VolunMe – Turning Free Time into Meaningful Action

Final Report

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1. Project Idea

The main idea behind VolunMe is to create a web application that connects people who want to volunteer with organizations and community events that need help. Many individuals spend their free time unproductively, often scrolling social media or playing games, while at the same time communities lack volunteers for meaningful activities. VolunMe aims to bridge this gap by offering a centralized, simple, and motivating platform where volunteering opportunities are easily accessible. The goal of the application is to transform free time into positive social impact and encourage users to contribute to their communities.

2. Problem Definition

Currently, volunteering opportunities are scattered across multiple platforms such as social media, websites, and physical notice boards. This lack of centralization makes it difficult for volunteers to discover suitable activities and for organizations to reach potential helpers. As a result, many volunteering opportunities remain unused, and people willing to help often do not know where to start.

3. Proposed Solution

VolunMe provides a user-friendly web application that allows users to browse volunteering events, filter activities by location and type, join or withdraw from events, create new activities, and receive notifications. Administrators approve and moderate activities to ensure content quality and platform safety.

4. Target Users

Primary users include students, working professionals, retirees, and community-oriented individuals who want to contribute to society. Secondary users are NGOs, local organizations, and event organizers who need volunteers. The platform is also designed for users seeking social interaction, teamwork, and a sense of belonging through volunteering.

5. User Personas

User personas were created to better understand user needs.

Ana – Student Volunteer

- *Age*: 20
- *Occupation:* Psychology Student
- *Location*: Split
- *Goals:* Gain experience, help community, meet people
- *Motivation:* Loves helping others
- *Frustration*: Disorganized volunteering information
- *Quote:* "I want to help, but I don't know where to start."

Marko – Event Organizer

- *Age:* 35
- *Occupation*: NGO Coordinator
- *Location:* Zagreb
- *Goals:* Find volunteers, manage events efficiently
- *Motivation*: Wants centralized platform
- *Frustration*: Posting events on multiple platforms
- *Quote:* "I wish there was one place where all volunteers could see our events."*

Ivana – Working Professional

- *Age:* 42
- *Occupation:* Teacher
- *Location:* Zadar
- *Goals:* Short-term volunteering opportunities
- *Motivation*: Personal fulfillment
- *Frustration:* Lack of flexible options
- *Quote:* "I'd love to help, but I need something that fits my time."

Marija – Retired Volunteer

- *Age:* 65
- *Occupation:* Retired nurse
- *Location*: Šibenik
- *Goals:* Stay active and socially engaged.
- *Motivation*: Feels useful and fulfilled when contributing to society
- *Frustration*: Finds technology sometimes confusing and complex
- *Quote:* "I still have time and energy — I just need a simple way to help."

6. Information Architecture

The information architecture of the VolunMe application is designed to ensure clear navigation, simplicity, and quick access to core functionalities for both regular users and administrators. The application entry point is the *Home* page, which serves as an introduction to the platform and explains its purpose. From the *Home* page, users can easily choose to log in or register, ensuring a clear and intuitive onboarding process.

6.1 User Role

For regular users, the *Home* page presents a brief overview of the application, its mission, and an "About" section that explains how volunteering through VolunMe

works. The *Activities* section represents the core of the application. It displays a list of all available volunteering events. Users can filter activities by location and activity type, allowing them to quickly find opportunities that match their interests and availability. Each activity includes visible participant counts and options to join or withdraw from an event. Users can also create new activities, which must be approved by an administrator before becoming publicly visible. The *Notifications* section enables users to view event-related updates and messages.

6.2 Admin Role

Administrators have access to a dedicated *Admin Panel*, where they can review and approve newly created activities, delete inappropriate or outdated events. This role ensures content quality, platform safety, and proper moderation of user-generated content.

6.3 Sitemap

The sitemap represents the hierarchical structure of the VolunMe application and illustrates how users navigate between different sections. The main navigation includes **Login/Register**, **Home**, **Activities**, and **Notifications**. From the Activities page, users can access Activity Details pages. This structure ensures logical navigation, reduces cognitive load, and allows users to access key features quickly and efficiently.
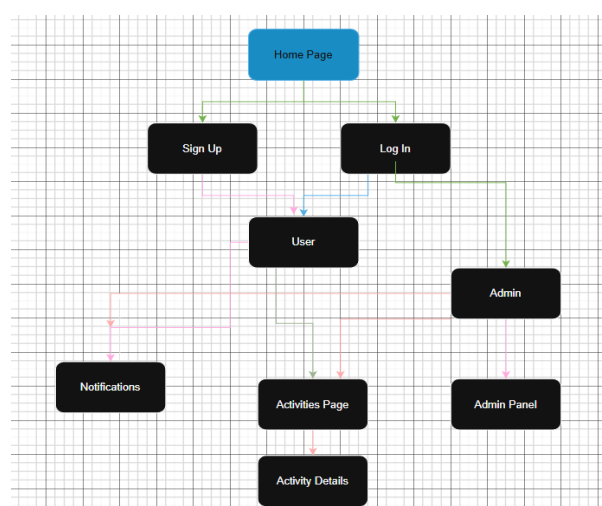
Image - Sitemap

7.   Design and User Interface

The user interface follows modern, minimalistic design principles with a focus on clarity, consistency, and ease of use. The layout is designed to be intuitive for users of all ages, including older users with limited technical experience.

