

Splash Screen (CampusVibe Logo)

Purpose: This is the splash screen that appears when the app starts. It enhances branding and provides a smooth transition into the app.

User Interaction: No user interaction is required; this screen disappears after a few seconds or when the app finishes loading.



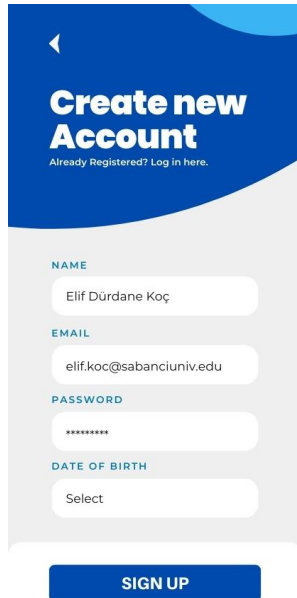
Login Screen

Purpose: This screen allows users to securely log into the app using their university credentials.

Key Elements:

- Input fields for Name & Password.
- Login button to proceed.
- A prompt for users who need to sign up.

User Interaction: The user enters their credentials and taps the **Login** button to access the app.



Create new Account
Already Registered? Log in here.

NAME
Elif Dürdane Koç

EMAIL
elif.koc@sabanciuniv.edu

PASSWORD

DATE OF BIRTH
Select

SIGN UP

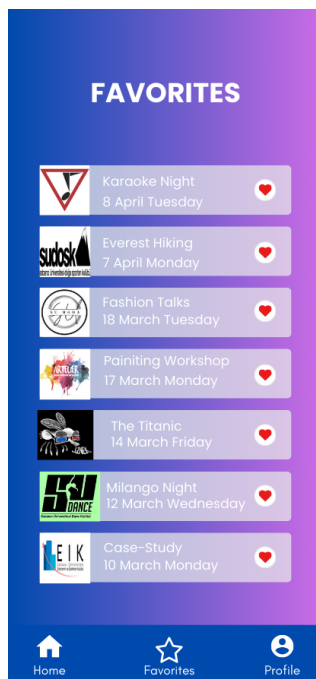
Sign-Up Screen (Create New Account)

Purpose: This screen allows new users to register for an account with their university email.

Key Elements:

- Input fields for Name, Email, Password, and Date of Birth.
- "Sign Up" button to complete registration.
- A link for users who already have an account to log in.

User Interaction: Users enter their details and tap Sign Up to register.



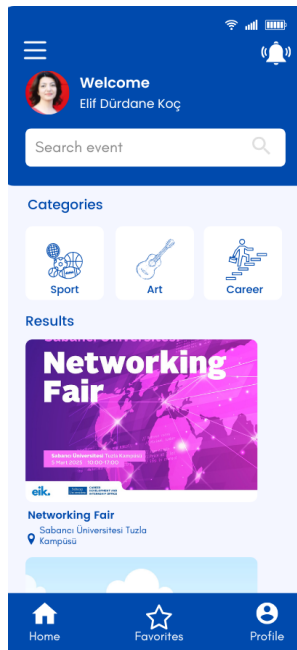
Favorites Screen (Saved Events)

Purpose: This screen lets users save events they are interested in for easy access later.

Key Elements:

- List of **saved events** with event images, names, and dates.
- **Heart icon** to remove/add events to favorites.
- **Bottom navigation bar** for quick access to Home, Favorites, and Profile.

User Interaction: Users can view their saved events, tap the **heart icon** to unfavorite an event, or tap an event for more details.

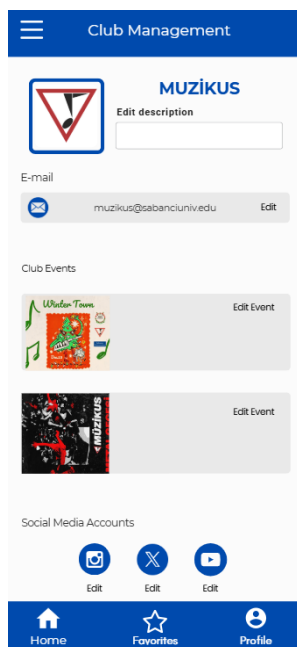


Purpose: This screen serves as the main dashboard where users can explore and search for upcoming events based on different categories.

Key Elements:

- A personalized welcome message displaying the user's name and profile picture.
- A search bar to find specific events.
- Category filters (e.g., Sport, Art, Career) for easier navigation.
- A results section displaying featured events.
- A bottom navigation bar with quick access to Home, Favorites, and Profile.

User Interaction: Users can search for events, filter by category, and tap on an event for more details. The navigation bar allows users to switch between different sections of the app.

