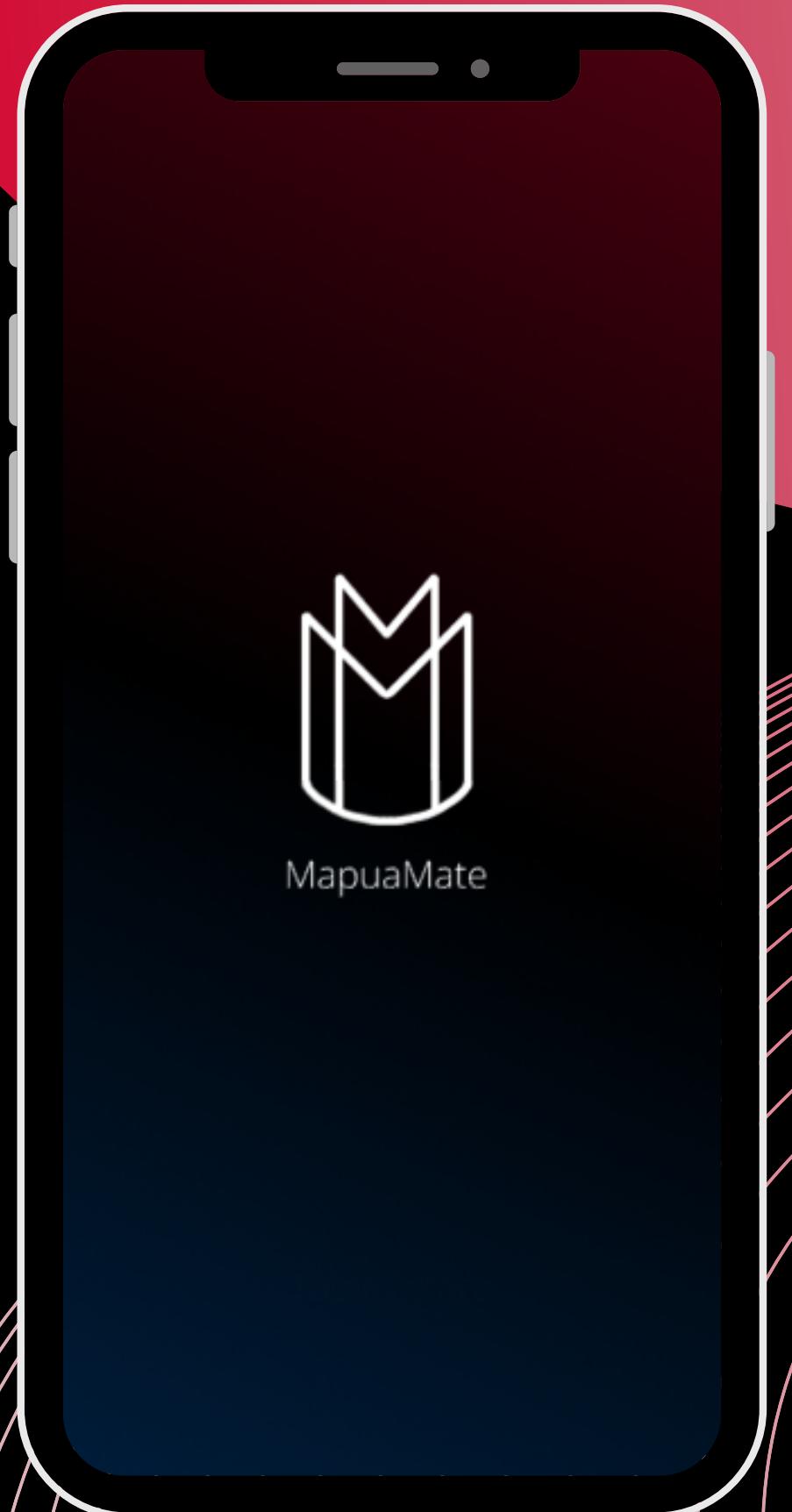




Project Presentation

# MapuaMate

Saco, Patnugot, Yap



# Presentation Content

- 1. Motivation**
- 2. Top Requirements**
- 3. Design**
- 4. Evaluation**
- 5. Conclusion**

# THE MOTIVATION

*“What problem are you addressing?”*

- 1. There is no unified application that combines all campus resources into one cohesive platform.**

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.

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.



# THE MOTIVATION

*“What problem are you addressing?”*

## **2. There is a lack of useful resources and tools.**

MMCM does not provide a page where students can access all campus maps. There is also no lost and found item page for students to easily browse and find their lost belongings. Additionally, the absence of canteen menus and professor ratings makes it difficult for students to plan meals or choose classes effectively.

All these additional resources would significantly improve the student experience by providing essential information and enhancing connectivity and engagement on campus.



# THE MOTIVATION

*“What problem are you addressing?”*

- 3. There is currently no official platform dedicated to facilitating social interactions and community engagement among students.**

This absence of a social platform limits opportunities for students to connect, share experiences, and engage in campus life beyond classroom activities.

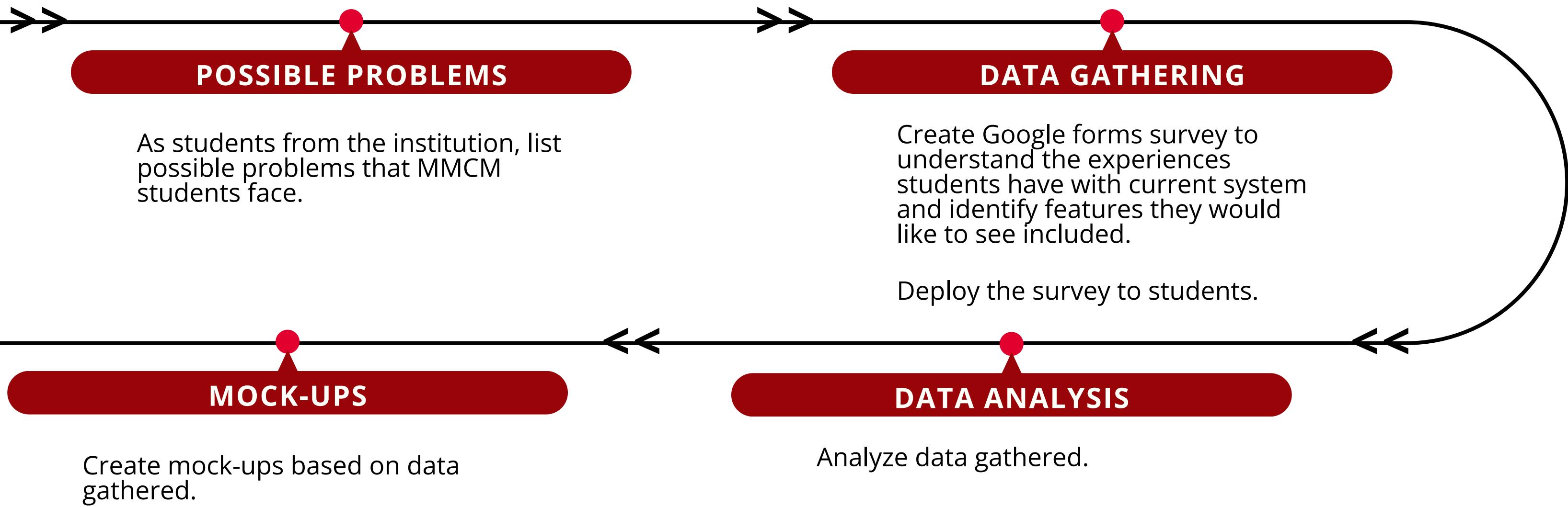
Developing a dedicated platform for social interactions would foster a stronger sense of community, encourage participation in campus events, and enhance overall student satisfaction and belongingness at MMCM.



# TOP REQUIREMENTS

*“What did you learn from users?”*

# How did we identify the problem?



# Method

The survey was conducted through Google Forms. It was organized into three distinct sections: Necessity and Importance, Satisfaction, and Features.

Responses were evaluated using a 5-point Likert scale. Scores ranging from 3-5 would indicate how users find it essential to create the application.

Interpretation	Value	Range
Strongly Disagree	1	1.00 - 1.80
Disagree	2	1.61 - 2.60
Neutral	3	2.61 - 3.40
Agree	4	3.41 - 4.20
Strongly Agree	5	4.21 - 5.00

# Results

**3.23**

Neutral

## Necessity & Importance

Respondents were neutral when asked about how important it is to have a single platform to access university services.

**3.62**

Agree

## Satisfaction

Respondents agreed that they were not satisfied with the methods of accessing university services.

**3.81**

Agree

## Features

Respondents agreed with the features listed to be included in the application, some also added more features to include.

# Results

**Question: What problem/s do you have with MMCM's current system?**

**Student A**

"I am a new student here and I dont know where to find the school map. I got lost in the campus while trying to find my way to the faculty office"

**Student B**

"MMCM posts announcements on fb, for people who don't use fb too much, I missed a lot of announcements"

**Student C**

"I want to try reserving the discussion room, but I'm confused about the process"

Introducing  
**MapuaMate**



# DESIGN

*“What does your solution look like?”*

## Description

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.

## Prototype Objective

The prototype must ensure every feature is accessible and intuitive, aiming to closely replicate the final product's experience. After, it should be tested by students to gather feedback and refine the design accordingly.

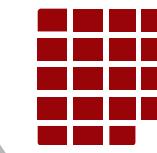
# Features



Social  
Board



Calendar



Class  
Schedule



Grade  
Tracker



Instructor  
Ratings



Room  
Reservation



Campus  
Map



Canteen  
Menu



Lost &  
Found



Announcements

# Design



## The Logo

The logo features two M's which stand for Mapua and Mate. The background features subtle blue and red hues. These colors are inspired by the original MMCM logo



## Font

The team selected Open Sans for its mobile application because of its clean, open letterforms that improve readability on small screens and its versatile range of weights for clear typographic hierarchy.



## Colors

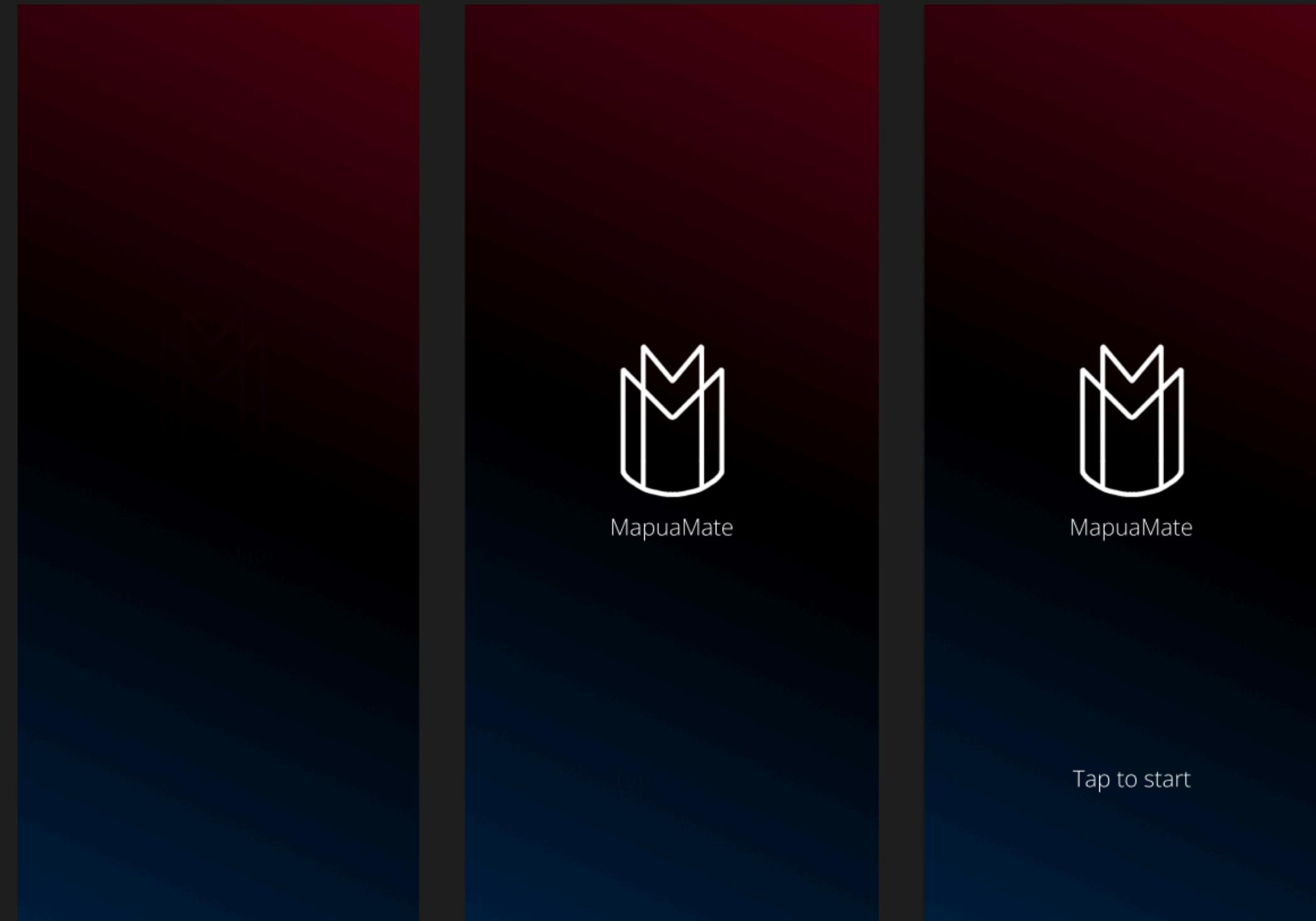
The team opted for this color scheme as it has the identity of MMCM, which is the red, blue and white. Which also speaks for itself that the app is from MMCM students and for MMCM students.