7.1 Home Page

The Home Page introduces the application, shows its purpose, and guides users to explore volunteering opportunities.
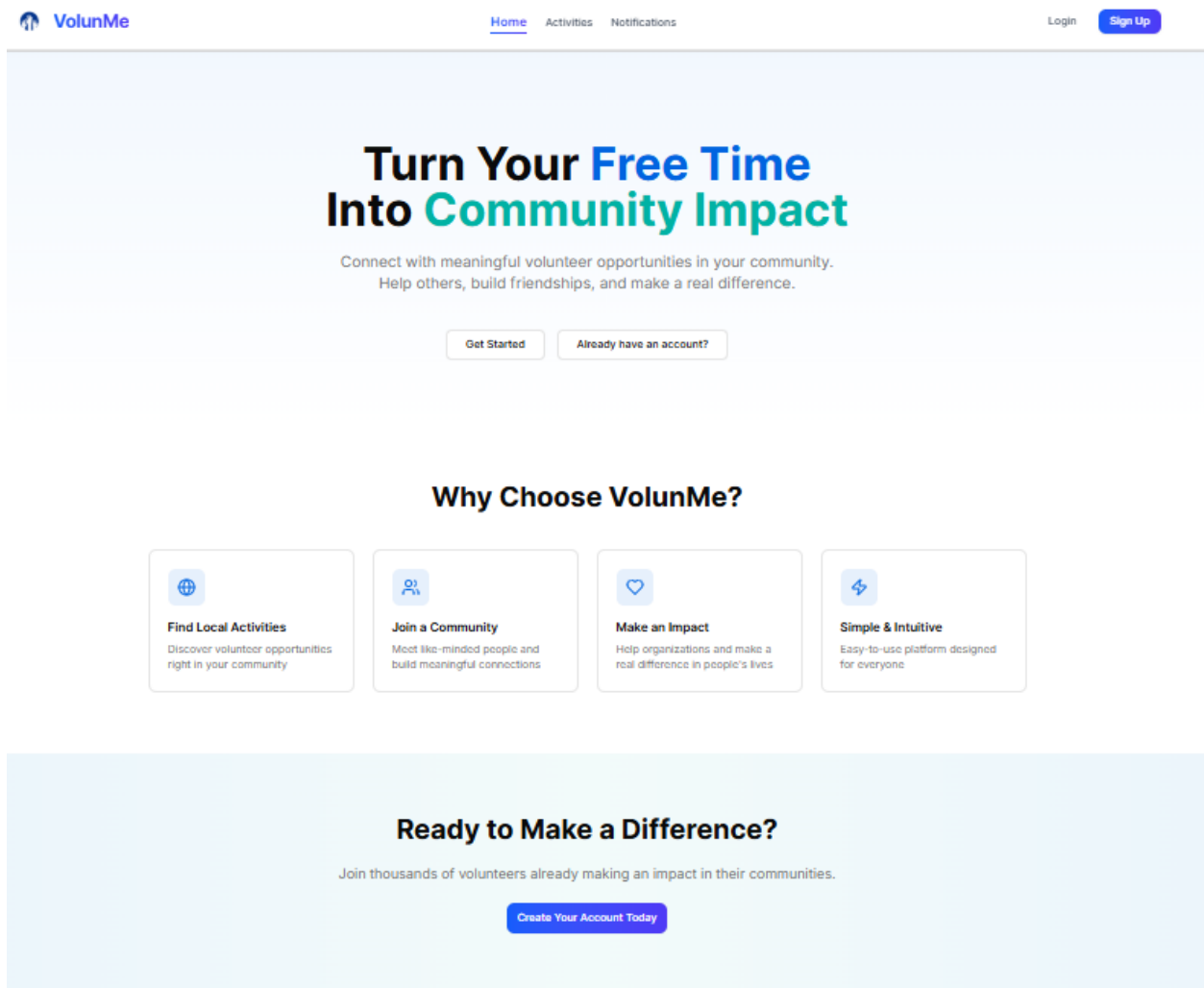
Image - Home Page

7.2 Activities Page

This page lists all volunteering events, with filters by location and type. Users can join or withdraw from events and view participant counts.
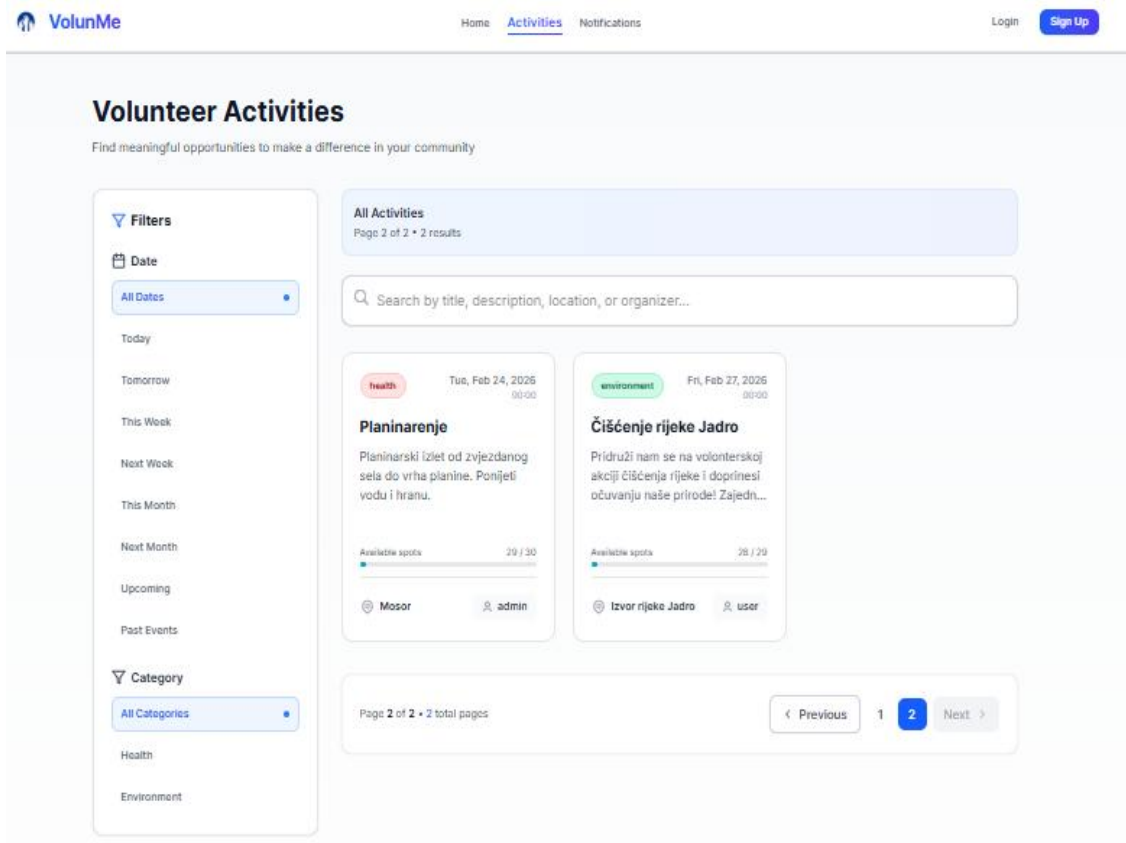
Image - Activities Page

7.3 Activity Details

Shows more information about a specific event, including description, date, location, and participant list.
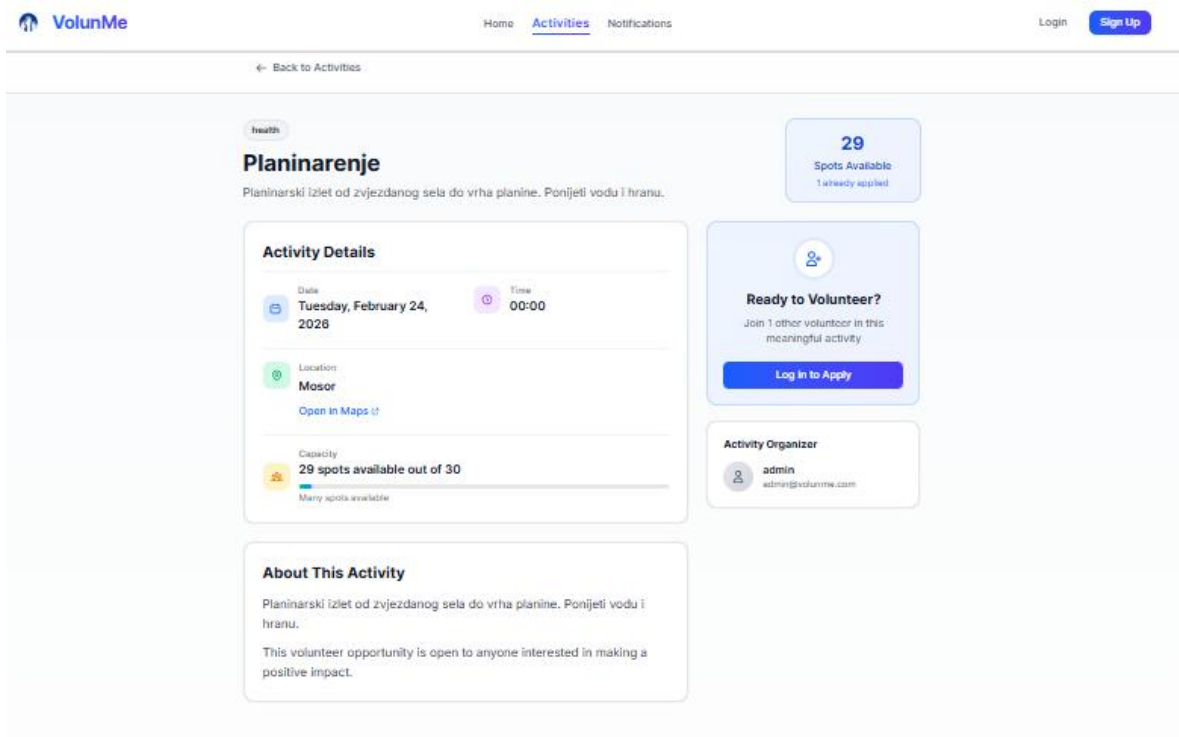
Image - Activities Details

