

Team **SPY**

Members: **SACO, PATNUGOT, YAP**

### **Overview:**

In today's digital age, smartphones have emerged as essential tools ingrained in our daily routines. Smartphone usage over the past decade has transformed how we interact with the world around us, offering convenience and accessibility. With just a click, users can navigate through the internet, download apps, and access information and services tailored to their needs.

At Mapua MCM, the institution has relied on a variety of platforms to access university resources and services. From navigating academic information via different websites to seeking assistance from physical offices located on campus. The current setup may be challenging for students to navigate through. The number of platforms and the lack of a unified interface can lead to confusion and inefficiency, potentially hindering the overall student experience.

### **Solving the Problem:**

With that in mind, the team aims to create a mobile application that will have all the important services, making it easier for students to find what they need, when they need it. Since the members of the team are from the institution, they have pinpointed some features that may be added to the application.

To ensure that the application will meet the standards of their fellow students, a survey will be conducted among 10-20 students. This would be a vital tool for gathering feedback on additional features and design elements that could enhance the application's functionality and appeal. Once completed, the team will utilize the collected data to design the final product, making sure it reflects the needs of its potential users.

## **The Application:**

Application name:

MapuaMate

What it is:

MapuaMate is a mobile application designed by team SPY to cater to the needs of MMCM students, offering a range of practical features to make university life easier. These features include a message board for open discussions, university-wide announcements, access to class schedules, the capability to browse available meeting rooms in the library and make reservations, and much more. With its user-friendly interface and helpful features, MapuaMate simplifies various aspects of campus life.

Features:

The application will include the following features:

- **Message Board:** A platform where students can post questions and ideas for open discussions with other students, fostering collaboration and exchange of ideas within the Mapua community.
- **University Announcement:** A page for official announcements from the university administration, ensuring students stay informed about important updates and events.
- **Course Announcements:** A page specifically for announcements related to individual classes, where professors can post updates, assignment details, and other relevant information.
- **Class Schedule:** A feature that provides students with their daily class schedules, including room numbers and times, helping them manage their day.
- **Meeting Room Availability:** An availability checker that displays the status of meeting rooms in the library and other study spaces, allowing students to find and book rooms easily.

- **Room Reservations:** A reservation system enabling students to book meeting rooms and other facilities in advance to ensure they have a place to study or collaborate.
- **Professor Ratings:** A feature similar to "Rate My Professor" that allows students to rate and review their instructors, helping others make informed decisions when choosing courses.
- **Event Calendar:** A calendar displaying all university events, deadlines, and activities to help students keep track of important dates.
- **Grade Tracker:** A feature allowing students to monitor their grades and academic progress throughout the semester.
- **Campus Map:** An interactive campus map to help new students navigate the university more easily, including building locations, fire exits, etc.
- **Canteen Menus:** Information on daily menus and prices.
- **Lost and Found:** A virtual lost and found board where students can report and search for lost items.

## Questions about the Application:

### ○ Who are the potential users?

This application is designed to be a user-friendly and practical tool tailored specifically for the needs of college students enrolled at Mapua Malayan Colleges Mindanao.

### ○ What tasks do they seek to perform?

The users want an effective solution that meets all their needs in one application so they can manage schedules, track grades, rate professors, reserve facilities, stay up to date on university events, etc. all from a single, integrated platform.

### ○ What functionality should any system provide to these users?

The application aims to assist students in their daily student life. The features in the application will enable for a better and a more convenient way of not only learning but also have an enhanced campus experience.

### ○ What constraints will be placed on your eventual design?

- Screen Size – Given that the application will be designed for mobile devices, this limitation will heavily influence the design. It would require careful consideration to ensure that text, images, and buttons are sufficiently large and spaced out for comfortable interaction for different screen sizes.
- Touch Input – Along with screen size, finger size needs to be considered. UI elements must be large enough or at least easily tappable with a finger as small targets can lead to frustration and error.
- Visually Impaired Users - Another constraint affecting the design of the application will be catering to visually impaired users. It is important to include features such as speech-to-text and text-to-speech to enhance accessibility. Additionally, for users with color blindness, it's crucial to ensure that the design employs appropriate combinations of symbols and labels, rather than relying solely on colors for conveying information. This

approach promotes inclusivity and usability for all users, regardless of visual abilities or limitations.

- User-Friendly Design for Non-Tech-Savvy Users - Moreover, the application should be accessible to individuals who are not very proficient with mobile applications. This demographic may require a simplified user interface and intuitive navigation to ensure ease of use. The design should prioritize simplicity, clarity, and minimalism to minimize confusion, making the application accessible and user-friendly for individuals of all technological proficiencies.

○ What criteria should be used to judge if your design is a success or not?

- Usability: Evaluating the efficiency and effectiveness of the design in helping users accomplish their tasks quickly and easily. If the user is able to navigate well and experiences little to no confusion on how the application works.
- Accessibility: Ensuring that the design caters to users with diverse needs and abilities, including those with visual impairments, or limited technological proficiency.
- User Satisfaction: Gathering feedback from users to assess their satisfaction with the design, including ease of use, accessibility, and overall user experience.



● Approach:

Figure 1. Flowchart

