

# **VolunMe – Turning Free Time into Meaningful Action**

## **Final Report**

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**Course:** Human–Computer Interaction

**Date:** 8.2.2026

### **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, and manage notifications. 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.

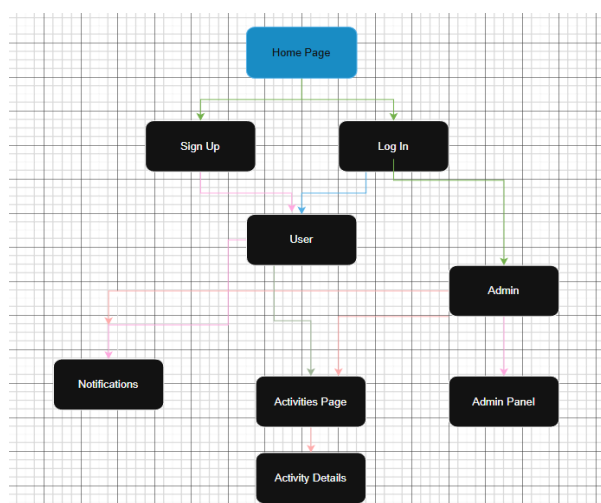


Image 1 Sitemap

## 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.

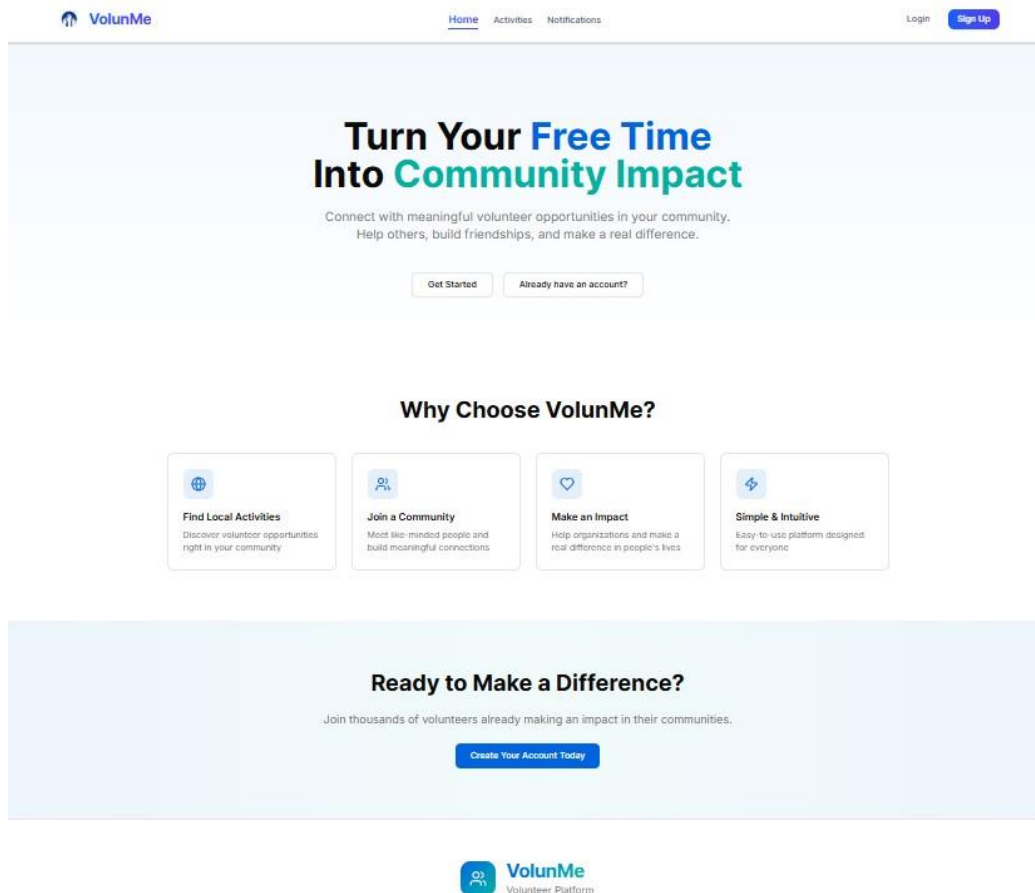