7.4 Admin Panel

The Admin Panel allows administrators to approve or deny new activities and delete events.
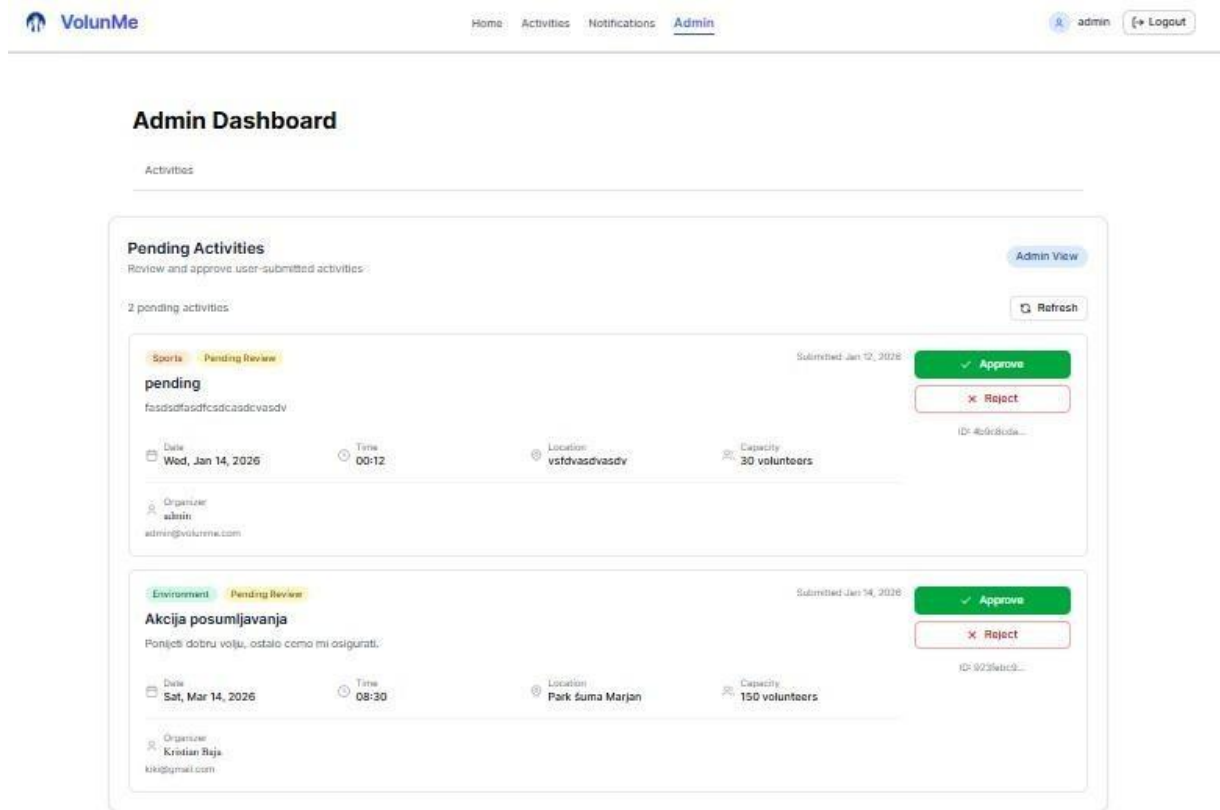
Image - Admin Panel