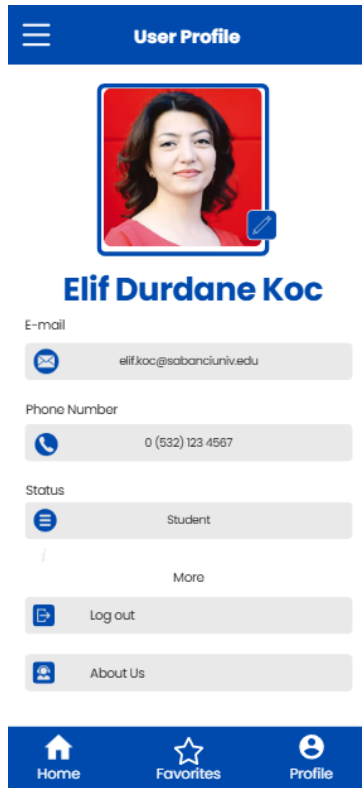


Purpose: This screen allows club administrators to manage their club's information, events, and social media accounts.

Key Elements:

- Club name and logo displayed at the top.
- An editable description field for the club.
- Club email address with an "Edit" button for modifications.
- A list of club events with an "Edit Event" button for each event.
- Social media account management section with edit options.
- A bottom navigation bar providing access to Home, Favorites, and Profile.

User Interaction: Club administrators can update the club's description, edit contact details, modify event details, and social media links.



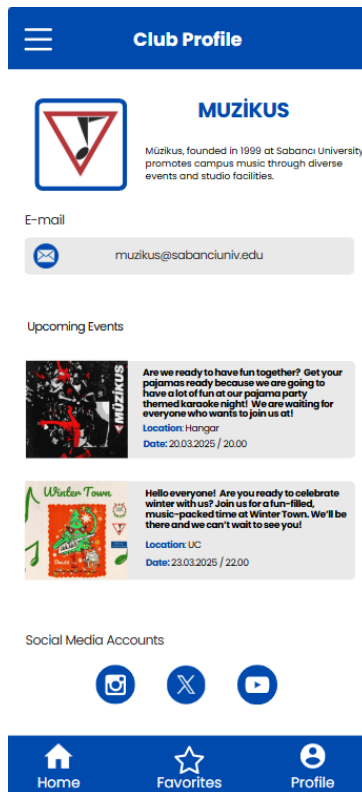
User Profile Screen

Purpose: This screen allows users to view and manage their personal profile information within the app.

Key Elements:

- Profile picture with an edit option.
- Full name displayed prominently.
- E-mail field displaying the registered university email.
- Phone number field for contact information.
- Status field indicating the user's role (e.g., Student).
- Additional options under the "More" section, including:
 - Log out button for account security.
 - "About Us" section for information about the app or institution.

User Interaction: Users can view their profile details, update their profile picture, and access settings such as logging out or learning more about the app.



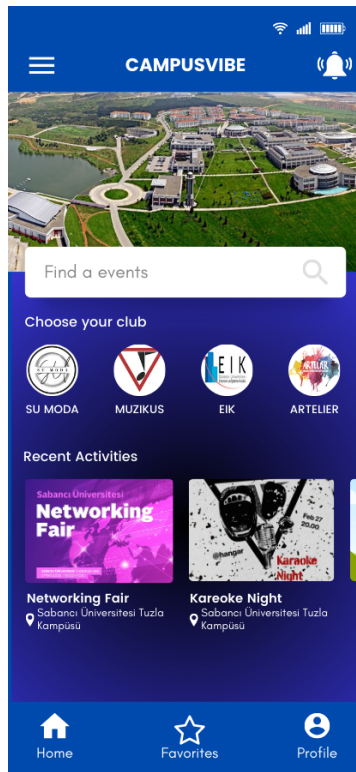
Club Profile Screen

Purpose: This screen provides an overview of a university club, displaying its basic information, upcoming events, and social media links.

Key Elements:

- Club logo and name.
- Brief description of the club.
- Club's contact email.
- Section for upcoming events with event details (name, description, location, and date).
- Social media icons for external connections.

User Interaction: Users can view club details, check upcoming events, and access social media links for further engagement.



Home Page

Purpose: This screen provides users with an overview of campus events, clubs, and activities, allowing them to explore and engage with their university community.

Key Elements:

- **Search bar** to find events quickly.
- **Club selection section** to browse events by different student organizations.
- **Recent activities section** showcasing upcoming and ongoing events with images and details.
- **Bottom navigation bar** for easy access to Home, Favorites, and Profile.

User Interaction:

Users can search for events, explore clubs, and tap on events for more details. The navigation bar allows them to switch between different sections easily.