## Figma

In making the prototype, Figma was used in accomplishing the team's vision as it is primarily used for prototyping and is highly recommended by many. By sending the target clients a link to the project, they can easily access and interact with the application.

# Splash Screen

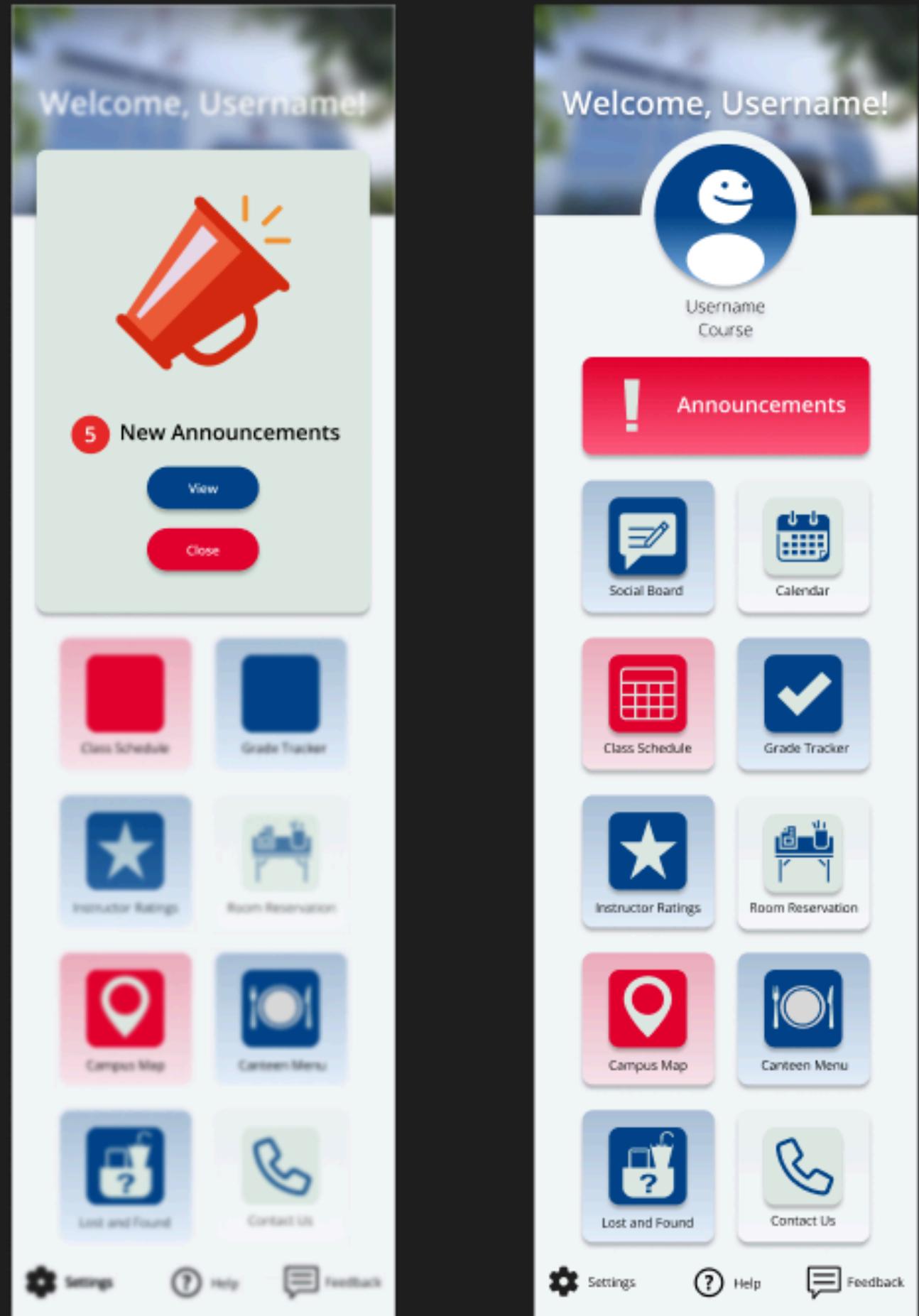


# Login

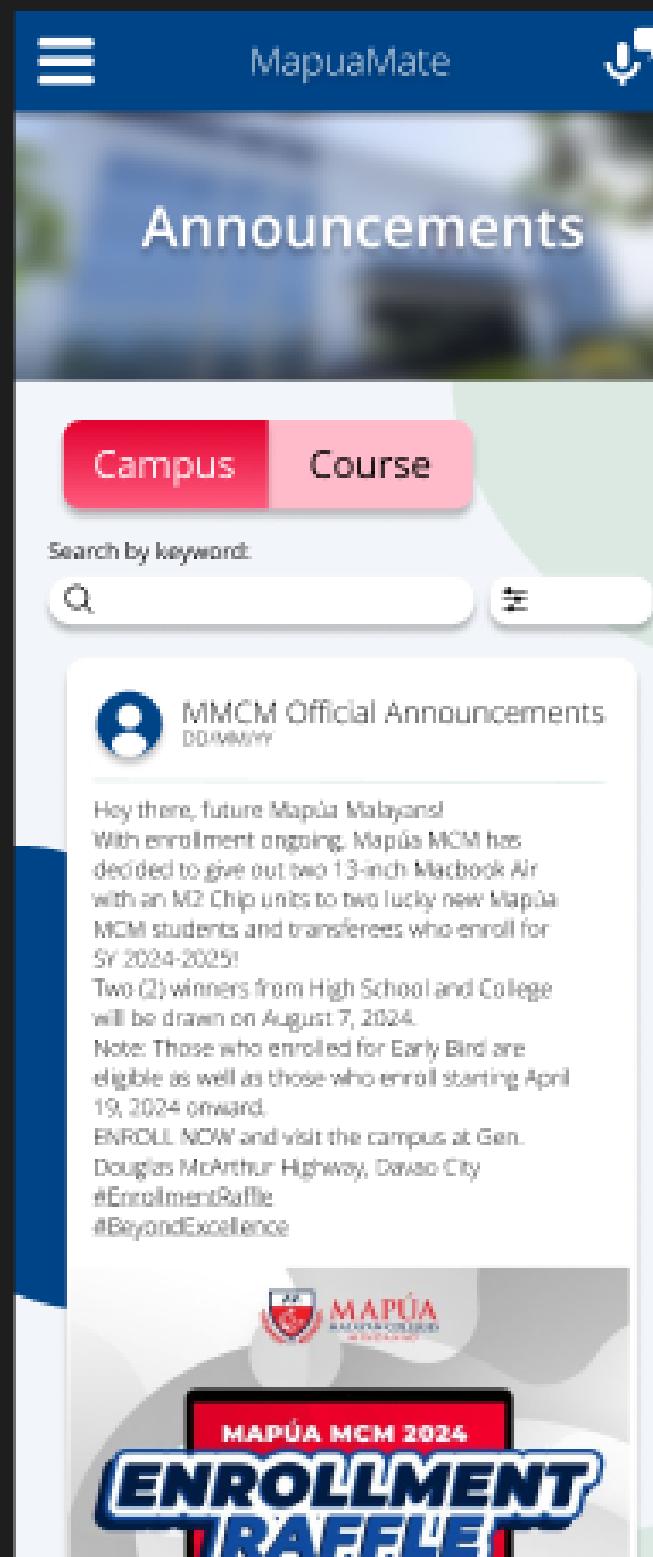
The image displays four sequential mobile application screens for user authentication, arranged horizontally. Each screen features a large, stylized 'M' logo at the top center.

- Login Screen:** The title "Login" is centered above two input fields: "School Email" and "Password". Below the inputs are two buttons: "Sign In" (red) and "FORGOT PASSWORD" (gray). A "Help" link is located at the bottom left.
- Forgot Password Screen:** The title "Forgot Password" is centered above an input field for "Enter Email Address". Below it is a note: "A code will be sent to your Outlook account." At the bottom are "BACK TO LOGIN" and "Enter" buttons.
- Email Verification Screen:** The title "Email Verification" is centered above five input fields for a code. Above these is the instruction "Enter the code sent". Below the input fields are "RESEND CODE" and "Enter" buttons.
- Create New Password Screen:** The title "Create New Password" is centered above two input fields: "New Password" and "Confirm Password". Below them is a "Save" button.