7.5 Login / Registration

The entry point for users to log in or register. Forms are simple and clear, ensuring easy onboarding for all age groups.
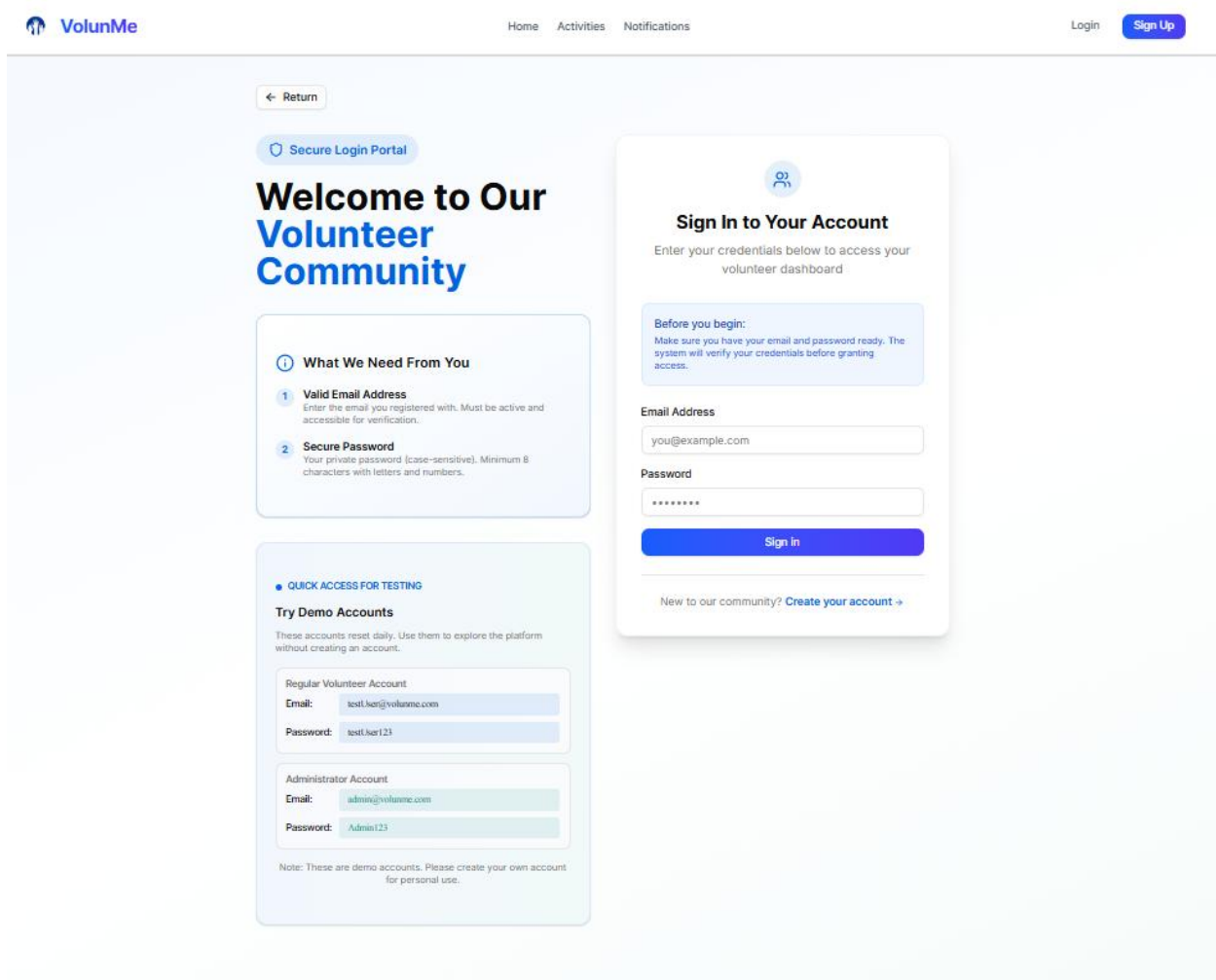
Image - Login Page
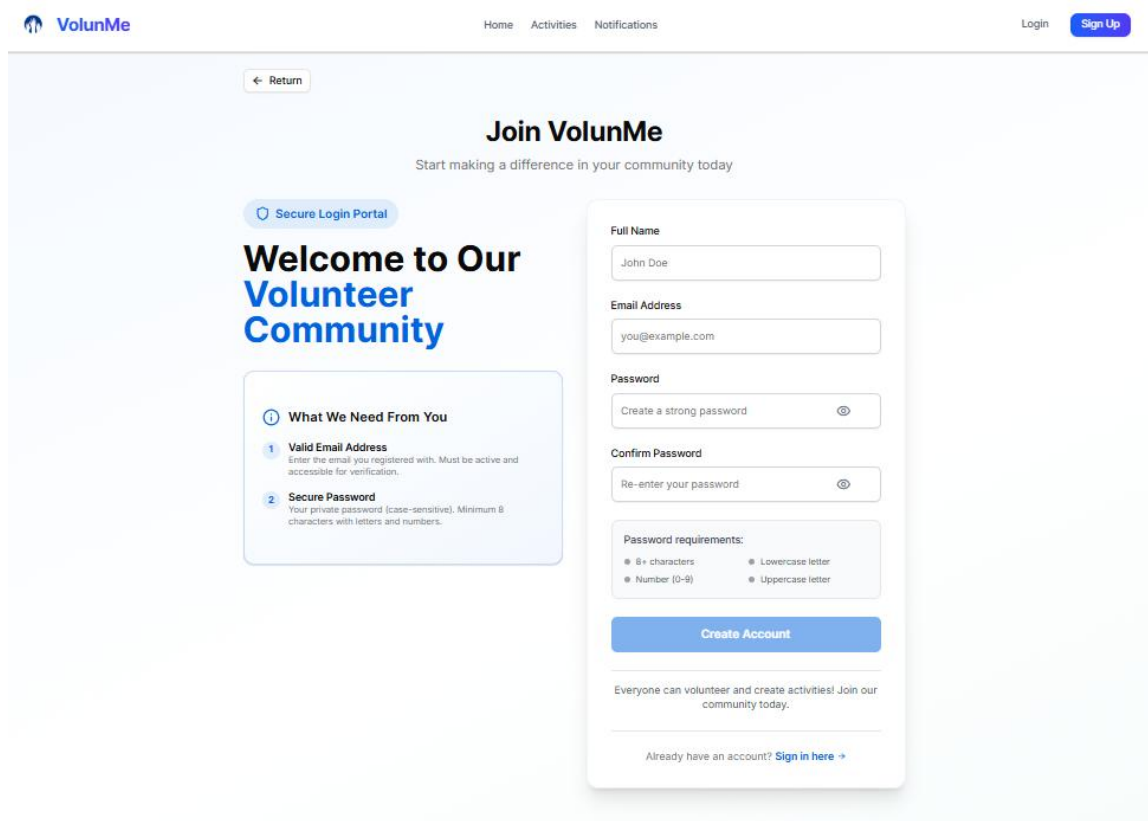
Image - SignUp Page

7.6 Notifications

The entry point for users to view and send notifications related to events. The Notifications section enables users to view event-related updates and messages.
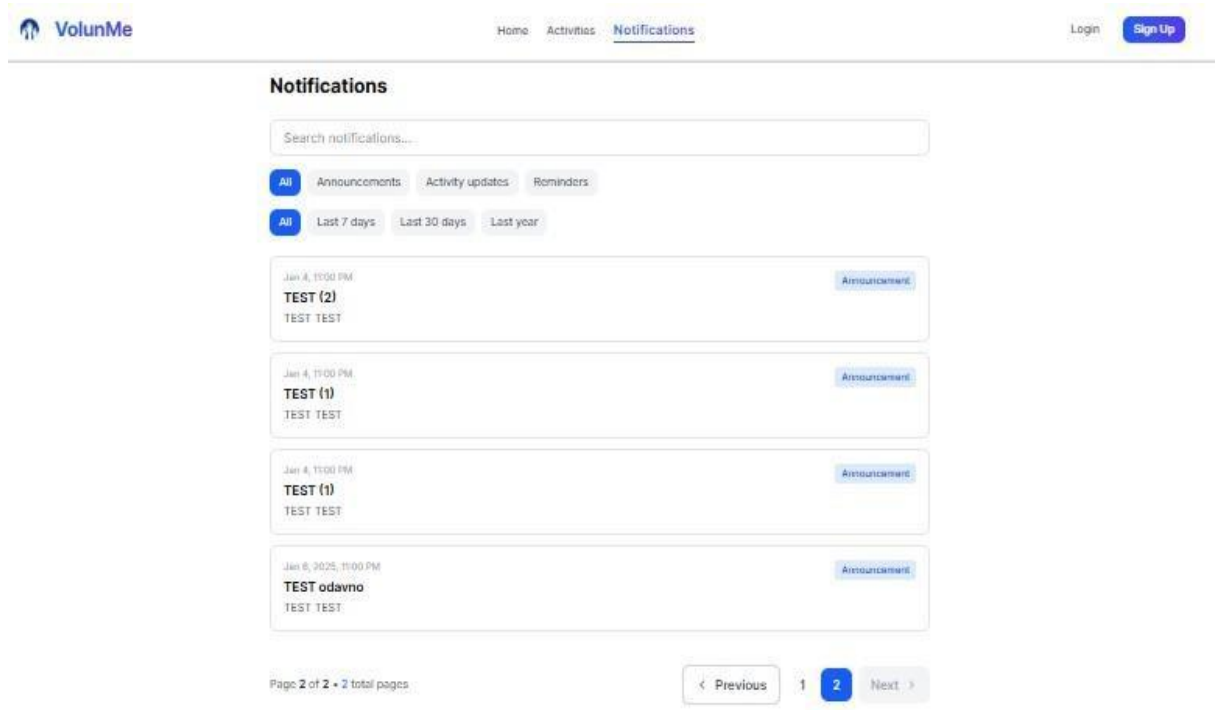
Image - Notification Page

8. HCI Principles

Usability: VolunMe is designed with simple and intuitive task flows for core actions such as joining and creating activities. The joining process requires minimal steps and provides immediate visual feedback, while activity creation follows a clear form structure with logical input fields. These streamlined flows reduce cognitive effort and support efficient task completion.