Image 2 Home Page

### 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.

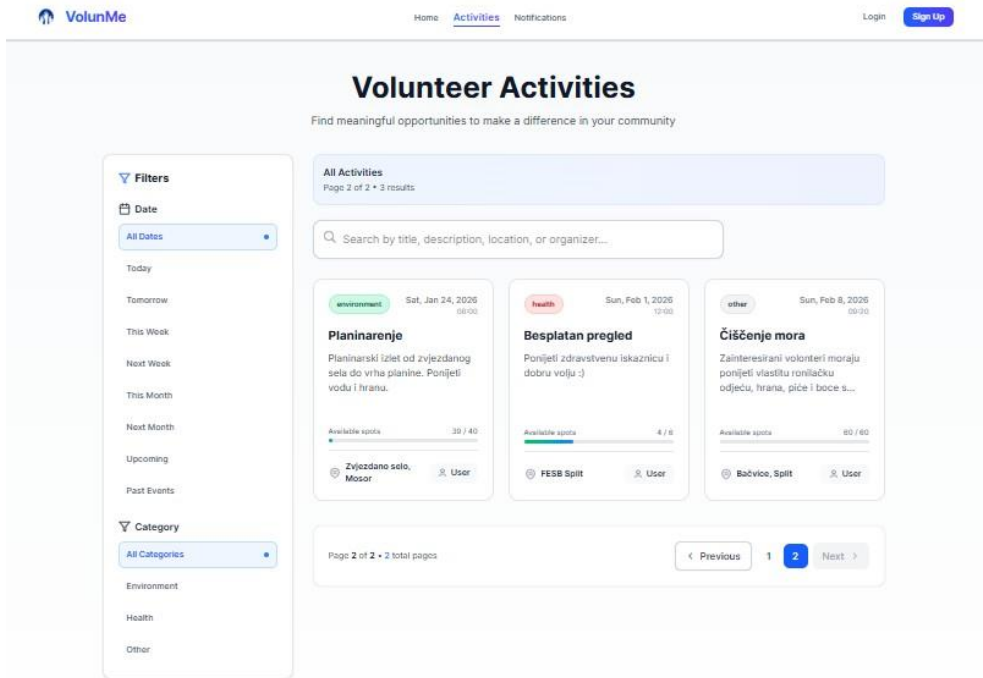


Image 3 Activities Page

### 7.3 Activity Details

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

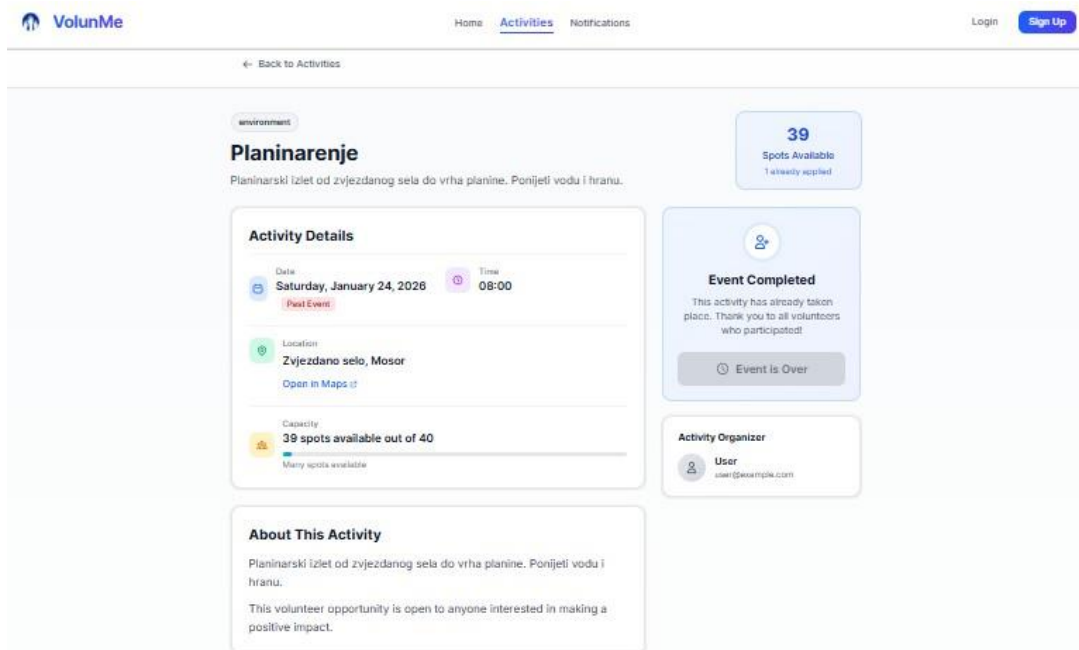


Image 4 Activities Details

## 7.4 Admin Panel

The Admin Panel allows administrators to approve new activities, manage users, and delete events or notifications.