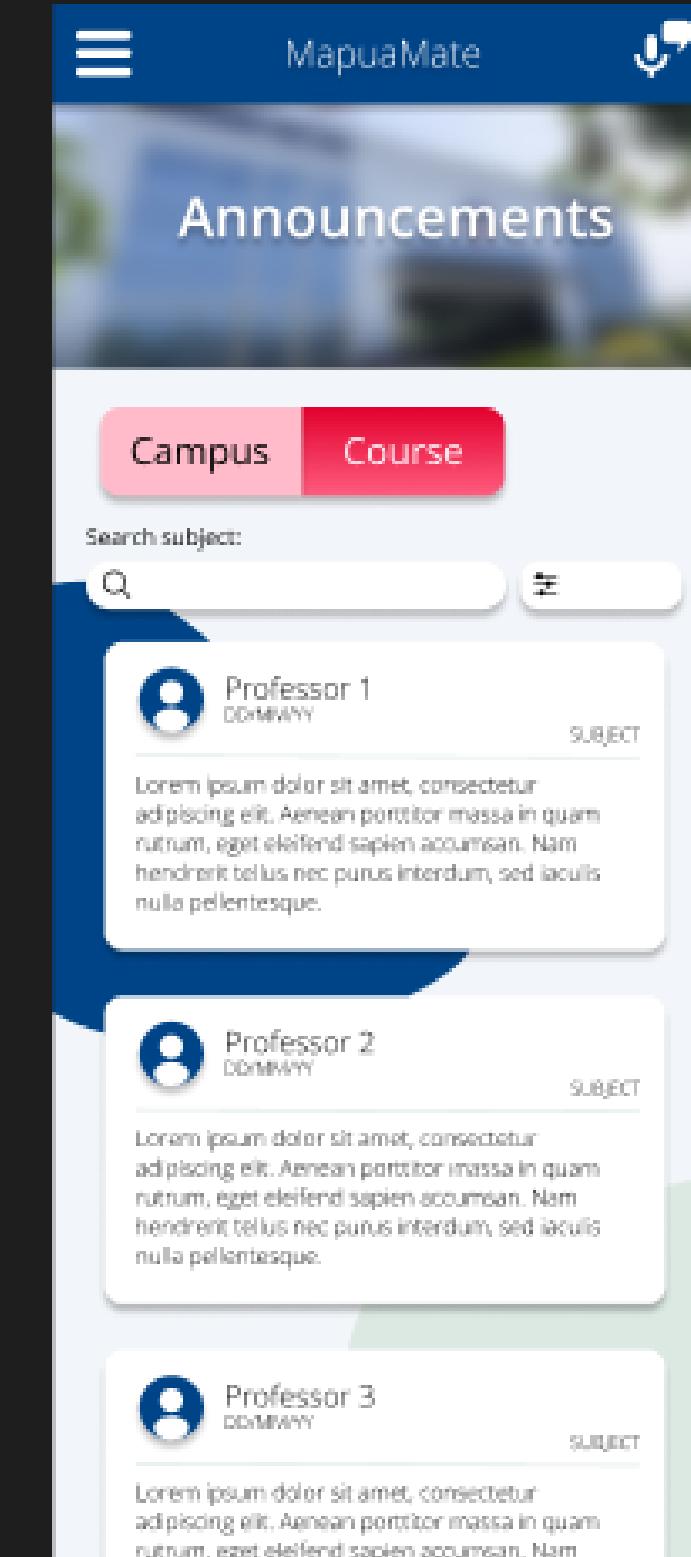
# Main Menu



# Announcements

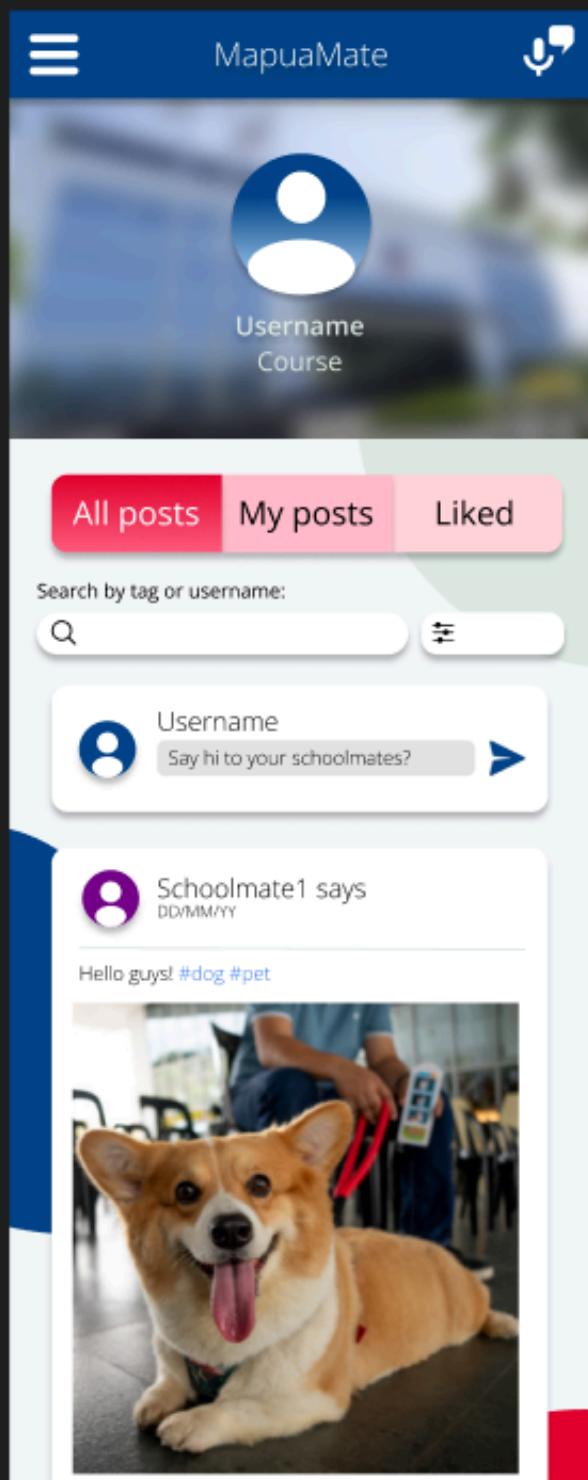


Campus

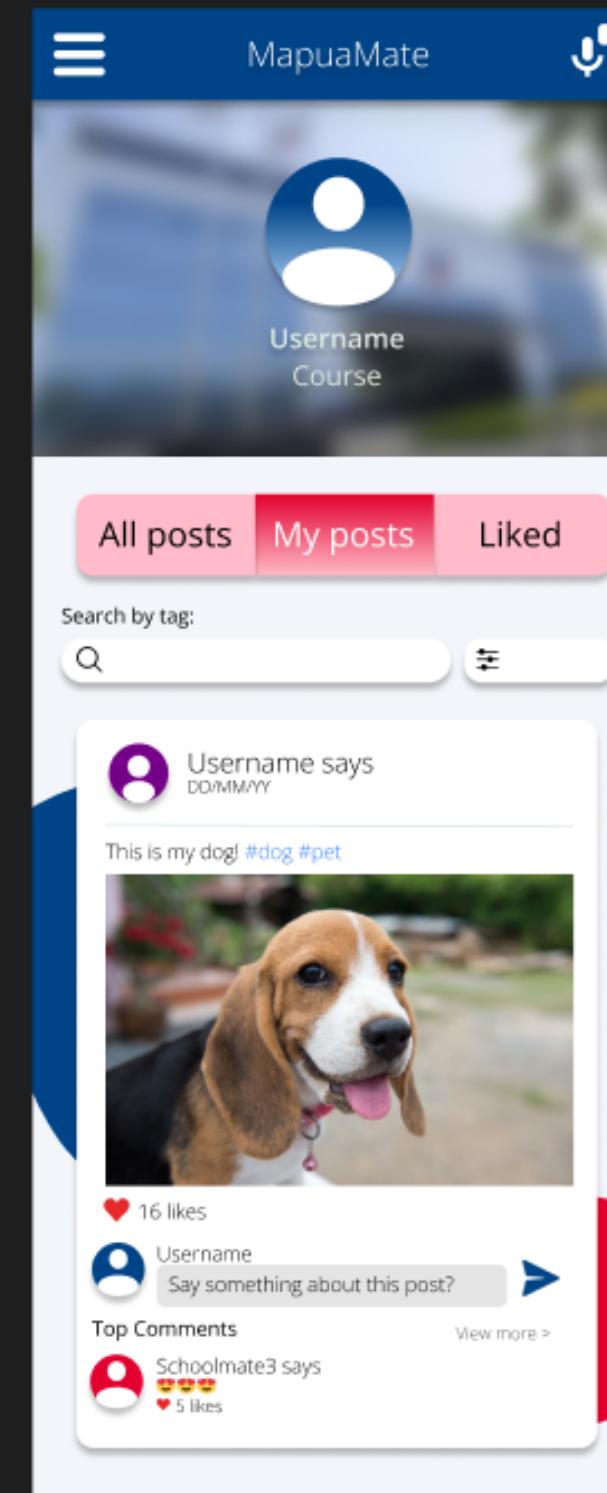


Course

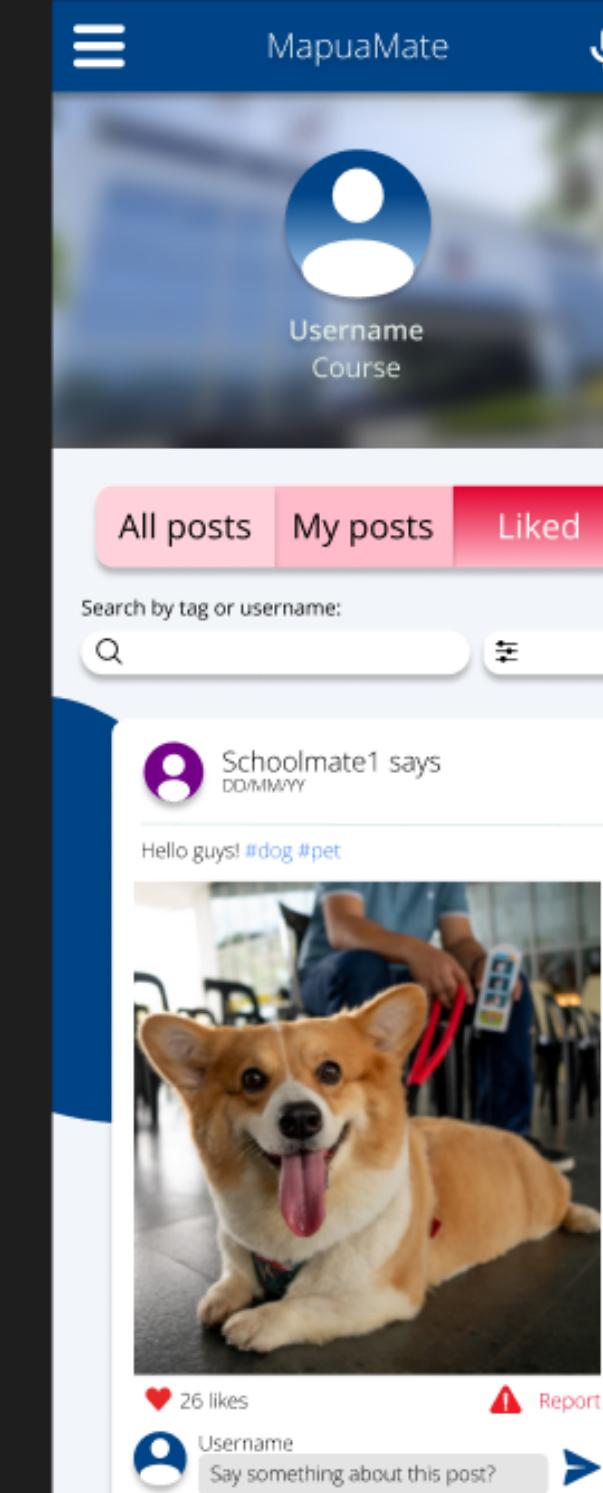
# Social Board



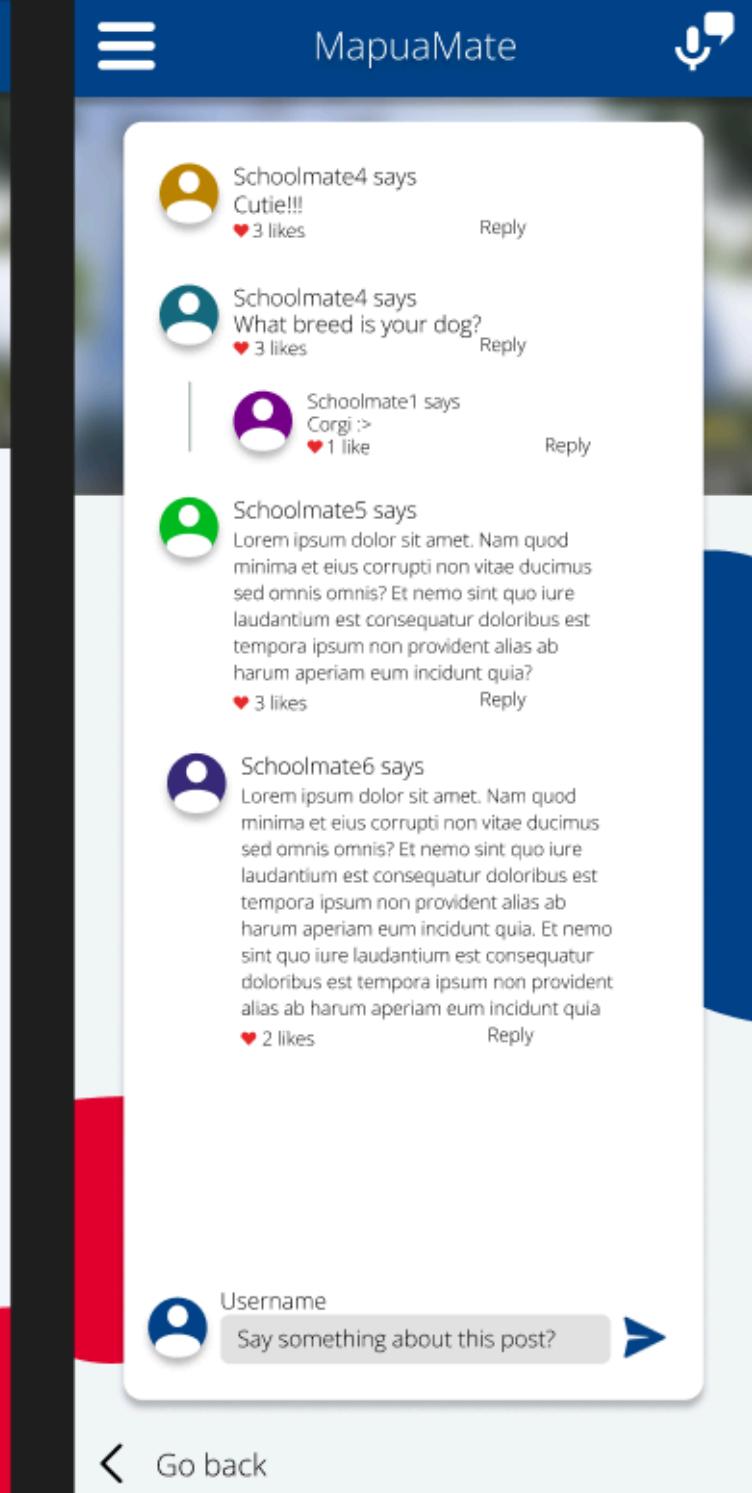
All posts



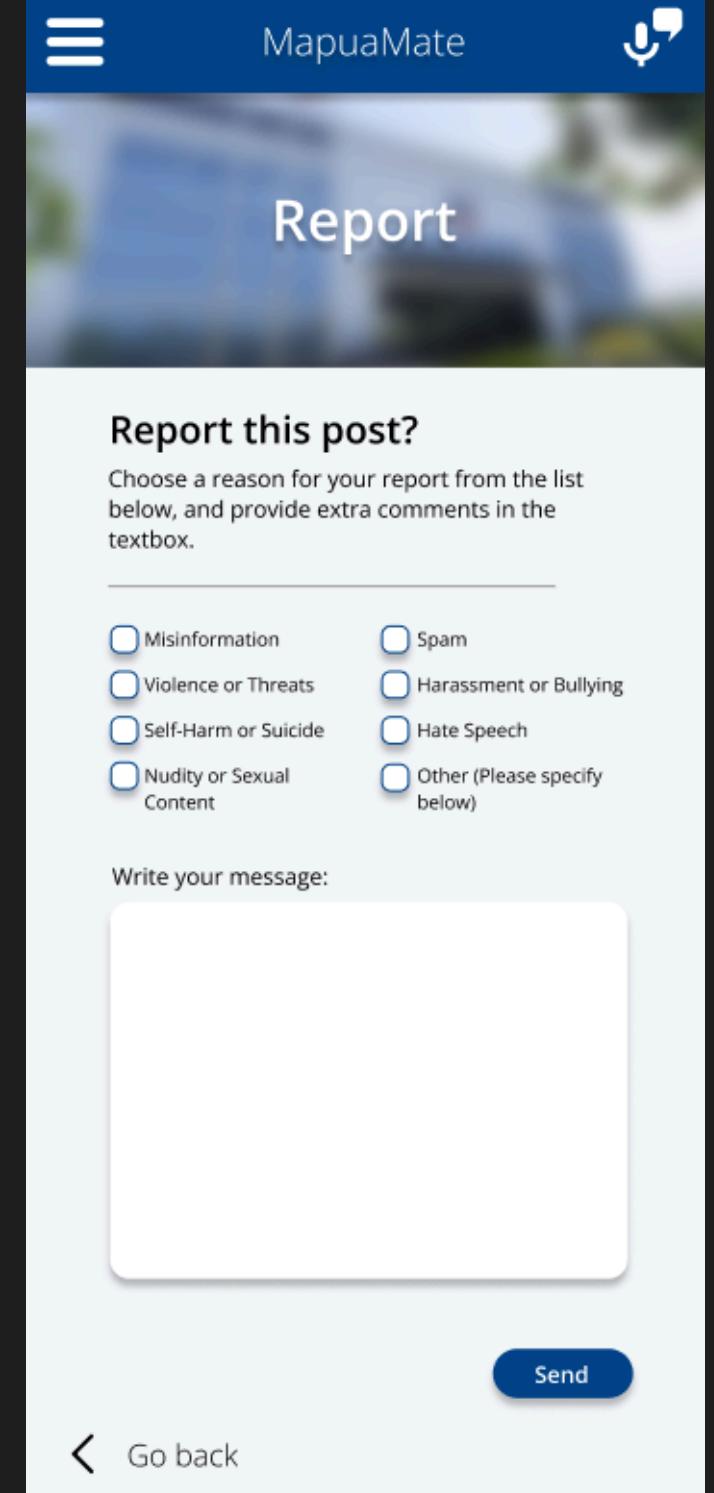
My posts



Liked

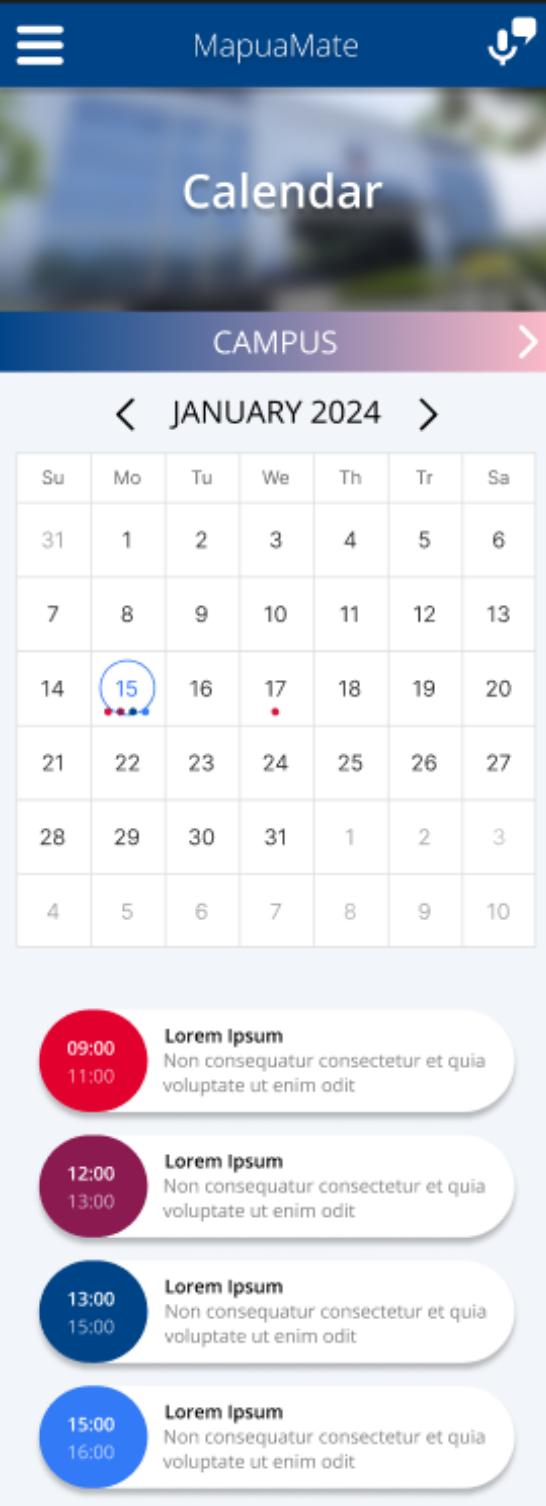


Comment Section

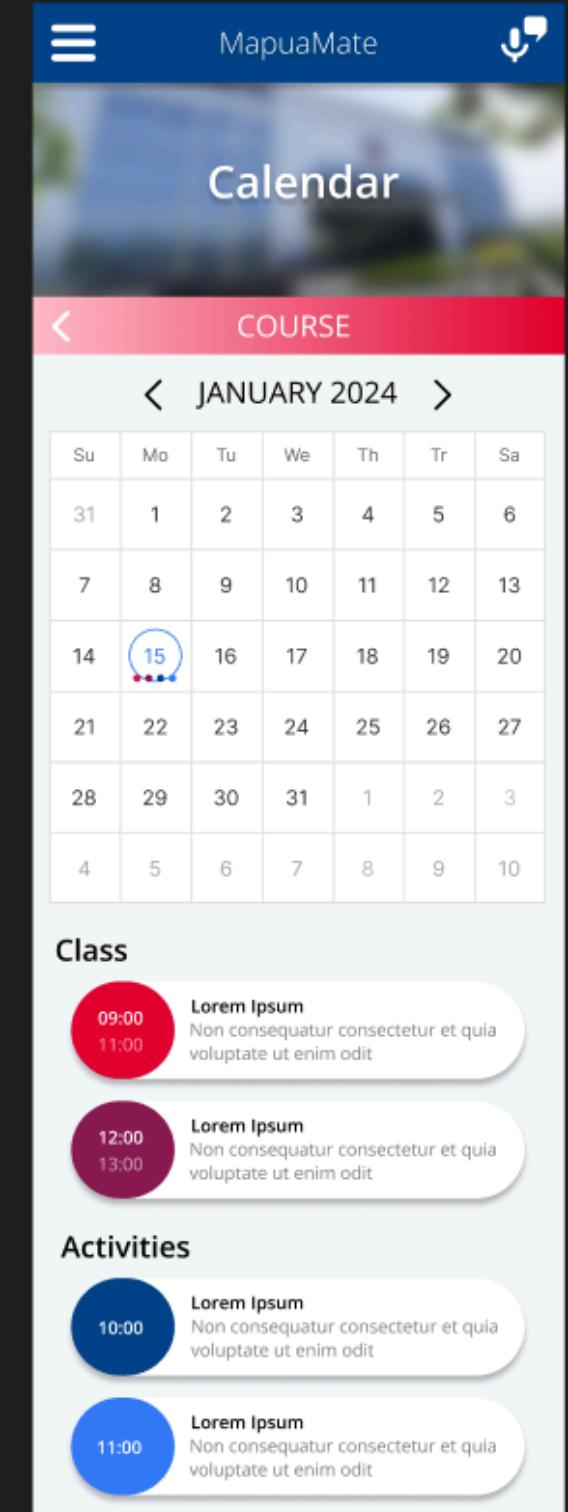


Report

# Calendar

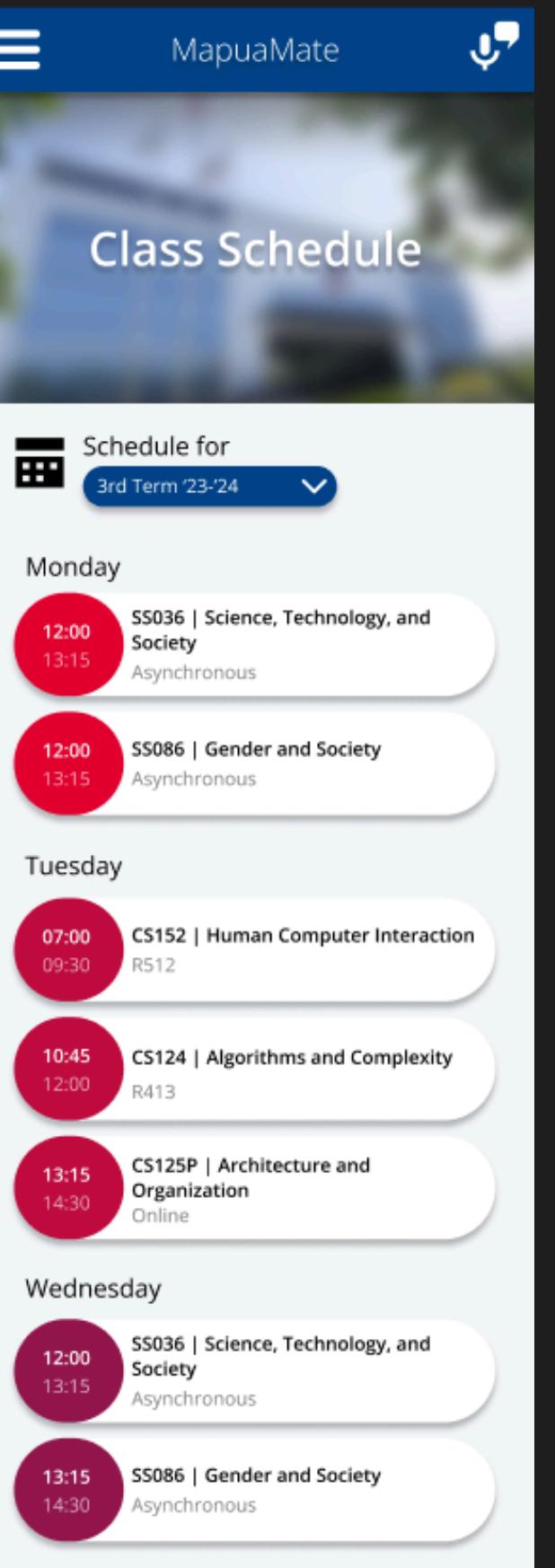


Campus



Course

# Class Schedule



# Grade Tracker

The image displays two screenshots of a mobile application named "MapuaMate".