Create New Activity

Fill in all required fields. Your activity will be reviewed by admin before going live.

Form completion: 17%   Fill all required fields

> ⓘ Important:
> All activities are moderated. Once approved by an admin, they'll be visible to volunteers. Please provide clear and complete information.

📄 Basic Information

Activity Title *
[📄 e.g., Beach Cleanup   ⓧ]
Activity title is required

Category
[🏷 👥 Community ⌄]

📅 When & Where

Date *
[📅 dd/mm/yyyy]

Time *
[🕐 --:--]

Max Volunteers *
[👥 30]

Location *
[📍 e.g., Santa Monica Beach, CA]

📄 Activity Details

Description *   0/2000 characters
[Describe what volunteers will be doing, what to bring, any requirements, and important details...]

Description should include:
- What volunteers will be doing
- What to bring/wear
- Any requirements or restrictions
- Meeting point and contact information

> **Note:** Fields marked with * are required. Please ensure all information is accurate before submitting.
>
> **Please input all fealds.**

[Cancel]   [Submit for Review]

Image - Usability (1)

`health`

Planinarenje

Planinarski izlet od zvjezdanog sela do vrha planine. Ponijeti vodu i hranu.

30
Spots Available
0 already applied

Activity Details

📅 **Date**
Tuesday, February 24, 2026

🕐 **Time**
00:00

📍 **Location**
Mosor
Open in Maps ⧉

🔥 **Capacity**
30 spots available out of 30

Many spots available

👤+

Ready to Volunteer?

Be the first to volunteer for this activity!

[Apply to Volunteer]

Activity Organizer

👤 **admin**
admin@volunme.com

About This Activity

Planinarski izlet od zvjezdanog sela do vrha planine. Ponijeti vodu i hranu.

This volunteer opportunity is open to anyone interested in making a positive impact.

Image - Usability (2)

Consistency: VolunMe maintains consistent layout patterns, navigation structure, typography, and button styles across all pages. The same header, navigation bar, and card-based layout are used throughout the application, allowing users to quickly recognize interface elements and predict system behavior. This consistency reduces cognitive load and improves learnability, as users do not need to relearn interface structures when navigating between sections.
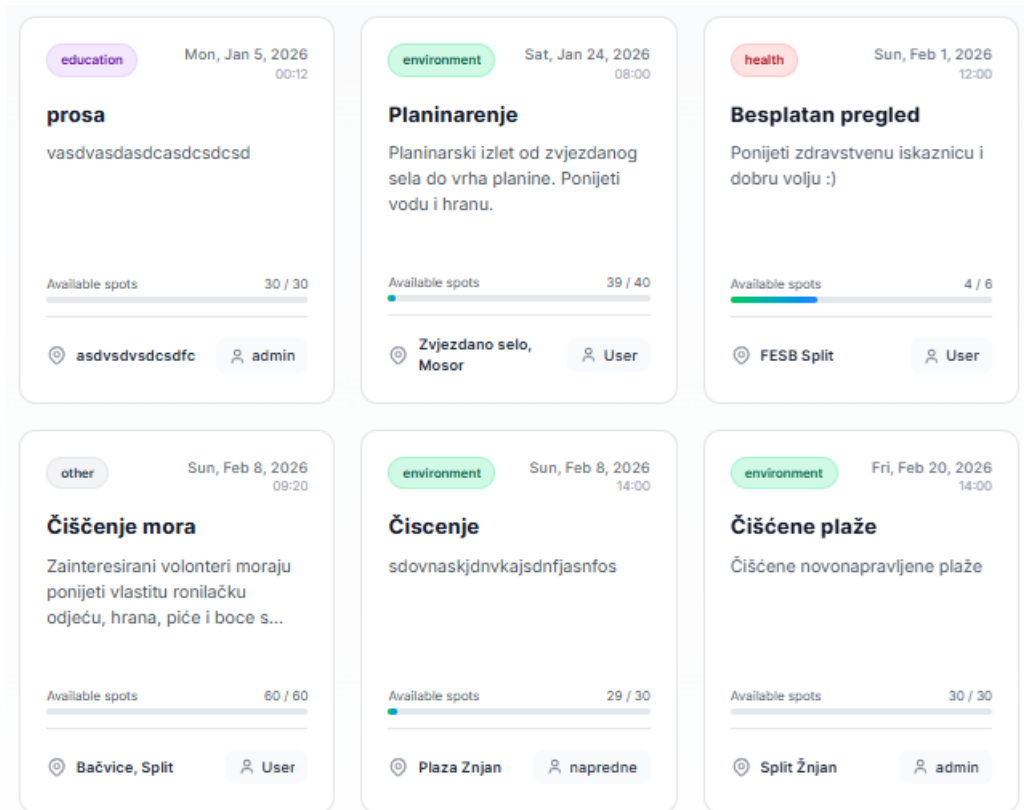
Image - Consistency (1)

Learnability: VolunMe is designed to be easily understandable for first-time users. The navigation structure follows familiar web application patterns, with clearly labeled sections such as Home, Activities, and Notifications.

Image - Learnability (1)

Image - Learnability (2)

Feedback: Application provides immediate system feedback through notifications and visible status updates.

Image - Feedback (1)

Image - Feedback (2)

Image - Feedback (3)

Error Prevention: VolunMe incorporates mechanisms that prevent errors before they occur. All newly created activities require administrator approval before becoming publicly visible, reducing the risk of spam, inappropriate, or misleading content. Additionally, structured input fields and required form validation during activity creation help prevent incomplete or invalid submissions.

Image - Error Prevention (1 & 2)

Image - Error Prevention (3)

9. CRAP Principles

Contast: is used to emphasize primary actions and clearly distinguish opposite or critical choices within the interface. In VolunMe, action buttons such as "Approve" and "Reject" in the Admin Panel are visually differentiated to prevent accidental errors. Similarly, "Login" and "Sign Up" are clearly separated to guide users through the onboarding process.
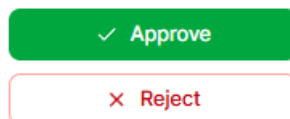
Image 8 Contrast (1)

Image - Contrast (2)