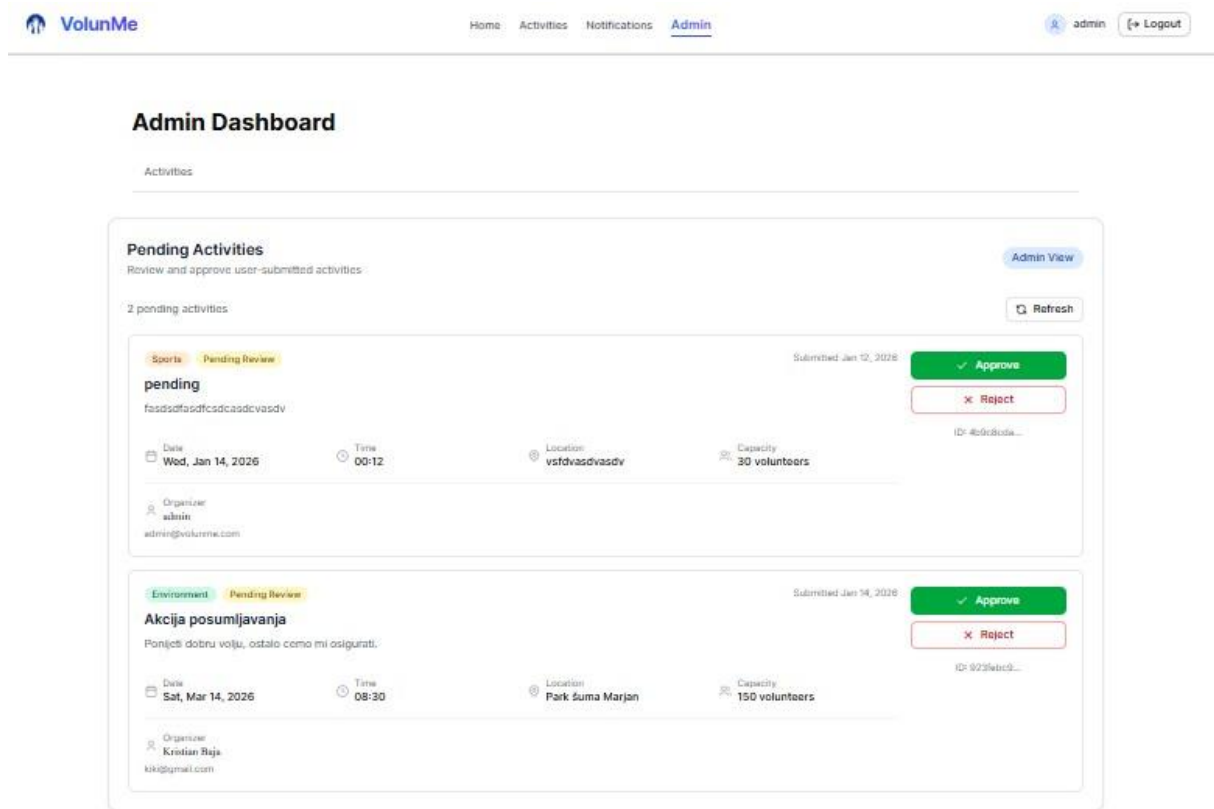


Image 5 Admin Panel

## 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.

VolunMe

HomeActivitiesNotifications

LoginSign Up

Return to Safety

Secure Login Portal

Welcome to Our Volunteer Community

1 What We Need From You

1 Valid Email Address

Enter the email you registered with. Must be active and accessible for verification.

2 Secure Password

Your private password (case-sensitive). Minimum 8 characters with letters and numbers.

Full Name

John Doe

Email Address

you@example.com

Password

Create a strong password

Confirm Password

Re-enter your password

Password requirements:

8+ characters

Lowercase letter

Number (0-9)

Uppercase letter

Create Account

Everyone can volunteer and create activities! Join our community today.

Already have an account? [Sign in here](#)

Image 6 Login Page

VolunMe

HomeActivitiesNotifications

LoginSign Up

Return to Safety

Secure Login Portal

Welcome to Our Volunteer Community

1 What We Need From You

1 Valid Email Address

Enter the email you registered with. Must be active and accessible for verification.

2 Secure Password

Your private password (case-sensitive). Minimum 8 characters with letters and numbers.

QUICK ACCESS FOR TESTING

Try Demo Accounts

These accounts reset daily. Use them to explore the platform without creating an account.

Regular Volunteer Account

Email

user@volunme.com

Password

user123

Administrator Account

Email

admin@volunme.com

Password

Admin123

Note: These are demo accounts. Please create your own account for personal use.

Sign In to Your Account

Enter your credentials below to access your volunteer dashboard

Before you begin:

Make sure you have your email and password ready. The system will verify your credentials before granting access.

Email Address

you@example.com

Password

\*\*\*\*\*

Sign In

New to our community? [Create your account](#)

Image 7 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.

