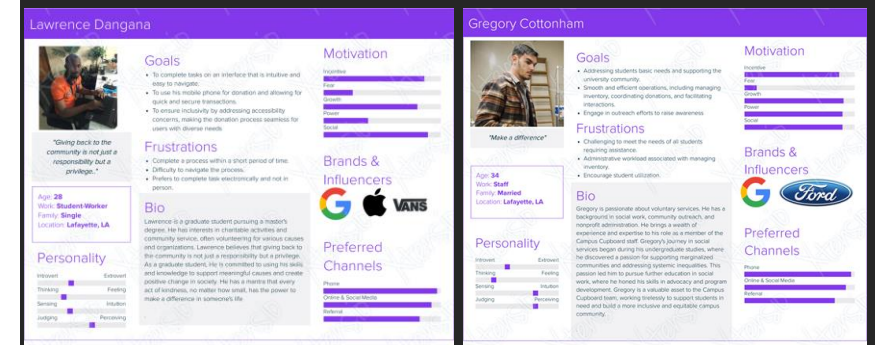
Introduction

- The current donation system lacks a cohesive and intuitive interface.
- Usability issues such as complex navigation, unclear instructions, and limited payment options contribute to a suboptimal donation experience.
- With the growing reliance on digital platforms and mobile applications, the absence of a dedicated app for donations is a missed opportunity.
- The existing donation system was implemented without considering evolving user behaviours and expectations. With the increasing reliance on online platforms, there is a growing demand for an efficient and accessible donation process.

Requirement Analysis




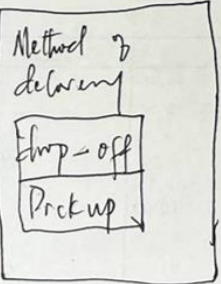
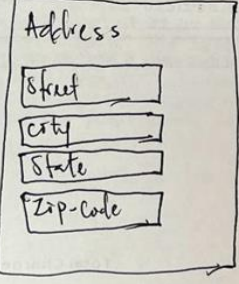
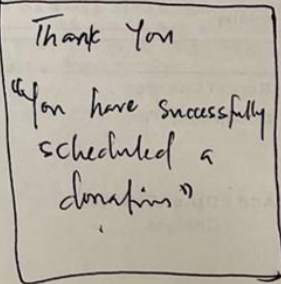
- Scope: students, donations, ios, and android platforms.
- Stakeholders: Campus Cupboard staff, and end users—students.
- Product Functions: browsing and selecting items to donate, making monetary contributions securely, and scheduling donation drop-offs or pickups—all from the convenience of their mobile devices.