Repetition: Repetition is applied through consistent typography, spacing, button styles, and card layouts across all pages of VolunMe. The same activity card

structure (title, description, participant count, action button) appears throughout the application, creating familiarity and reducing cognitive load. Navigation elements and page headers follow identical layout patterns, allowing users to quickly recognize functional areas.
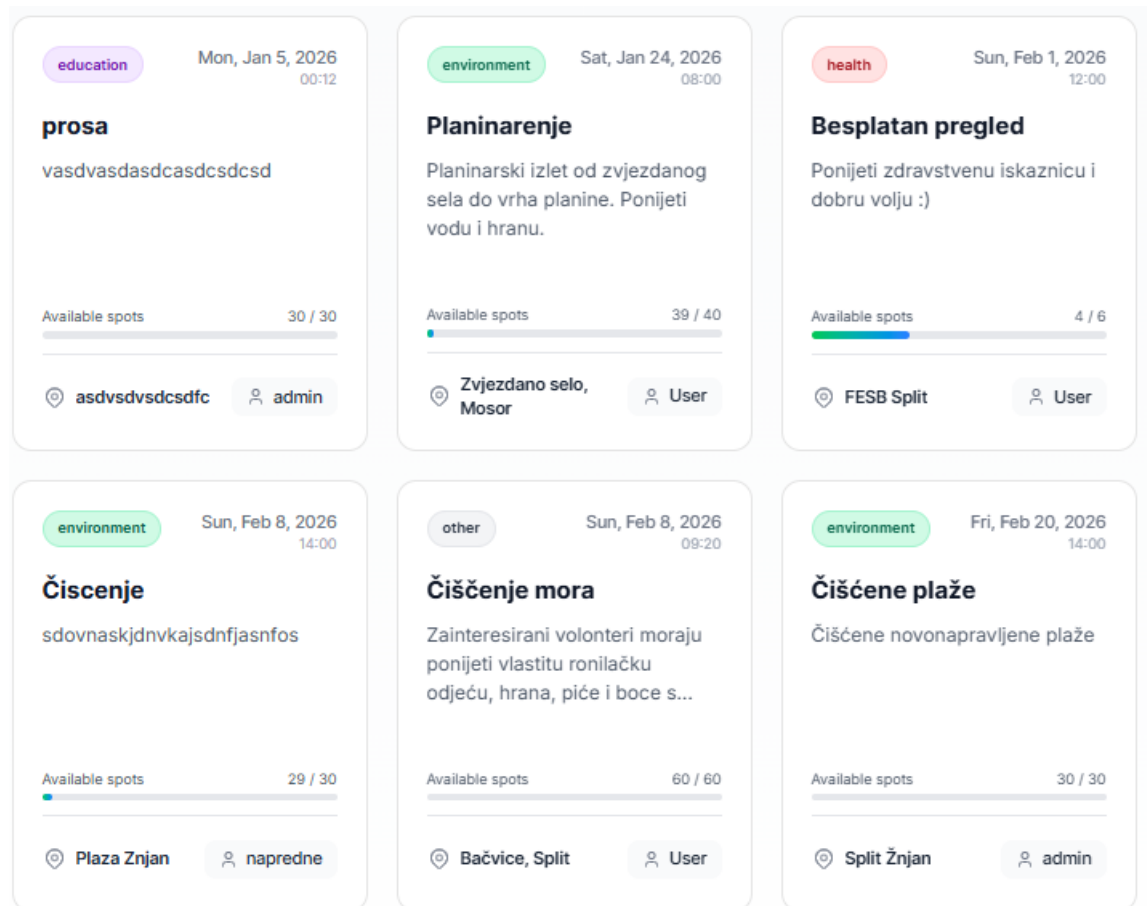
Image - Repetition (1)

Aligment: Content in VolunMe is structured using a consistent grid layout across all pages. Activity cards, navigation elements, and dashboard sections are aligned within clearly defined columns and spacing rules. This structured alignment improves readability and enables users to scan information efficiently.
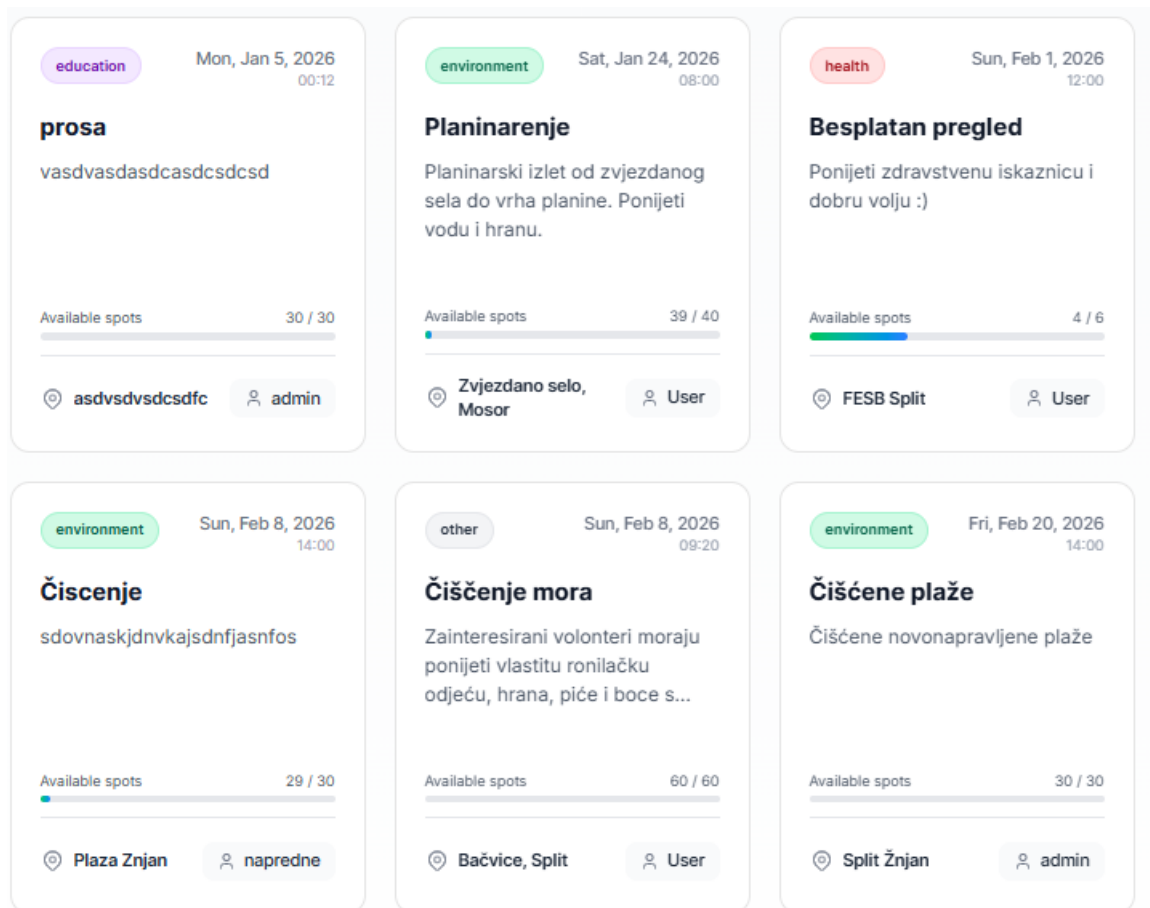
Image - Aligment (1)

Proximity: Related elements in VolunMe are grouped together to create logical visual relationships and reduce cognitive effort.
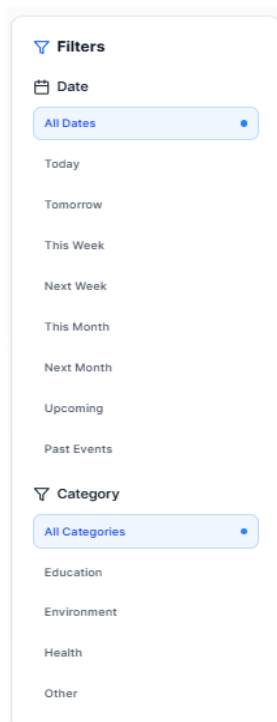
Image - Proximity (1)

10. Technologies Used

Technologies Used in This Project are:

Next.js – frontend framework for building the application

TypeScript – type-safe JavaScript for better code reliability

Tailwind CSS – utility-first CSS framework for responsive design

Vercel – hosting and deployment platform

Supabase – backend services, database, and authentication

Contentful CMS – content management system for static and dynamic content

11. Low-Level Theories

Hick–Hyman Law

VolunMe reduces perceived complexity by limiting the number of visible choices at once. The Activities page displays a clear list of events with optional filters (location and type), allowing users to narrow results instead of processing all information simultaneously. Default views remain simple and focused, helping users make decisions more quickly.
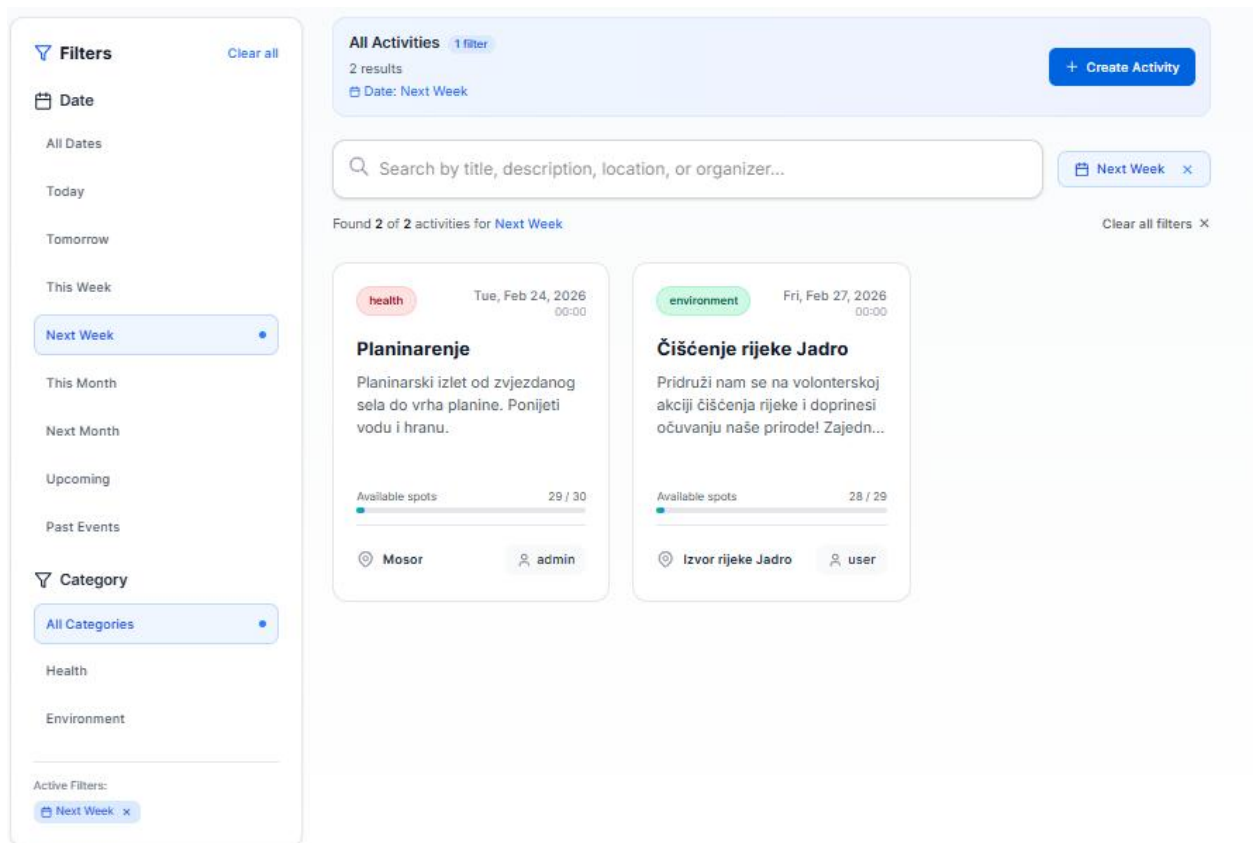
Image - Hick-Hyman Law

Fitts's Law

Primary actions such as "Join Activity" and "Create Activity" are visually prominent and sufficiently large for easy interaction. Action buttons are placed close to the related content, reducing cursor movement and enabling faster, more accurate selection.
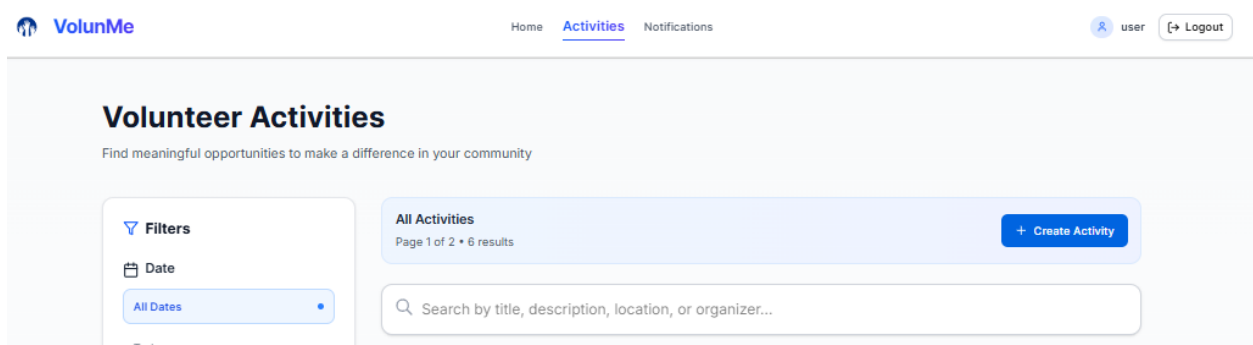
Image - Fitts's Law

12.   Database and Data Management

VolunMe uses Supabase as a backend solution for database management and user authentication. This relational structure ensures data consistency, scalability, and secure access control, while allowing future feature expansion such as ratings or gamification.

Image - ERD

Image - DataBase

13. Content Management System

Contentful CMS is used to manage notifications within the application, functioning as a digital notice board where important announcements and updates are published. This approach separates notification content from the application logic and enables administrators to easily create and update announcements without redeploying the application. The appearance and usage of the notification system are demonstrated in the figures below.

	Name	Content Type	Updated	Last updated by	Status	
☐	TEST odavno	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (13)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (12)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (11)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (10)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (9)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (8)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (7)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (6)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (5)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (4)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (3)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (2)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (1)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...
☐	TEST (1)	Notification	09 Jan 2026	🟢 VolunMe webapp	Published	...