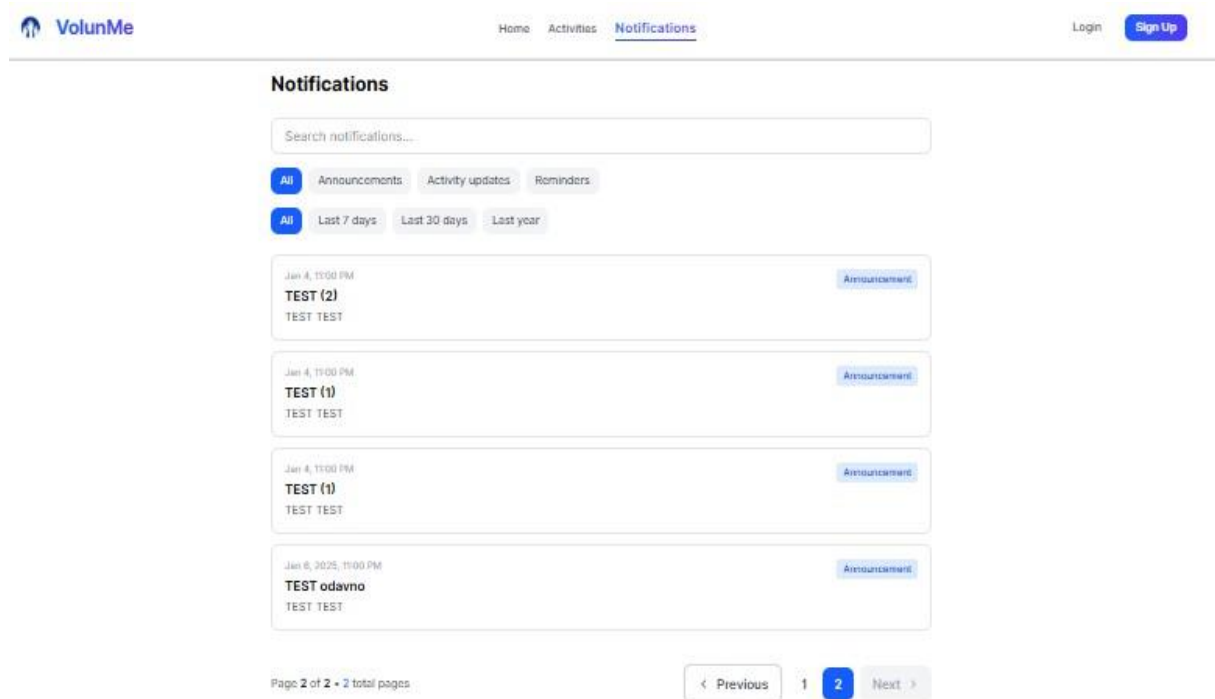


Image 8 Notification Page

## 8. HCI Principles

**Usability:** Simple flows for joining and creating activities.

**Consistency:** Same layout patterns across pages.

**Learnability:** New users quickly understand navigation.

**Feedback:** Notifications confirm user actions.

**Error Prevention:** Admin approval prevents spam or invalid events.

## 9. 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

## 10. 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.

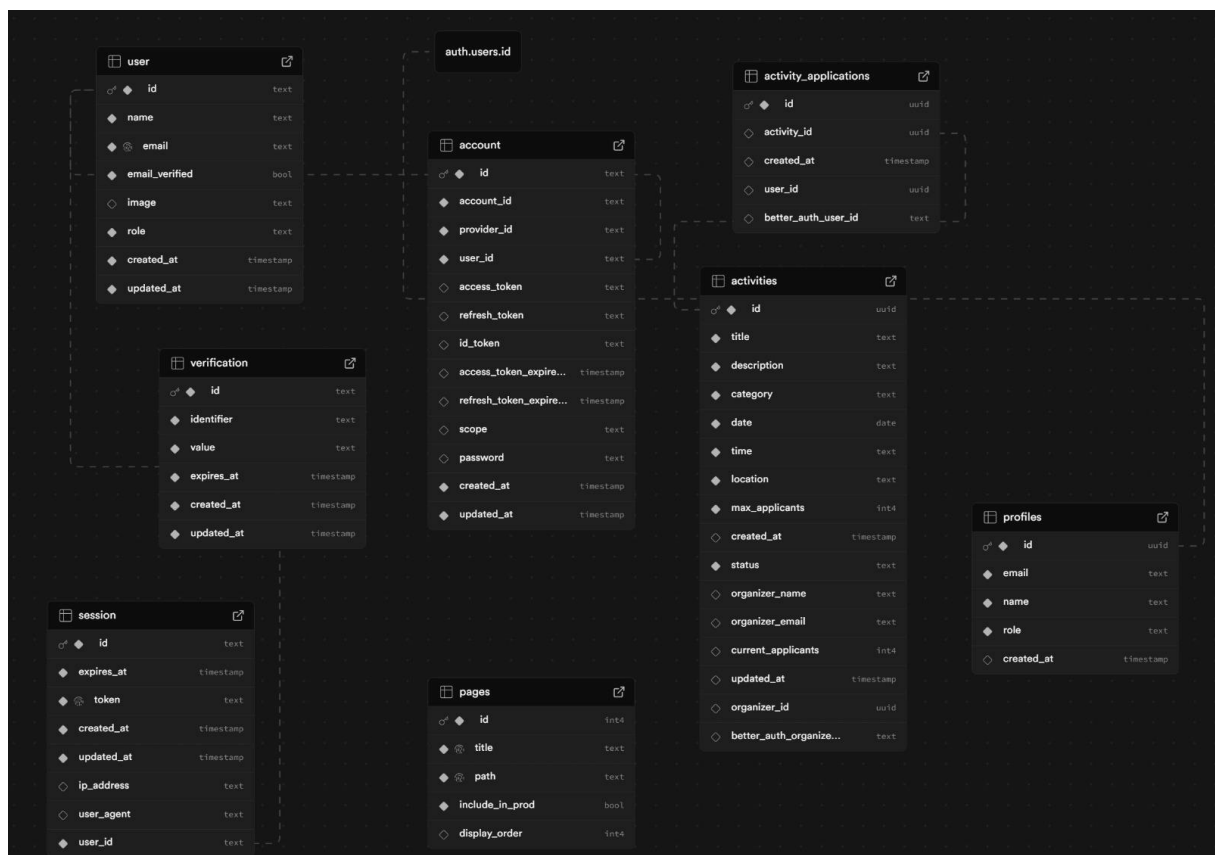


Image 9 ERD

























NAME	DESCRIPTION	ROWS (ESTIMATED)	SIZE (ESTIMATED)	REALTIME ENABLED	
 account	No description	9	48 kB	✓	13 columns  
 activities	No description	18	96 kB	✓	16 columns  
 activity_applications	No description	9	64 kB	✓	5 columns  
 pages	No description	4	64 kB	✓	5 columns  
 profiles	No description	18	32 kB	✓	5 columns  
 session	No description	12	64 kB	✓	8 columns  
 user	No description	9	48 kB	✓	8 columns  
 verification	No description	0	24 kB	✓	6 columns  

Image 10 DataBase

## 11. 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.

Content type

Notification

Type to search for entries

Filter

+ Created by me

































+ Tags is one of

+ Taxonomy

+ Status is

+ Locale

Sort by

<input type="checkbox"/>	Name	Content Type	Updated	Last updated by	Status	
<input type="checkbox"/>	TEST odavno	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (13)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (12)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (11)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (10)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (9)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (8)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (7)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (6)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (5)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (4)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (3)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (2)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (1)	Notification	09 Jan 2026	 VolunMe webapp	Published	
<input type="checkbox"/>	TEST (1)	Notification	09 Jan 2026	 VolunMe webapp	Published	