**Screenshot 1: Grade Tracker Home Screen**

This screen shows a blurred background image of a building under construction. At the top, there is a search bar labeled "Search course:" with a magnifying glass icon and a clear button. Below the search bar are three course cards:

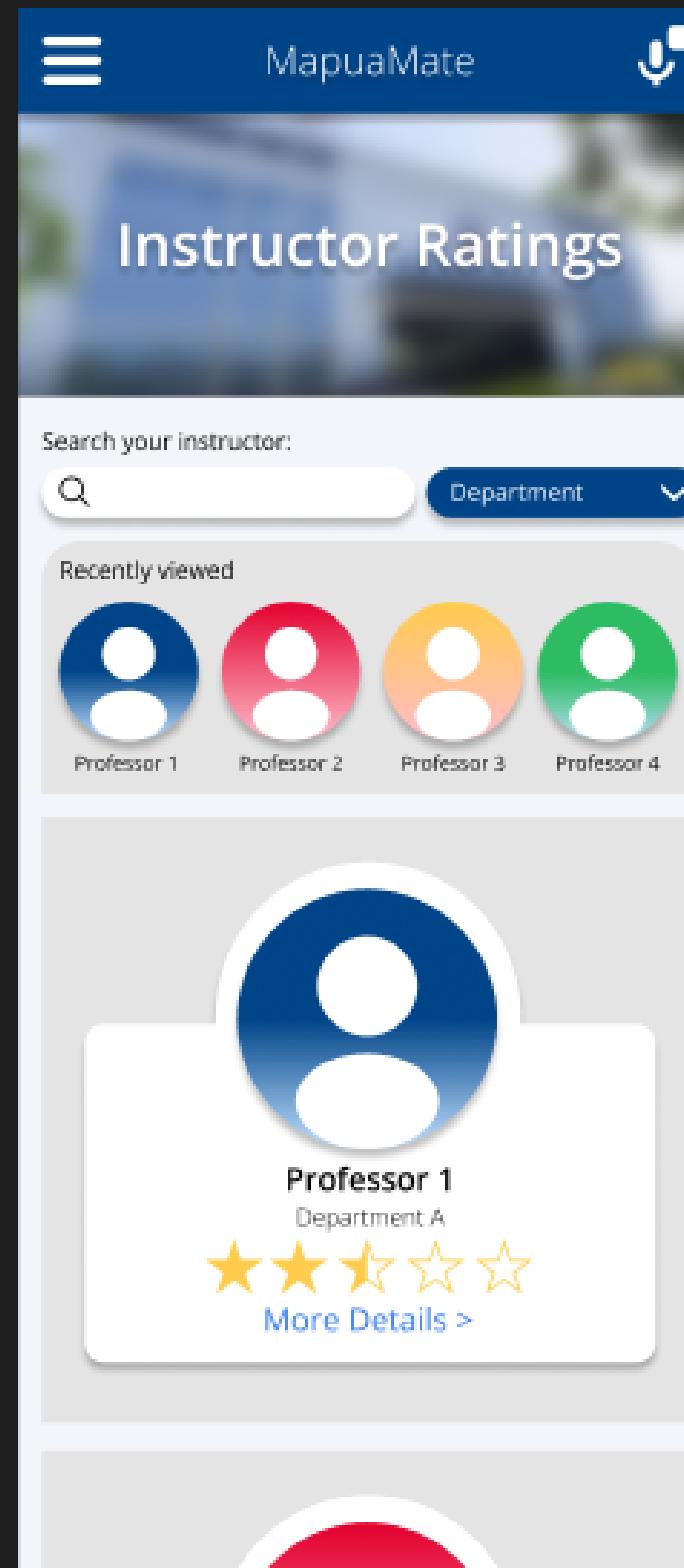
- Algorithms and Complexity**: Shows 3 Graded, 4 Submitted, 1 Past Due, 2 Unopened, and 1 Draft saved. The average grade is **1.25**.
- Architecture and Organization**: Shows 3 Graded, 1 Submitted, 5 Past Due, 3 Unopened, and 5 Drafts saved. The average grade is **1.75**.
- Gender and Society**: Shows 3 Graded, 1 Submitted, 5 Past Due, 3 Unopened, and 5 Drafts saved. The average grade is **2.5**.

