# Final UX Design Report

## 1. Introduction

We wanted to make an app that helps people in a neighborhood know about events and join them. Sometimes, people don't know what's going on around them, especially older people. So, we made an app that shows events, lets you join them, and even make your own events.  
  
We thought this app should work well on phones and be easy to use. We imagined students and older adults using it. The main things people can do are look at events, join them, make events, and give feedback after going.

## 2. Research and Design Methods

To learn more, we talked to 5 people (3 students and 2 older adults). We asked them how they find events and if they join them. Some said they don’t know when events happen or it’s too hard to sign up.  
  
We drew some sketches on paper first. Then we made simple designs on the computer. Later, we made a better prototype using Figma. We kept changing things when we got feedback.

## 3. User Needs Analysis

We learned that people:  
- Don’t know when events happen unless someone tells them.  
- Older people get confused with apps that have too much going on.  
- Want everything in one place, not many different apps.  
  
One lady told us, 'If someone just told me clearly what's happening, I’d go.' That made us realize the app needs to be super clear and simple.

## 4. Competitive Analysis

We looked at Facebook Events, Zalo Groups, Nextdoor, and Meetup. Some of them had good things, like letting people create and share events. But they were hard to use or had too many things. We wanted something easier, especially for people who aren’t great with phones.

## 5. Design Goals

We wanted our app to:  
- Help people find events easily.  
- Let anyone make and share events.  
- Be simple and not confusing.  
- Show clear messages when something is saved or done.

## 6. Prototype

The app lets you:  
- See what’s happening nearby.  
- Make a new event.  
- Join an event.  
- Give feedback after an event.  
  
We have screenshots and little drawings of how this works, but they’re not here now.

## 7. Final Usability Test

### Goals

We wanted to see if people could sign up, log in, and join an event without getting stuck or confused.

### Participants

We tested with 5 people: 3 students and 2 older folks. Some were good with phones, others not so much.

### Process

We shared the app through Figma. People tried it while we watched and asked them to talk out loud. They signed up, logged in, looked at events, and tried joining one. Then we asked them some questions.

### Results

Everyone finished the tasks. Two older people had trouble finding the login at first. Most liked how it looked, but one said the text was a bit small.

### Key Findings

1. Make the Join button bigger.  
2. Add a short guide for first-time users.  
3. Use bigger letters and darker colors.  
4. Show a message when feedback is saved.  
5. Add a button that always goes back to the homepage.

## 8. Next Steps

Next time, we want to:  
- Make the app easier to see for people with bad eyesight.  
- Test with more older adults.  
- Add fun stuff like comment boxes or chats.  
- Make a short tutorial that explains how to use the app.  
- Let people use the app even if they don’t have internet.

## Appendix

### Personas

1. Mrs. Hanh – 61 years old, wants to join events but finds apps hard.  
2. Minh – A student who wants to help people join his cleanup events.

### Scenarios

Scenario 1: Mrs. Hanh opens the app and joins a local health workshop.  
Scenario 2: Minh creates a new event for a park cleanup and shares it with his neighbors.