Content type Notification ⌄   Type to search for entries   ≡ Filter

+ Created by me   + Tags is one of   + Taxonomy   + Status is   + Locale

⇅ Sort by ⌄

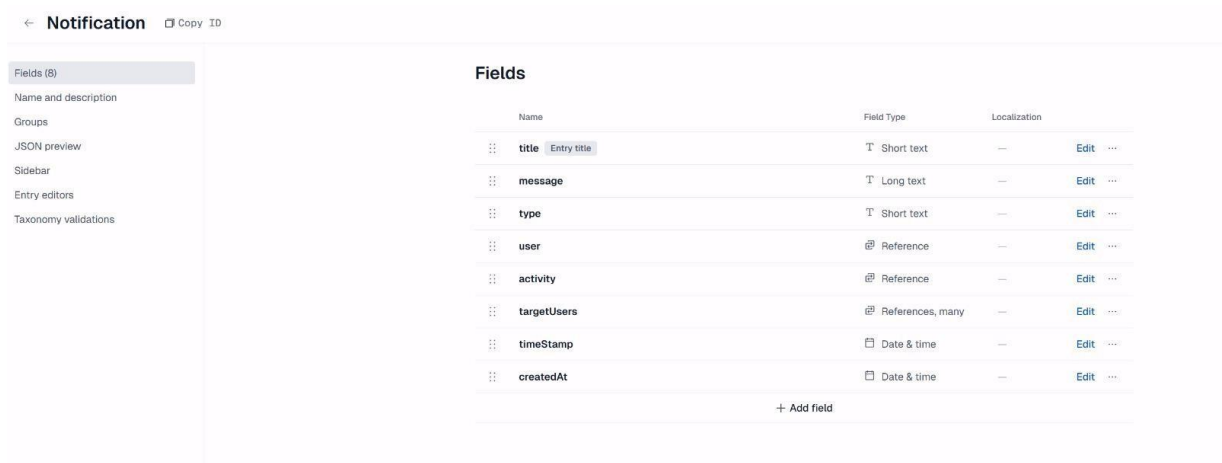16 entries   ‹ Previous   Next ›

Image - CMS

Image - CMS Notification

14.   Performance and Optimization

Performance testing was conducted using Google PageSpeed Insights, and the results were excellent for both mobile and desktop versions. The application demonstrates fast loading times, smooth interactions, and overall high performance, as illustrated in the figures below.
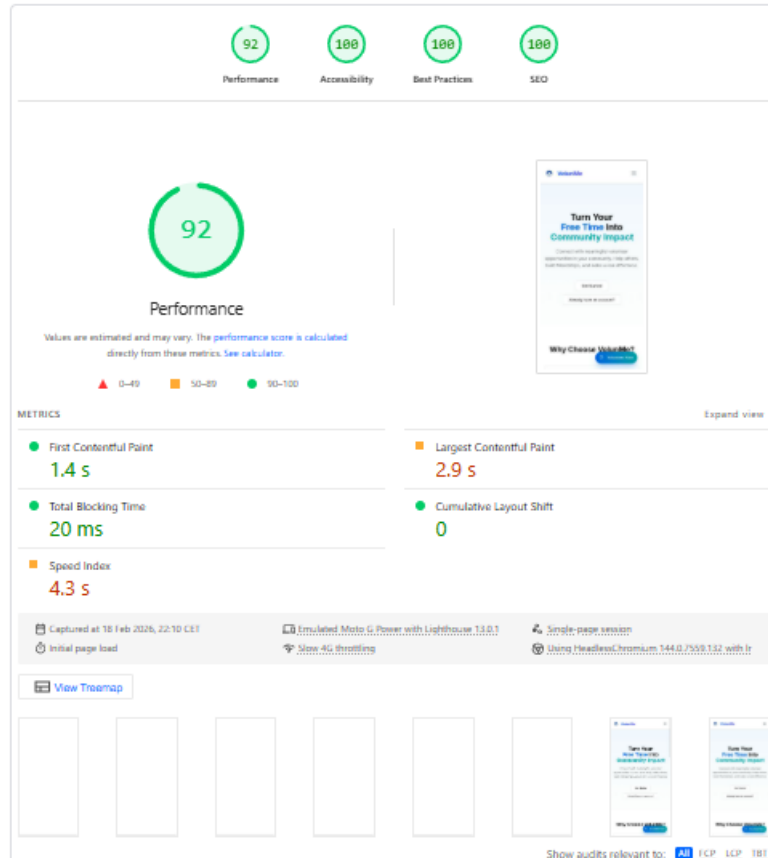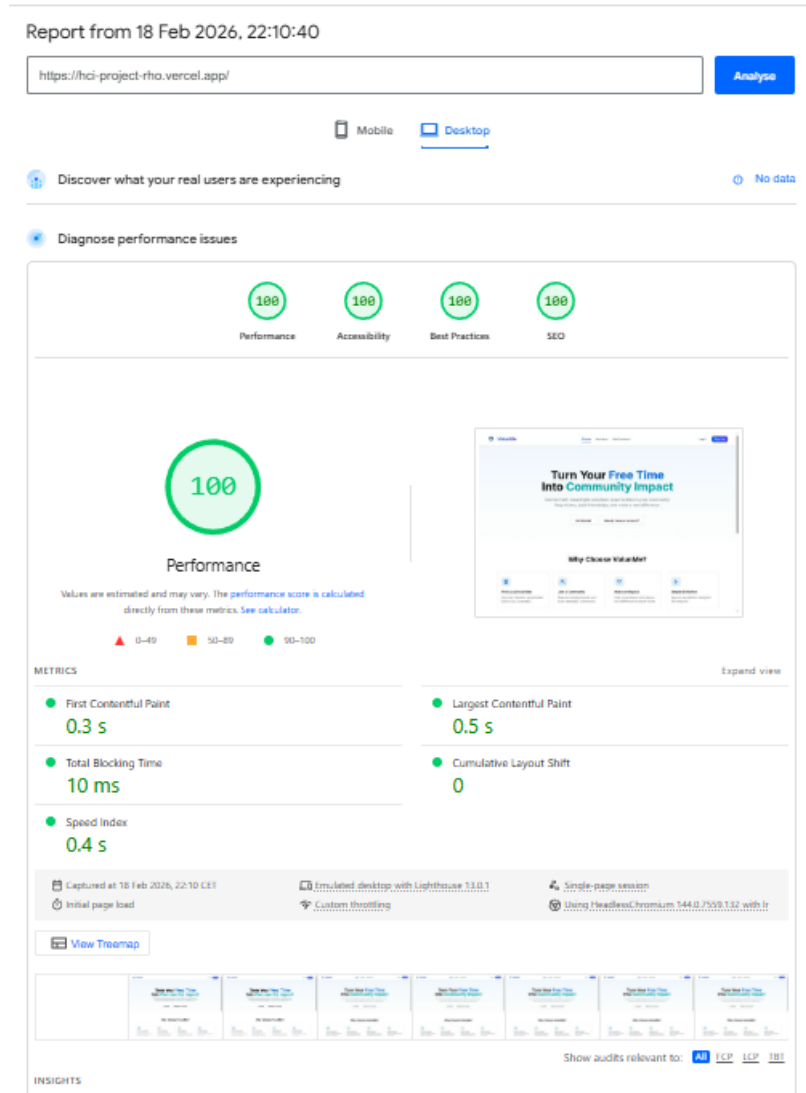
Image - Mobile Performance Test

Image - Desktop Performance Test

15. Future Improvements

Future improvements include user ratings for events, gamification features such as badges, enhanced accessibility options, and personalization based on user preferences.

16. Conclusion

VolunMe demonstrates how Human–Computer Interaction principles can be applied to create a meaningful and socially impactful digital product. The application successfully connects volunteers with organizations, strengthens community engagement, and provides an intuitive user experience. In its current form, VolunMe fulfills its core mission of turning free time into meaningful action.