**Screenshot 2: Algorithms and Complexity Details Screen**

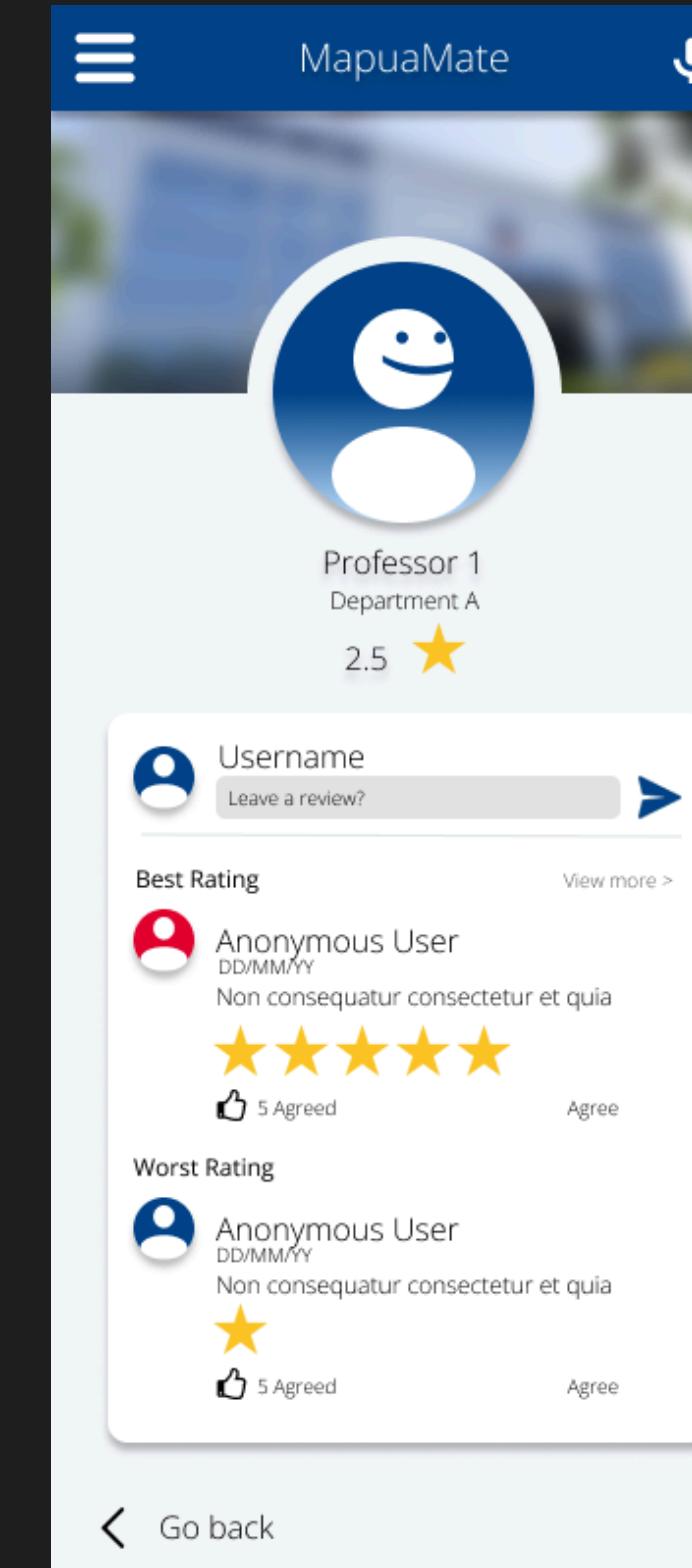
This screen shows the details for the "Algorithms and Complexity" course. At the top, it says "Algorithms and Complexity" and has a back arrow icon.

Activity Name	Due Date	Status	Grade
>Lorem Ipsum	1/1/2024	Graded	10/10
>Lorem Ipsum	1/1/2024	Graded	10/10
>Lorem Ipsum	1/1/2024	Submitted	-/20
Lorem Ipsum	1/1/2024	Submitted	10/10
>Lorem Ipsum	1/1/2024	Past due	0/5
>Lorem Ipsum	10/7/2024	Unopened	-/20
>Lorem Ipsum	10/7/2024	Unopened	-/20

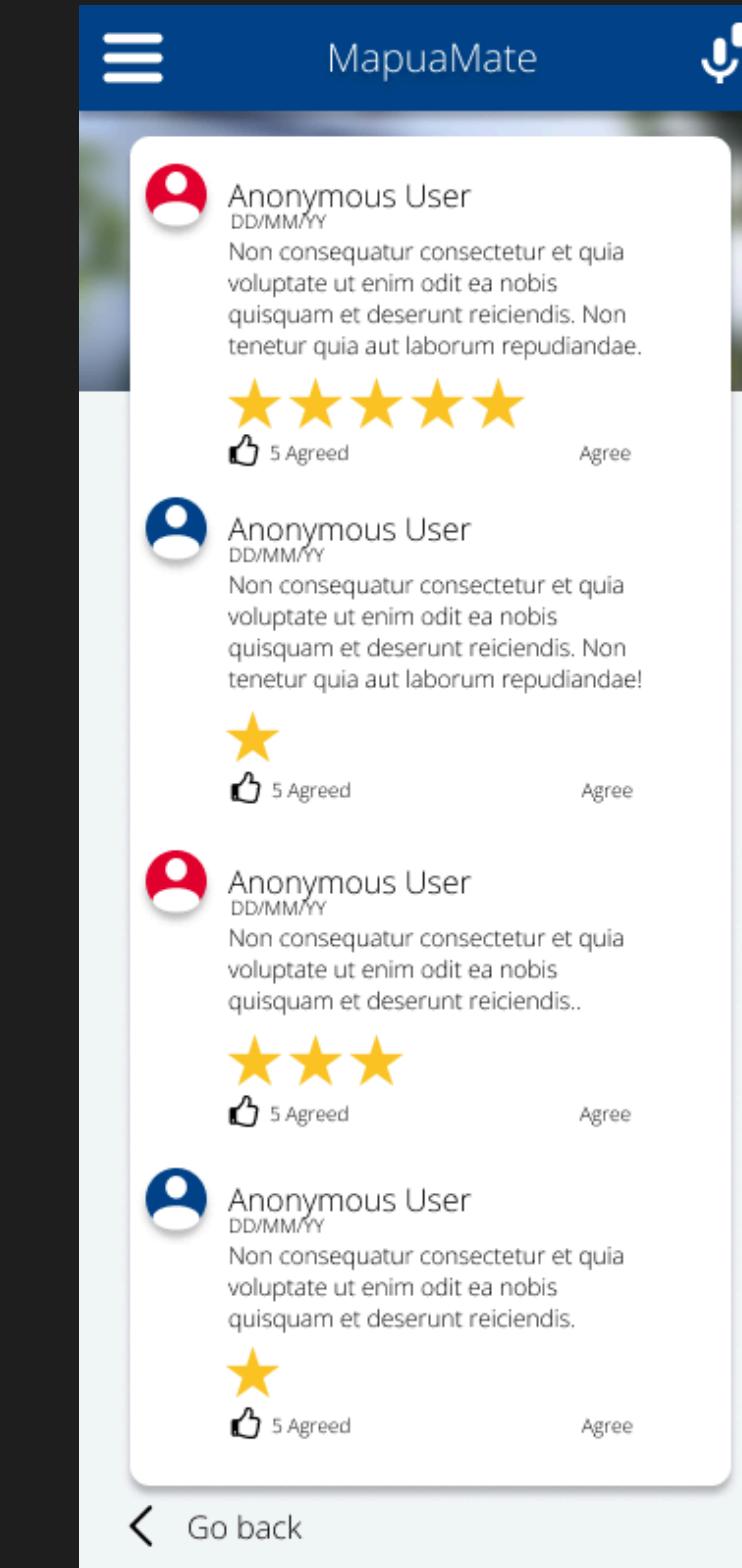
# Instructor Ratings



All Professors

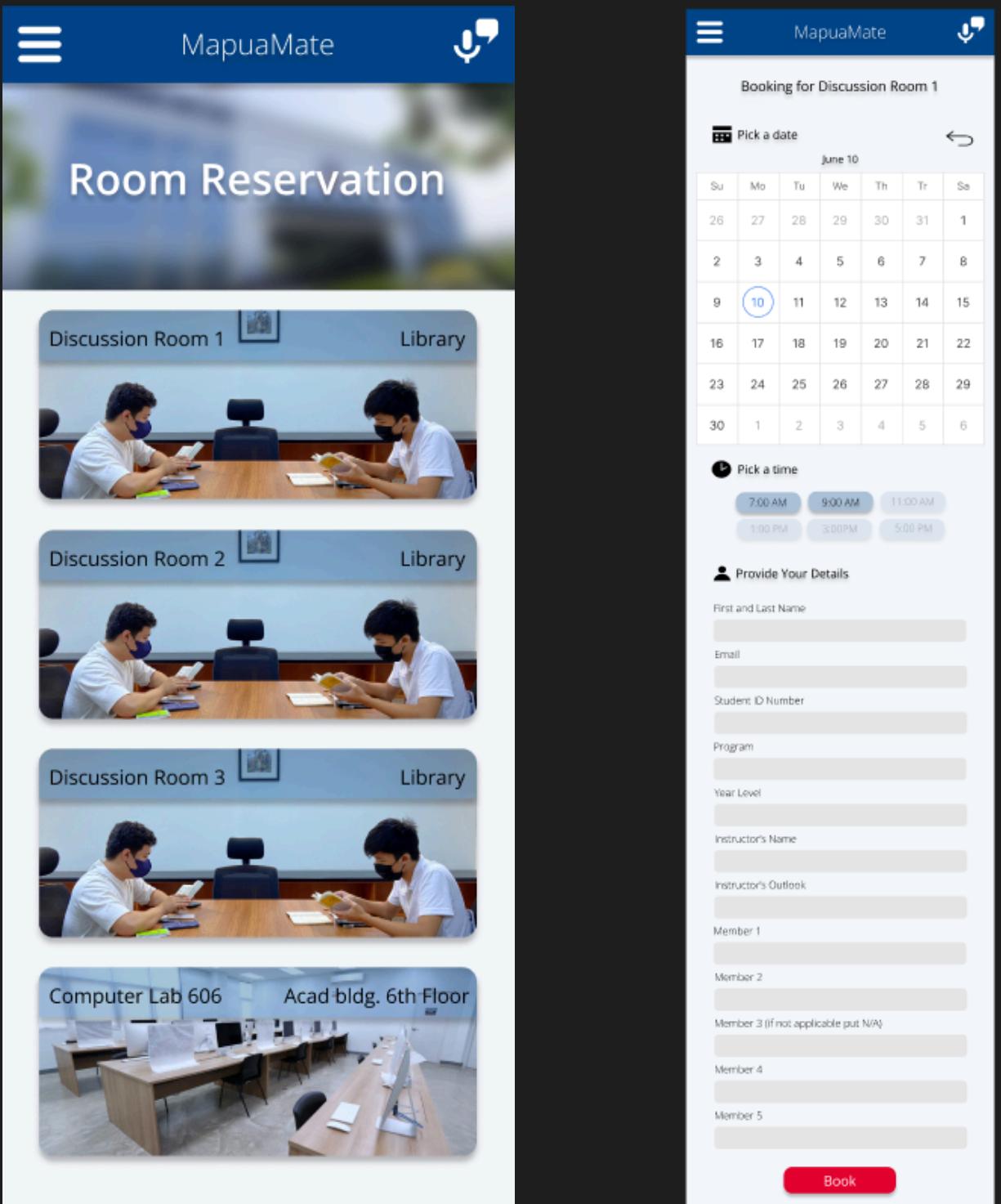


Professor Profile



Review Section

# Room Reservation



The screenshot displays the MapuaMate mobile application interface. At the top, there is a blue header bar with a menu icon, the app name "MapuaMate", and a speech bubble icon. Below the header, the main title "Room Reservation" is centered. The screen then lists four room options:

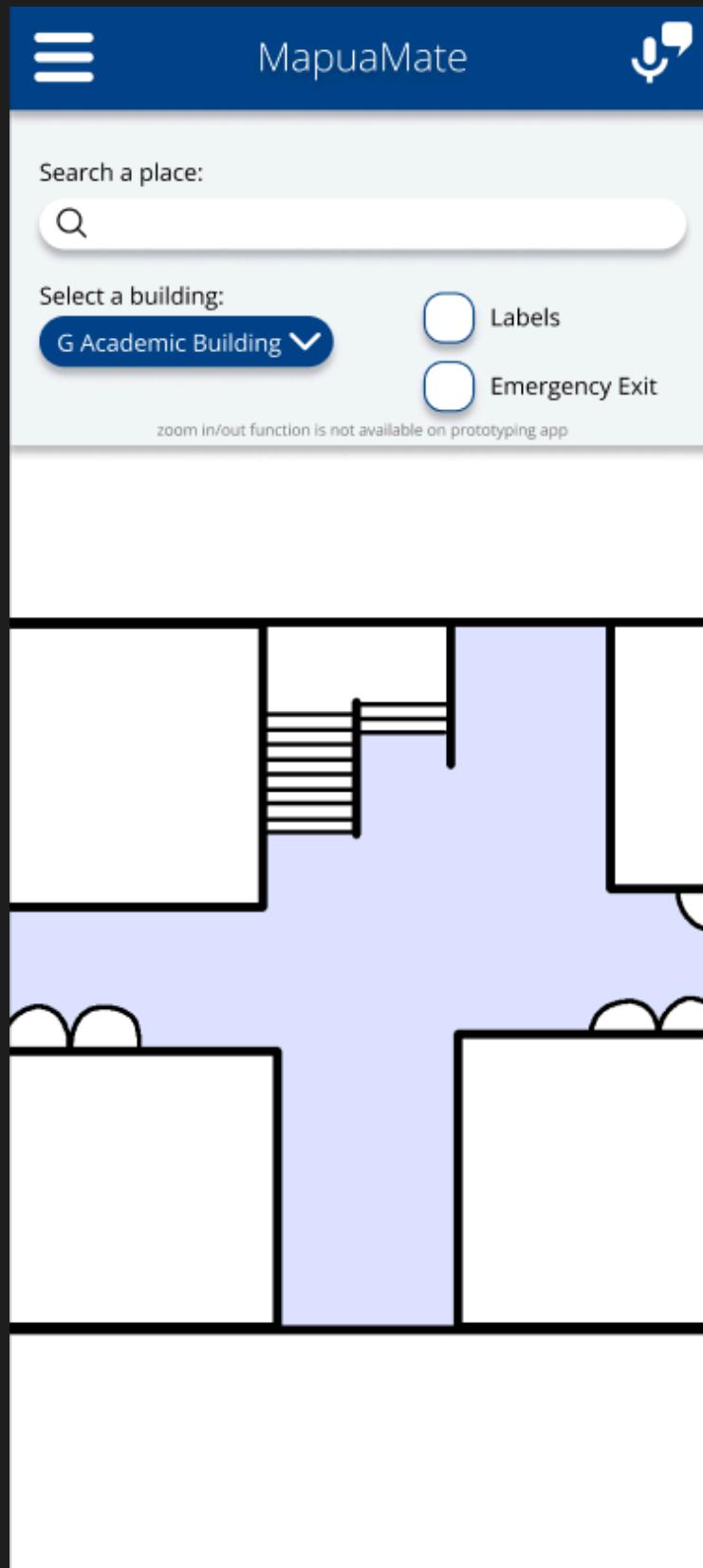
- Discussion Room 1**: Library. Shows two people wearing masks sitting at a table. Below the image is a small text "Acad bldg. 6th Floor".
- Discussion Room 2**: Library. Shows two people wearing masks sitting at a table.
- Discussion Room 3**: Library. Shows two people wearing masks sitting at a table.
- Computer Lab 606**: Acad bldg. 6th Floor. Shows a room with several computer workstations.

To the right of the room list is a booking form titled "Booking for Discussion Room 1". It includes a date picker for "Pick a date" (set to June 10), a time picker for "Pick a time" (7:00 AM, 9:00 AM, 11:00 AM, 1:00 PM, 3:00 PM, 5:00 PM), and a section for "Provide Your Details" with fields for First and Last Name, Email, Student ID Number, Program, Year Level, Instructor's Name, Instructor's Outlook, Member 1, Member 2, Member 3 (if not applicable put N/A), Member 4, and Member 5. A red "Book" button is located at the bottom of the form.

All rooms

Book a  
room

# Campus Map



# Canteen Menu

The image shows two screenshots of the MapuaMate mobile application interface.

**Screenshot 1: All stalls**

The title bar says "Canteen Menu". Below it is a search bar labeled "Search stall:" with a magnifying glass icon. The main content area displays four food stalls:

- Santino's Supreme Slice Pizza** (Red background): Shows a pizza slice icon and the text "Santino's Supreme Slice Pizza PPP".
- XXX Burger Place** (Blue background): Shows a burger icon and the text "XXX Burger Place PPP".
- YYY Fruit Juice** (Light Blue background): Shows a juice icon and the text "YYY Fruit Juice PP".
- Santino's Supreme Slice Pizza** (Red background): Shows a pizza slice icon and the text "Santino's Supreme Slice Pizza PP".

**Screenshot 2: Menu**

The title bar says "MapuaMate". The main content area displays the menu for "Santino's Supreme Slice Pizza".

**Individual Slices**

Item	Description	Price
BBQ Beef & Mushroom	Non consequatur consectetur et quia voluptate ut enim odit ea nobis quisquam et deserunt reiciendis.	PHP28.00
Pepperoni Sorpresa	Non consequatur consectetur et quia voluptate ut enim odit ea nobis quisquam et deserunt reiciendis.	PHP28.00
Hawaiian Madness	Non consequatur consectetur et quia voluptate ut enim odit ea nobis quisquam et deserunt reiciendis.	PHP28.00

**Box of 8**

Item	Description	Price
BBQ Beef & Mushroom	Non consequatur consectetur et quia voluptate ut enim odit ea nobis quisquam et deserunt reiciendis.	PHP28.00
Pepperoni Sorpresa	Non consequatur consectetur et quia voluptate ut enim odit ea nobis quisquam et deserunt reiciendis.	PHP28.00
Hawaiian Madness	Non consequatur consectetur et quia voluptate ut enim odit ea nobis quisquam et deserunt reiciendis.	PHP28.00

A "Go back" button is located at the bottom left.

All stalls

Menu

# Lost & Found

The screenshot displays two views of the MapuaMate app's Lost and Found section.

**Left View (All items):** This view shows a list of found items. It includes a search bar at the top labeled "Search item:" with a magnifying glass icon. Below the search bar are four item cards arranged in a 2x2 grid:

- Butterfly blue bag**  
DD/MM/YY  
Found at: [redacted]
- AquaFlask white bottle**  
DD/MM/YY  
Found at: [redacted]
- Butterfly blue bag**  
DD/MM/YY  
Found at: [redacted]
- AquaFlask white bottle**  
DD/MM/YY  
Found at: [redacted]

**Right View (Item details):** This view provides more information about a specific item. It features a large image of a white and blue "Butterfly" brand duffel bag with dark blue accents and handles. Below the image is the item's name and some placeholder text.

**Item Details:**

**Butterfly blue bag**  
Found on: DD/MM/YY  
Found at: Name of place

Non consequatur consectetur et quia voluptate ut enim  
odit ea nobis quisquam et deserunt reiciendis. Non  
tenetur quia aut laborum repudiandae!

If this item belongs to you,  
please claim it at XXX.

< Go back

All items

Item details

# Contact Us

The screenshots illustrate the flow of sending a message through the MapuaMate app:

- Screenshot 1: Initial Message Screen**

MapuaMate

Contact Us

**Send us a message!**

To contact us, please select the relevant department from the dropdown menu, write your message in the text box, and then click "SEND". Replies will be sent to your school email.

Select a department

Write your message:

Send
- Screenshot 2: Department Selection Screen**

MapuaMate

Contact Us

**Send us a message!**

To contact us, please select the relevant department from the dropdown menu, write your message in the text box, and then click "SEND". Replies will be sent to your school email.

Select a department

  - Treasury Office
  - Registrar's Office
  - Lifelong Learning
  - Center for Health Services and Wellness
  - Guidance and Counseling
  - Office for Research, Development, and Innovation
  - Quality Assurance and Enhancement Office
  - Office for Corporate Partnerships
  - Center for Service-Learning and Community Engagement
  - Human Resources