16 entries

< Previous

Next >

Image 11 CMS

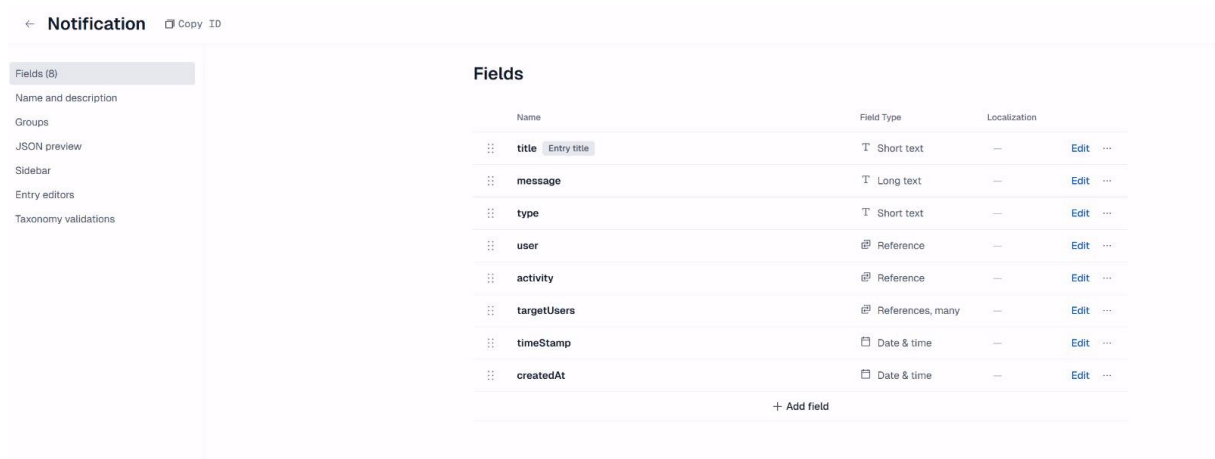


Image 12 CMS Notification

## 12. 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.