1. Persona 1: student donor
2. Persona 2: campus cupboard staff



Specific Requirements and Goals

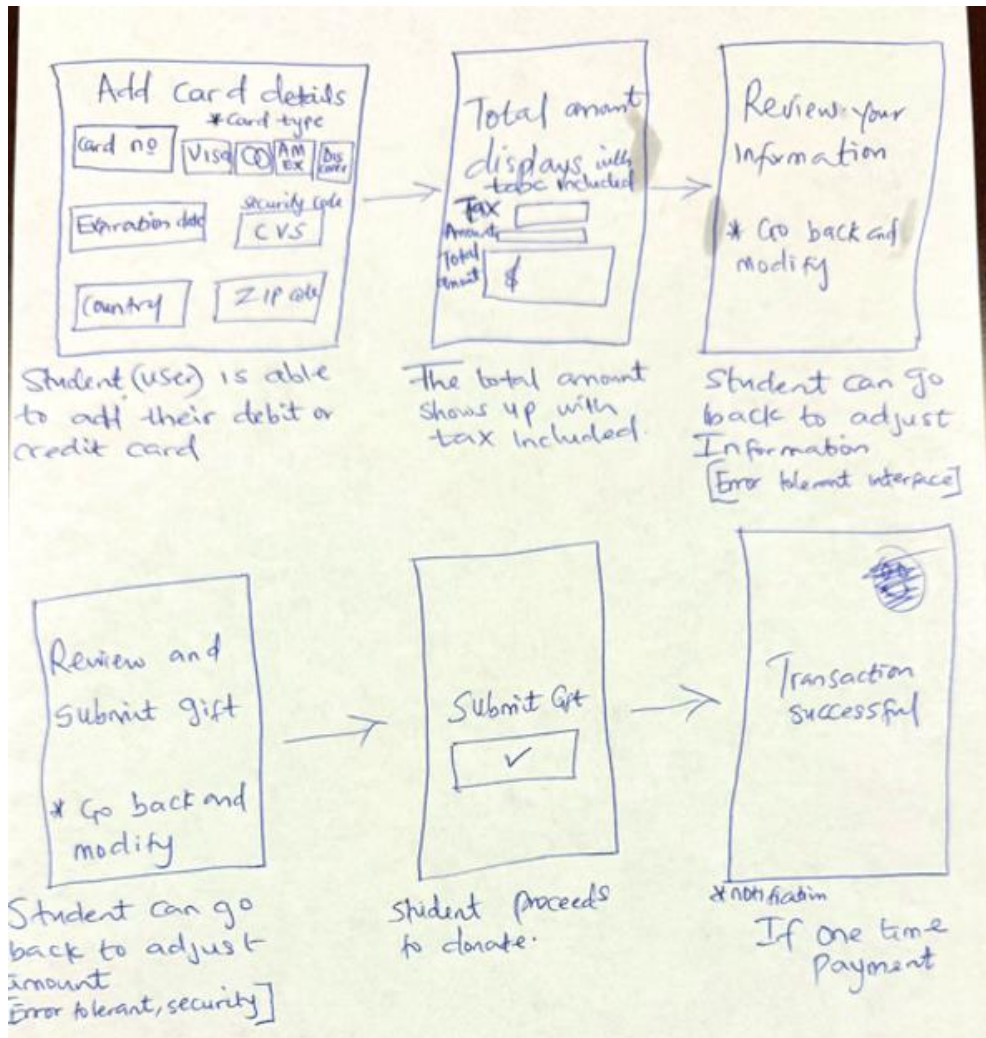
User Requirements	Usability Goals
User Login/Registration	Efficiency
Donation Submission	Learnability
Donation Status	Memorability
Notification Management	User Satisfaction
Communication	Error Tolerant

		
<p>Home Screen: the donor signs-in or create an account as a new user</p>	<p>Donor selects what he/she wants to donate</p>	<p>Calendar view to select date and time for donation</p>
		
<p>Donor selects method of delivery, either drop-off or pickup</p>	<p>Address input for pickup location. If method of donation is pickup</p>	<p>Donor gets a prompt, <u>You</u> have successfully scheduled a donation</p>

Design Concepts

DESIGN 1: An app to enable students easily donate items to the campus cupboard by scheduling pickups or drop-offs.

DESIGN 2: Mobile app with a feature that allows students to easily make donation payments to the campus cupboard by allowing them to add their debit/credit card to enable recurring or one-off donations.



Design Concepts

DESIGN 3: Integrate social media platforms to raise awareness about the campus cupboard and encourage student participation in donation.

DESIGN 4: Managing donation inventory.

DESIGN 5: Regularly assess performance, gather feedback, and make improvements to enhance user experience and meet evolving needs.

6:50

UL
CAMPUS CUPBOARD

STUDENT DONATION

USERNAME

PASSWORD

FACE ID SIGN IN

Forgot username or password?

CREATE ACCOUNT

6:50

What would you like to donate?

Food

Clothing

Household Items

Money

Others

NEXT

6:50

Select Date and Time

DD MM YY HHMM

Sun	Mon	Tue	Wed	Thur	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

NEXT

6:50

Method of Delivery

Drop-off

Pickup

NEXT

6:50

Pickup Location

Street

City

State

Zip Code

NEXT

iPhone 14 & 15 Pro Max...

6:50

Thank You

You have successfully scheduled a donation!

FINISH

iPhone 14 & 15 Pro Max...

6:50

Select Amount

\$10 \$20 \$30

\$50 \$100 \$500

Other

Method of payment

Apple Pay

Debit/Credit Card

Paypal

Venmo

NEXT

iPhone 14 & 15 Pro Max...

6:50

Debit/Credit card Details

Name on card

Card Number

Expiry

CVV

Billing Information

Name

Address

City

State

Zip Code

NEXT

iPhone 14 & 15 Pro Max...

6:50

Donation Successfull

One-off

Recurring

Are you interested in sharing a donation post on social media to encourage your friends to donate to UL Campus Cupboard?

Post successfully made

iPhone 14 & 15 Pro Max...