Send
- Screenshot 3: Confirmation Screen**

MapuaMate

Contact Us

**Send us a message!**

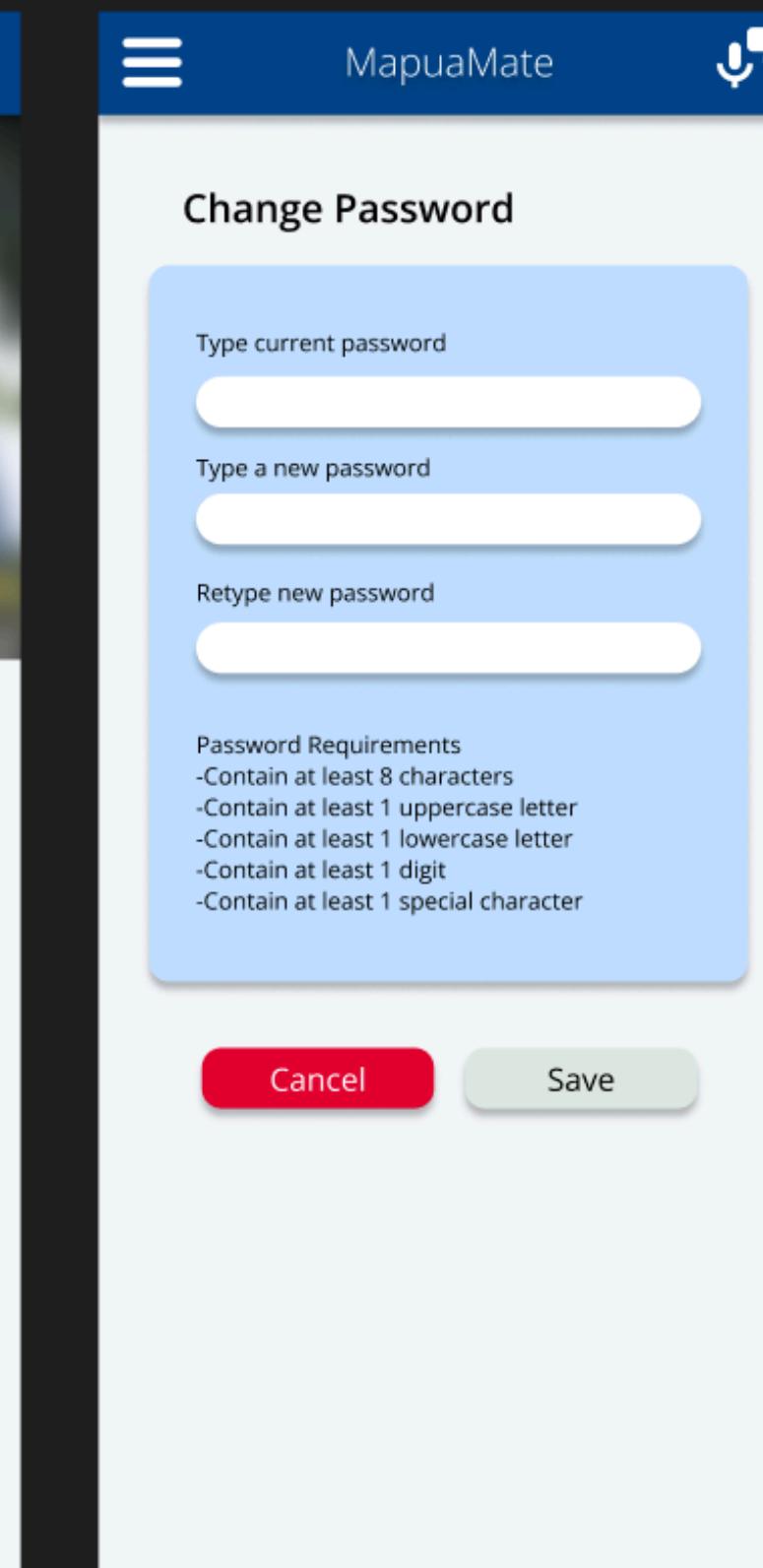
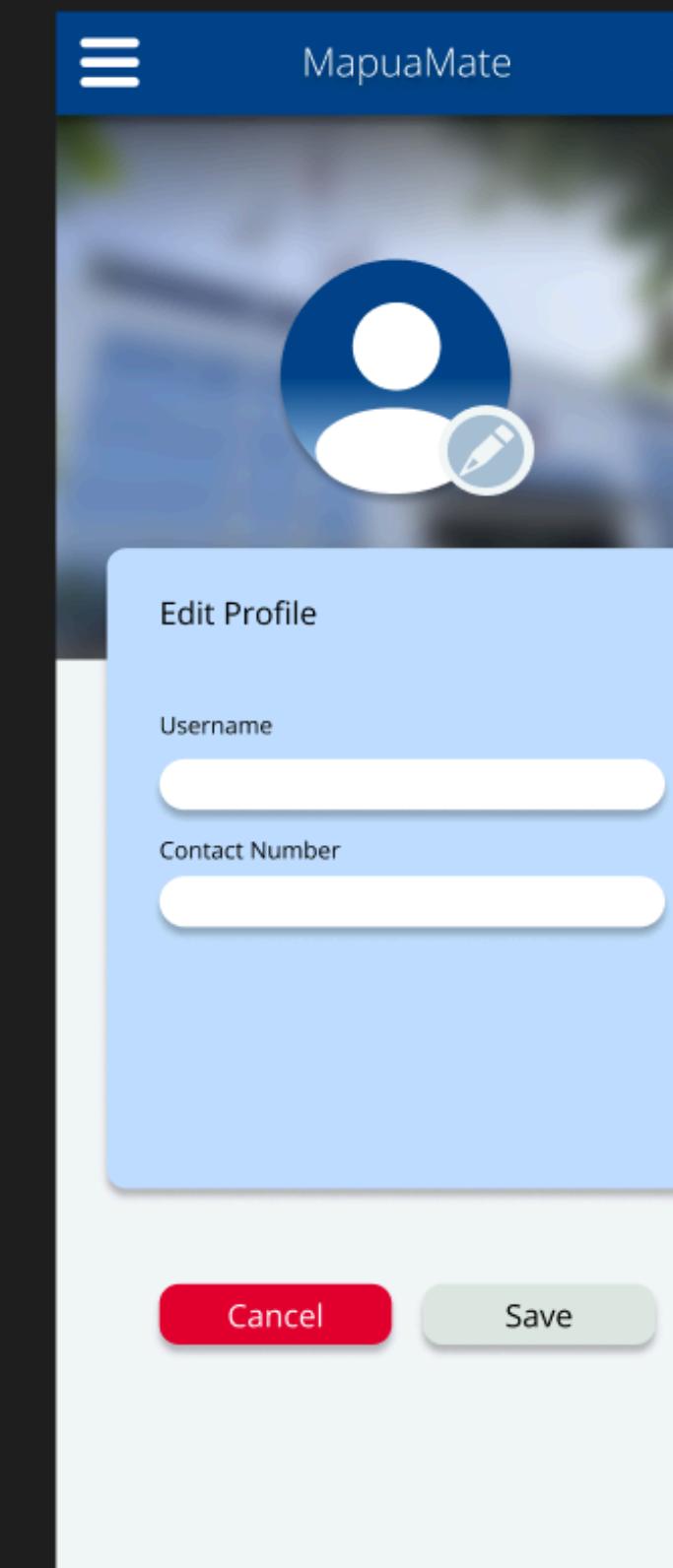
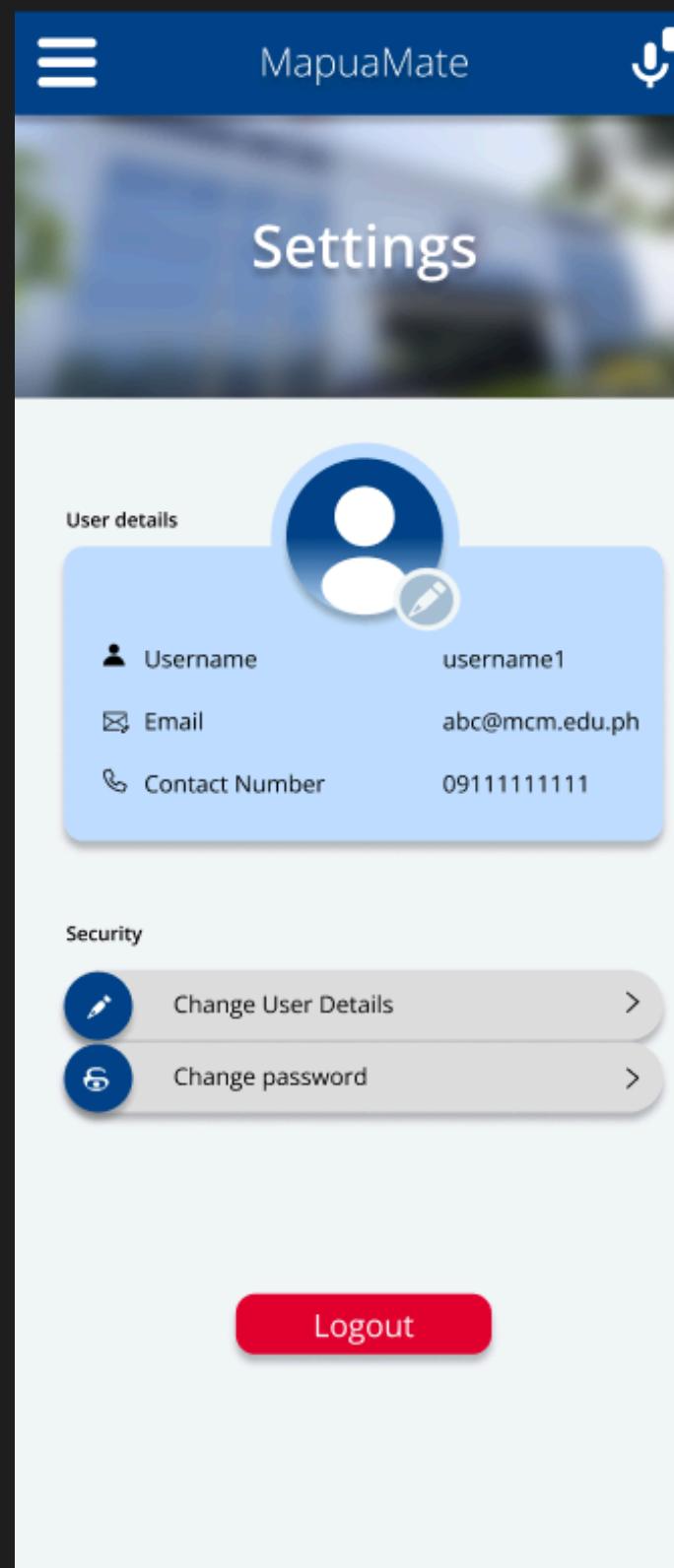
To contact us, please select the relevant department from the dropdown menu, write your message in the text box, and then click "SEND". Replies will be sent to your school email.

 Successfully Sent!

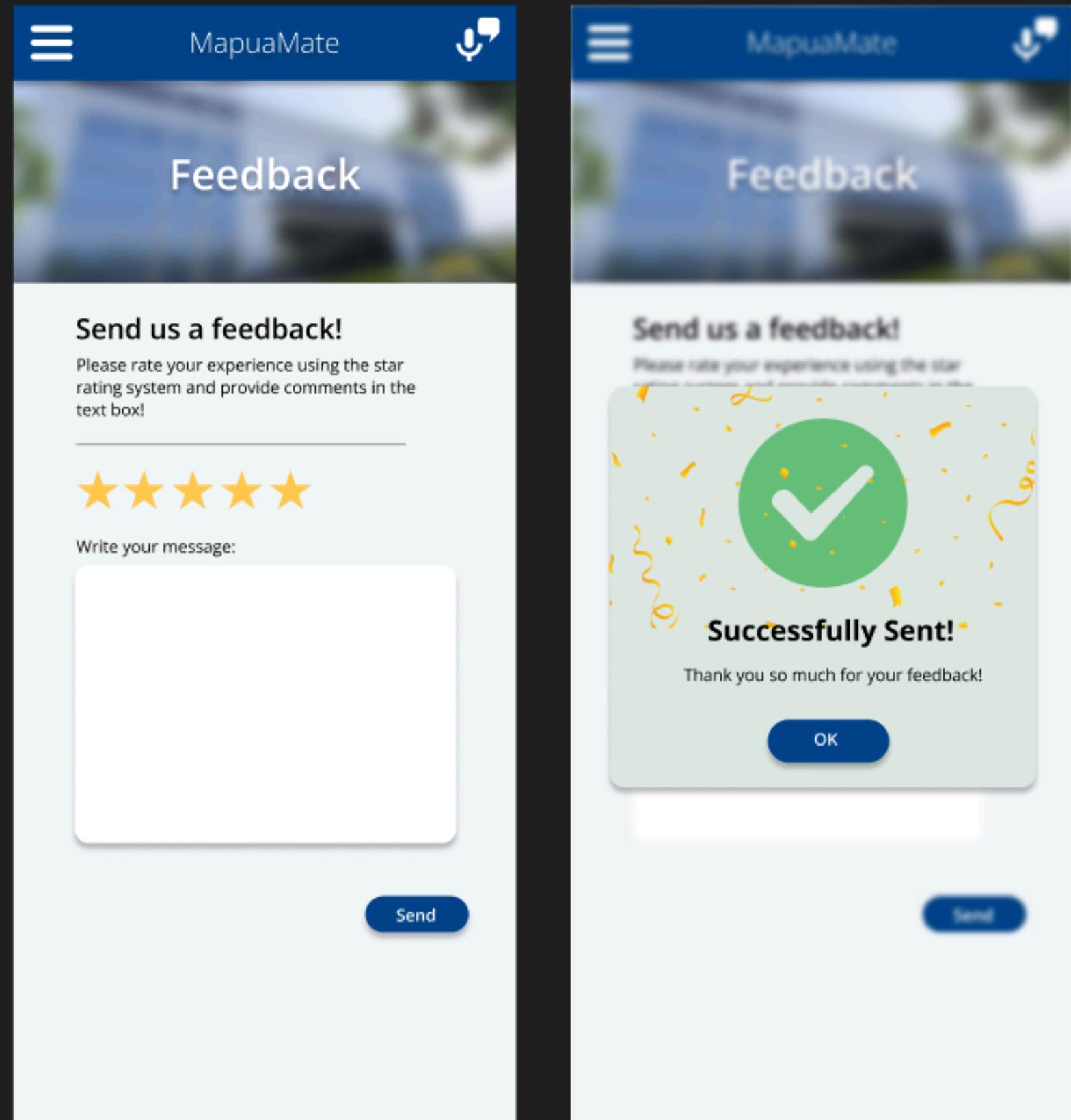
Replies will be sent to your school email

OK

# Settings



# Feedback



# Help

The screenshots show the 'Help' section of the MapuaMate app across six different screens, each representing a category of frequently asked questions:

- Need help?**: A general introduction stating "Don't worry, we will help you solve the problem!" and a search bar.
- Login & Account**: Includes questions like "I forgot my password. How do I reset it?", "Can I change my username in MapuaMate?", and "Why am I unable to log in even with correct credentials?".
- App Features**: Includes questions like "How do I find my class schedule in MapuaMate?", "How do I reserve a meeting room using MapuaMate?", and "Double-check that you are entering the correct username and password. If issues persist, ensure there are no connectivity issues or contact our support team for assistance."
- Technical Support**: Includes questions like "The app is crashing/freezing. What should I do?", "Why are some features not working properly on my device?", and "Go to the 'Room Reservations' feature, select the date and time, and choose an available room. Follow the prompts to confirm your reservation."
- Privacy & Security**: Includes questions like "What information does MapuaMate collect and how is it used?", "Is my personal information secure on MapuaMate?", and "Ensure your device meets the minimum requirements for running MapuaMate. Update your operating system and the app itself to the latest versions. If problems continue, reach out to our support team."
- Feedback & Suggestions**: Includes questions like "How can I provide feedback or suggest new features for MapuaMate?", "Will my suggestions for new features be considered?", and "Absolutely! We value user input and take all suggestions into consideration when planning updates and new features for MapuaMate. Your feedback helps us prioritize improvements that benefit our users."

Each screen also includes a "Go back" button at the bottom left.

# EVALUATION

*“What did you do and what were the results?”*

1. To get the best (or worst) out of the design, the 10 Usability Heuristics were used in evaluating the prototype.
2. Surveys were also handed out to gather opinions of potential users, particularly students from MMCM. The survey will be utilizing the 5 point Likert scale as well as open-ended questions.
3. The team also included their own personalized questions in the survey to ensure every aspect of the prototype is addressed and criticized.

# Evaluation Plan

1

## **Identify Criteria**

Criteria comprises of usability, accessibility, user satisfaction, visual appeal, assessment of all features.

2

## **Create Scoring Rubric based on Criteria Identified**

Use 10 Usability Heuristics and create questions to assess other criteria.

3

## **Create Survey Questionnaire**

Use Google Forms in creating the survey. Use Likert Scale and open ended questions.

4

## **Deploy Prototype and Survey**

Give the prototype and survey link to 10-20 students of Mapua Malayan Colleges Mindanao.

5

## **Data Interpretation**

# RESULTS

## Overall User Interface and Experience

**4.76**

Highly Acceptable

### Usability

Respondents **strongly agreed** that the prototype is easy to use, easy to navigate, and has adequately sized text and buttons.

**4.50**

Highly Acceptable

### Accessibility

Respondents **strongly agreed** that the design is user-friendly for visually impaired individuals and those who are less tech-savvy.

**4.88**

Highly Acceptable

### Visual Appeal

Respondents **strongly agreed** that the design is visually appealing.

# RESULTS

**4.3-4.8**

Highly Acceptable

## Usefulness & Relevance

Respondents **strongly agreed** that all the features, each with a score of **4.3 to 4.8**, are relevant and useful for daily activities as an MMCM student.

**4.5-4.9**

Highly Acceptable

## Ease of use

Respondents **strongly agreed** that all the features, each with a score of **4.5 to 4.9**, are easy to navigate and use.

**4.2-4.8**

Highly Acceptable and Acceptable

## Visual Appeal

Respondents **strongly agreed** that most of the features, each with a score of **4.2 to 4.8**, are visually appealing. Respondents **agreed** that the calendar is visually appealing, with a slightly lower score of **4.2**.