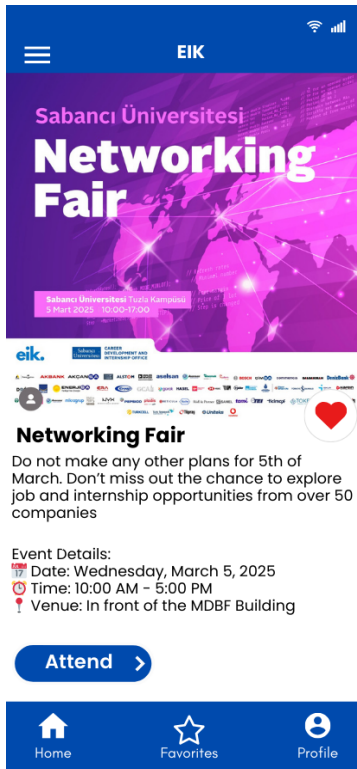
Create Event Page

Purpose: This screen allows users to create and publish new events on the platform, providing necessary details for attendees.

Key Elements:

- Input fields for event name, description, location, and date.
- Upload option to add an event poster.
- "Create Event" button to submit the event.
- Bottom navigation bar for quick access to Home, Favorites, and Profile.

User Interaction: Users can enter event details, upload a poster, and submit the event. They can also navigate between different sections using the bottom navigation bar.



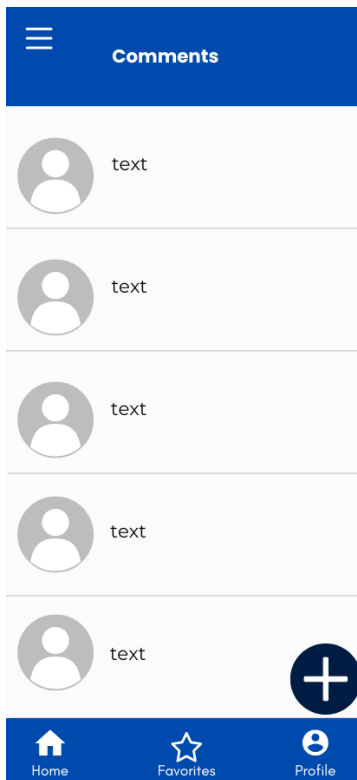
Event Page

Purpose: This screen provides users with comprehensive details about a specific event, allowing them to learn more and express their interest in attending.

Key Elements:

- A large, visually appealing **event poster** at the top, providing a quick overview of the event theme.
- Name, description, date, time and the venue of the event.
- A blue **"Attend"** button allowing users to confirm their participation.
- A **heart icon** (♥), enabling users to save the event to their favorites for easy access later.
- **Bottom navigation bar** for quick access to Home, Favorites, and Profile.

User Interaction: Users can read event details and decide whether to attend. They can **tap "Attend"** to confirm participation. They can **save the event** to their favorites by tapping the **heart icon**. The **navigation bar** allows seamless movement between different app sections.



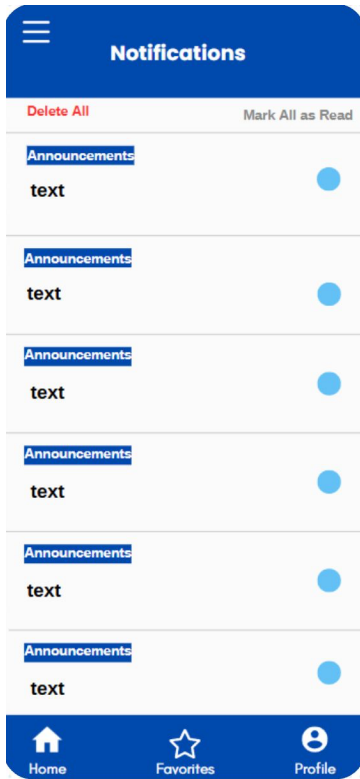
Comments Page

Purpose: This screen allows users to view and interact with event-related comments, providing a space for discussions, feedback, and inquiries about the event.

Key Elements:

- A list of user comments displayed chronologically.
- Each comment includes: **User Profile Icon:** Represents the commenter. **Text Field:** Displays the user's comment.
- Floating Add Comment Button (+): A **prominent plus button** for users to add a new comment. Clicking it opens a **comment input field** for user interaction.
- **Bottom navigation bar** for quick access to Home, Favorites, and Profile.

User Interaction: Users can read existing comments from other attendees. **They can add a new comment** by tapping the **"+" button**. **Navigation bar provides easy access** to other sections of the app.



Notifications Page

Purpose: The Notifications feature in CampusVibe will serve as a centralized hub for all important updates related to a student's campus life. It will provide real-time alerts, reminders, and updates to enhance engagement and keep students informed.

Key Elements:

- **Notification List:** Displays alerts in chronological order.
- **Notification Types:** Includes event reminders, academic updates, social interactions, club announcements, emergency alerts, and job opportunities.
- **Actionable Notifications:** Tap to open relevant sections of the app (e.g., event details, messages, or academic pages).

Customization Options: Users can manage notification preferences in settings.

- **Navigation Bar:** Quick access to Home, Favorites, and Profile.

User Interaction: Users can view and manage their notifications. Tapping a notification directs them to the relevant app section.

CampusVibe Wireframe - Group28

Mobile Application