Report from 30 Jan 2026, 23:36:47

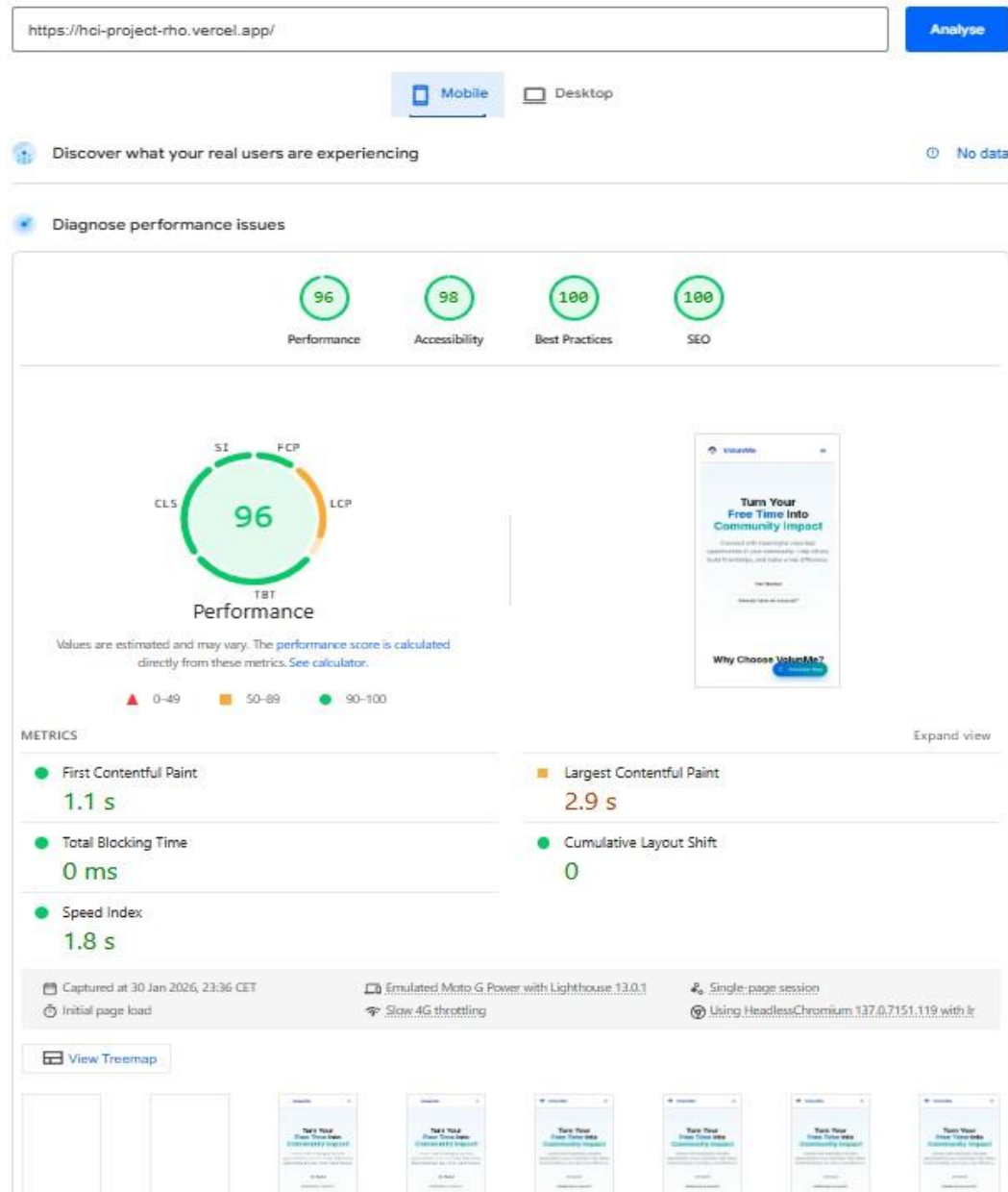


Image 13 Desktop Performance Test

Report from 30 Jan 2026, 23:36:47

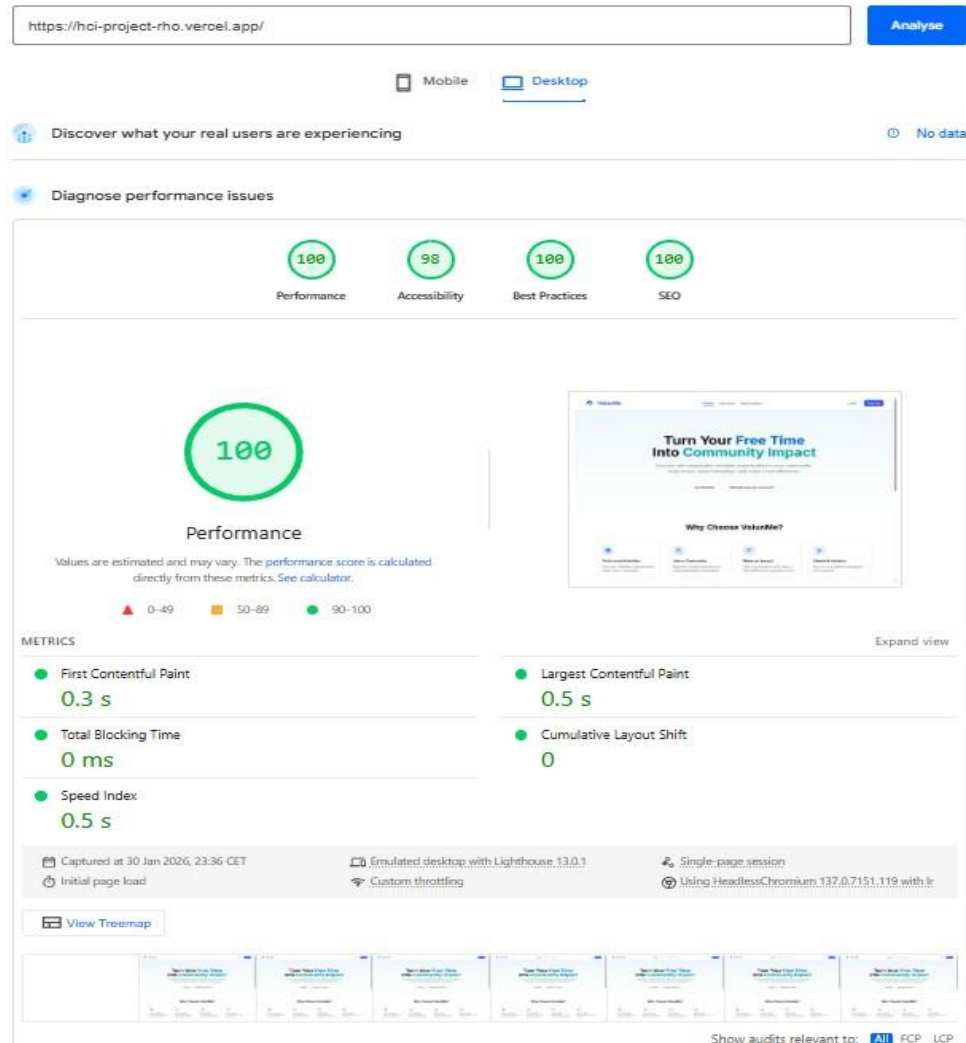


Image 14 Mobile Performance Test

## 13. Future Improvements

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

## 14. 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.