# RESULTS

## Overall Satisfaction

4.65

Highly Acceptable

Respondents **strongly agreed** that they are satisfied with the prototype and would like to see the app fully developed for daily use.

# RESULTS

## Additional Findings

After analyzing the data and conducting a t-test between respondents with and without visual impairment, it was found that **Visually Impaired respondents rated the app prototype higher than not Visually Impaired respondents.**

After analyzing the data and conducting ANOVA and Tukey-Kramer test between users with different proficiencies in using mobile applications, it was found that **Beginner respondents rated the prototype lower compared to Intermediate and Advanced respondents.**

# RESULTS

## Feedbacks and Recommendations

### Recommendation 1

"Settings should have more features such as "dark-mode" and notification settings."

### Recommendation 2

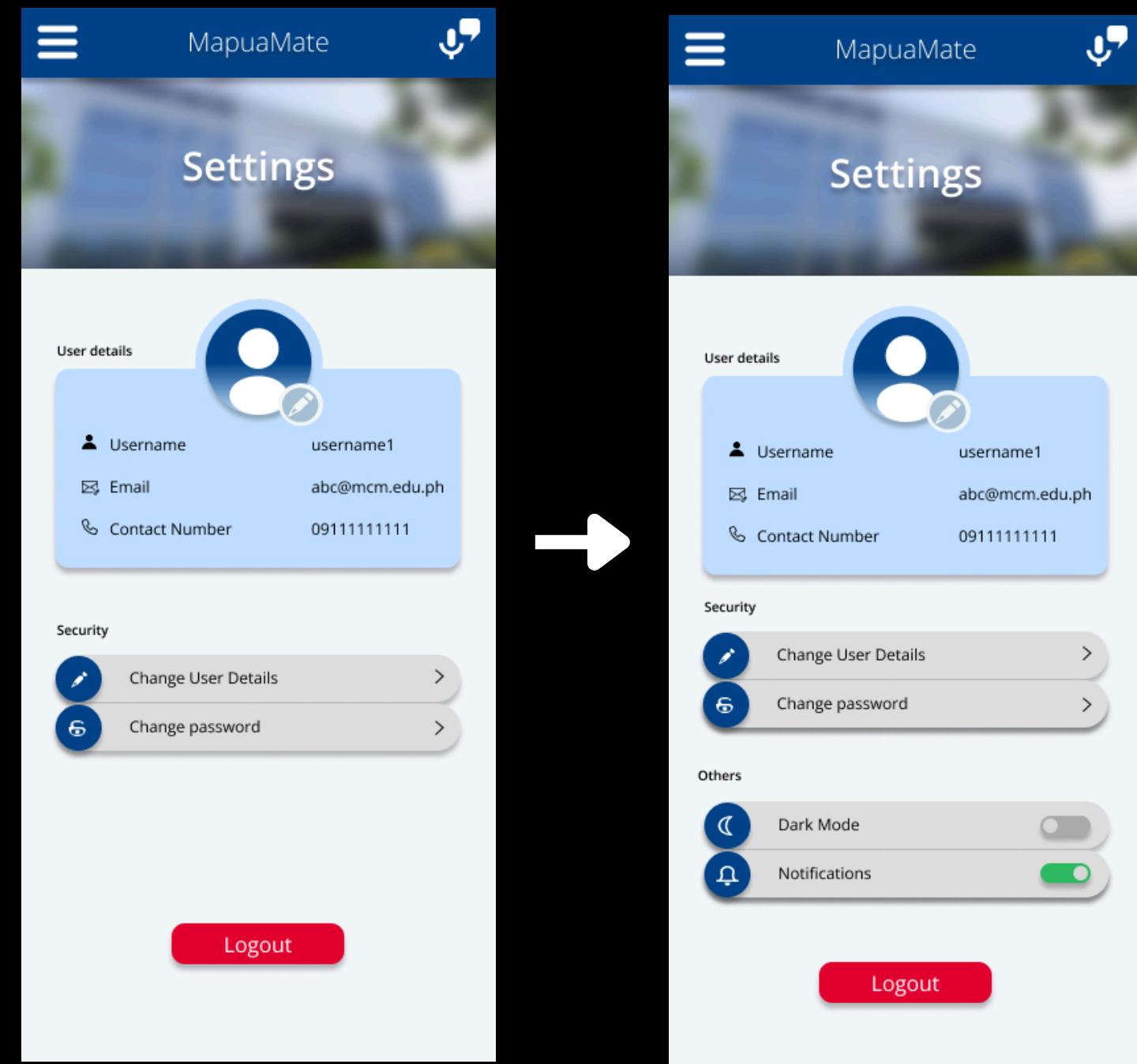
"I would add a daily reward system that will give small canteen discounts to keep user engagement. I would also add Chats with classmates/professors and Clubs/School Communities. In other words, I'd make something similar to a small social media platform exclusive for Mapuan students"

### Recommendation 3

"chat w the prof feature"

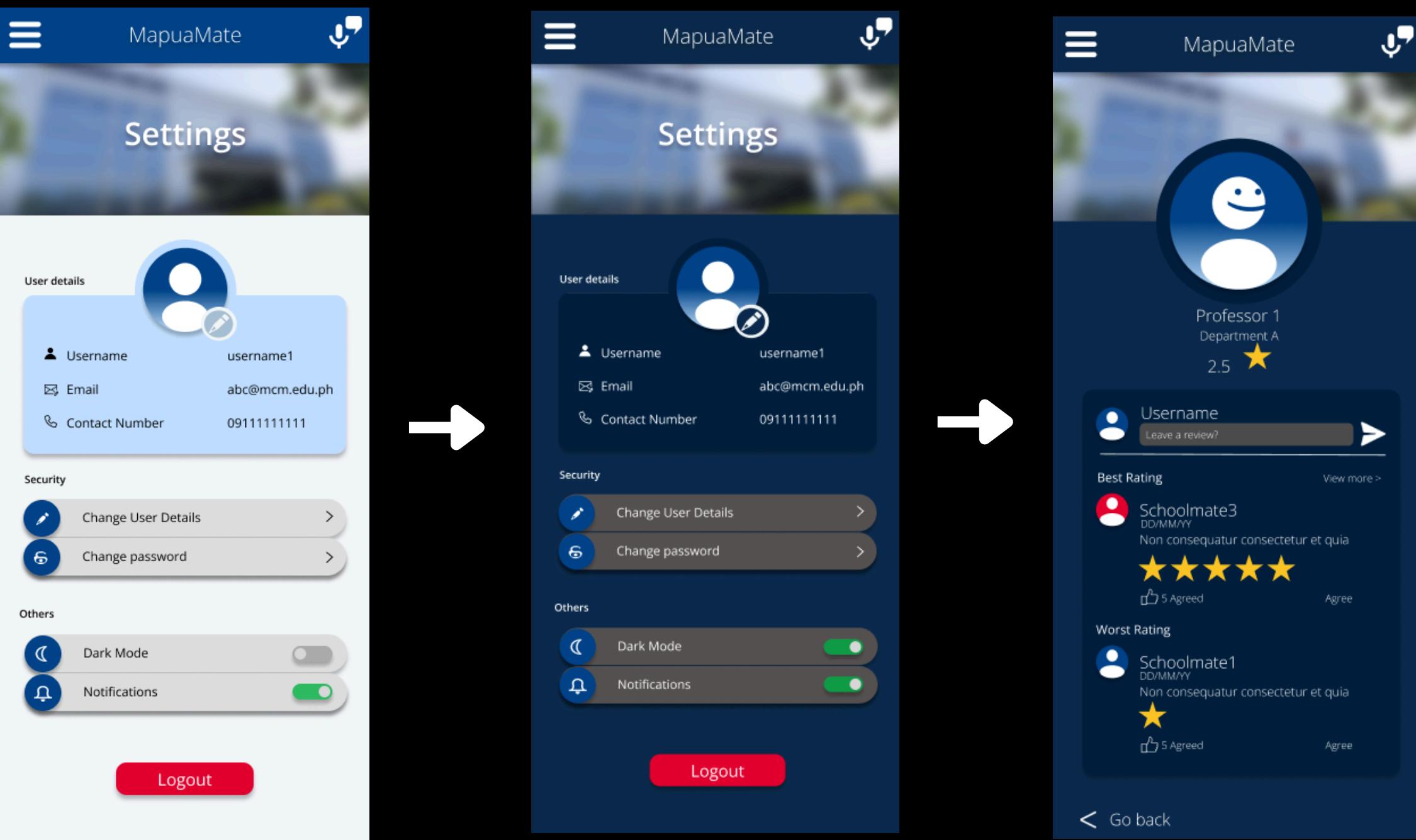
# ALTERATIONS

*ADDED DARK MODE AND NOTIFICATION SETTINGS*



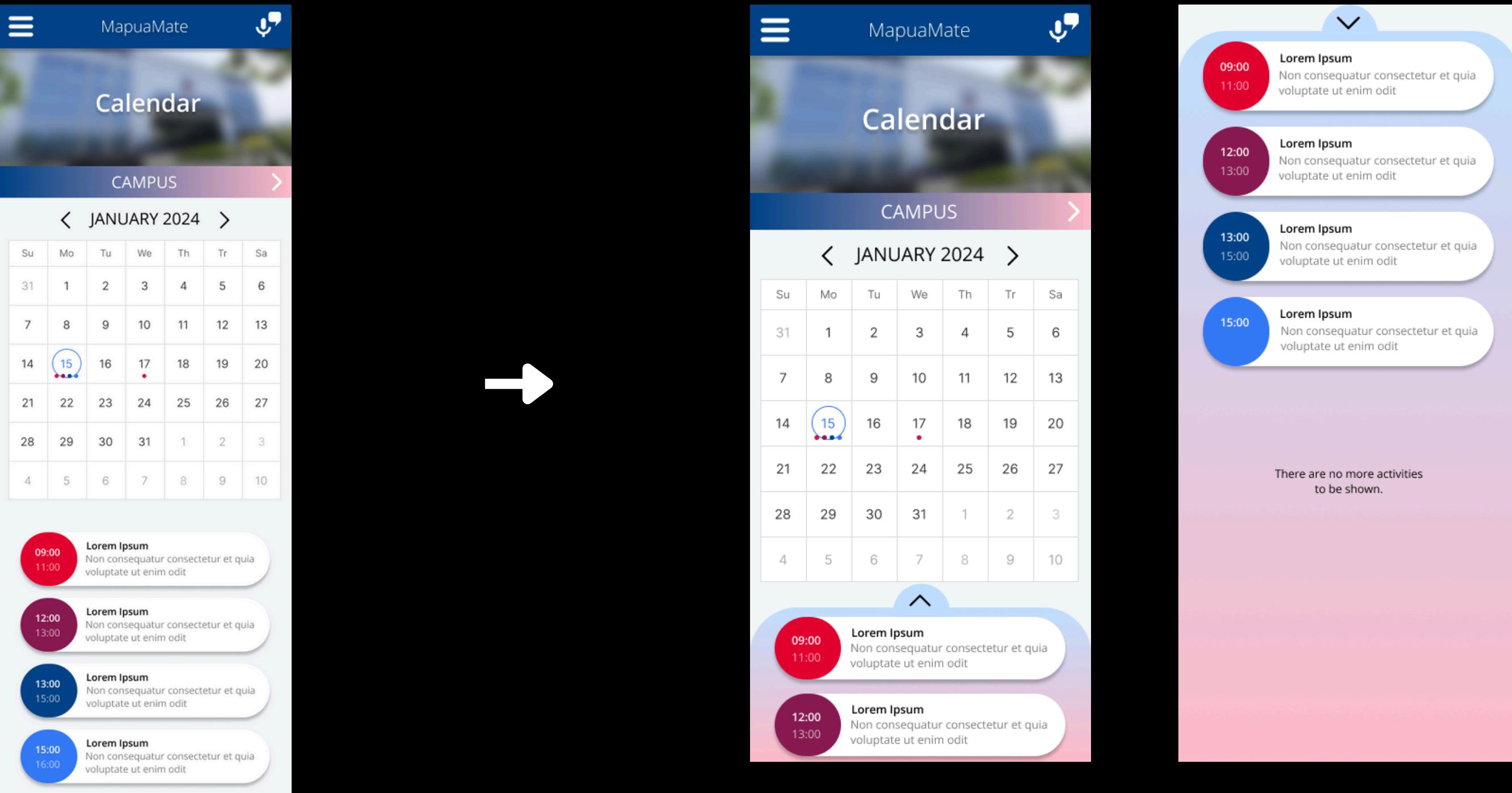
# ALTERATIONS

DARK MODE SAMPLE PAGES



# ALTERATIONS

CALENDAR PAGE (ADDED SHOW AND HIDE BUTTON)



# CONCLUSION

*“If you had more time, what would you do next?”*

# CONCLUSION

- The team would take their time improving the UI and the usability aspect of the application prototype.
- Features that have been suggested by the potential users as well as features that the team has in mind will be taken into consideration.
- Using Figma for designing the prototype has proved to be enough, however there were still features that the team needed but couldn't be found in Figma. Because of that, the team is looking to move to a different prototyping app.

# CONCLUSION

- A second feedback gathering session will be needed to ensure everything is ready. This evaluation process would also be a new and better process for more accurate results.
- Once everything is done, the team would go through numerous testing and fully develop the app and launch it.