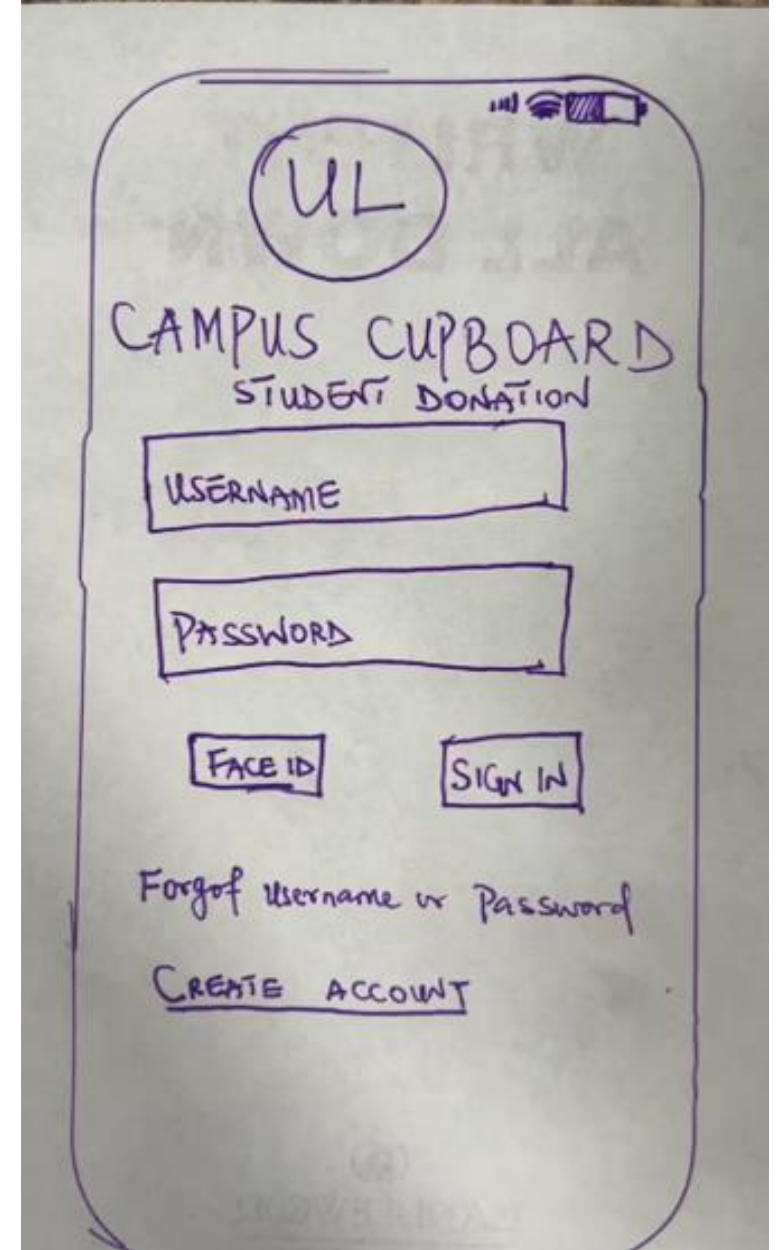
6:50

I have donated to UL Campus Cupboard
#UL #ULCampusCupboard

Edit Post

Share on

Post successfully made





Evaluation

- Purpose: to gather feedback on the usability and functionality of the app.
- Procedure: Users are asked to perform various tasks within the app



Evaluation cont'd

- Users are tasked with engaging in a real-life scenario using the app independently
- Task 1: Log in to the app using your student credentials or creating an account.
- Task 2: Find the option to donate household items to the campus cupboard.
- Task 3: Complete a one-off or recurring monetary donation to the campus cupboard.



Evaluation cont'd

- Users did not encounter difficulties navigating between different sections or menus.
- Users easily navigated the donation preferences/settings within the app.
- All user's expressions were satisfactory about the terminology used within the app.
- [User 1 - Usability Test.MOV](#)
- [User 2 - Usability Test.mp4](#)
- [User 3 - Usability Test.mp4](#)

Conclusion

Based on the findings, users found the app easy to use and learnable. But from our observation, few improvements could be made to the prototype, such as:

- Enhance navigation: Simplify menu structures and improve labelling to make it easier for novice users to find relevant options.
- Option for users to update their donation preferences or frequency.

Conclusion

- The home page could also be redesigned to accommodate more functions.

If we had more time, we could develop prototype for the backend and carry out more usability tests



Thank you

NANA FIRDAUSI HASSAN

BUSAYO AYODELE

AFEEZ JIMOH