Proposed Title	Mobile App for Student Career Guidance and Job Matching
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Project Description	Needs/Problem
	 Many students in the Philippines lack access to good career guidance, leading to wrong job choices and high unemployment rates for graduates.
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	Proposed Solution
	Develop a Mobile App for Student Career Guidance and Job Matching.
	 The app can be used for: Assessing student skills and interests with quizzes, and giving career suggestions. Checking and monitoring the student's progress toward career goals. Sending alerts for new job matches.
	Differentiation or Novelty
	6. No simple mobile app that combines quiz-based career assessment with local job listings for students.7. Individual system.
	Benefits and Significance
	Dataset of student profiles and career outcomes.
	2. Enhance research on youth employment trends.
	3. Enhanced career monitoring for students.
Objectives	General Objectives
	To develop a mobile app that provides basic career guidance and job matching for students to improve employment outcomes.
	Specific
	Evaluate the existing system for career guidance in schools.
	2. Design and develop the mobile app using cross-platform tools like Flutter.
	3. Add quiz features for career recommendations.
	4. Support Android and iOS platforms.

	5. Monitor user engagement and feedback.
	6. Ensure data privacy and security.
	7. Enhance student access to job opportunities.
	8. Deployment and create manual.
	General Methods
Expected	Expected Outputs
Outputs	Partnership with schools and local businesses for job data.
	Economic and Social Impact
	To enhance student employability and reduce youth unemployment.

General / Conceptual

- 1. What specific problem or gap does the proposed project aim to address in science, technology, or society?
 - The project addresses the gap in easy career guidance for students, leading to better job matching and reducing youth unemployment in the Philippines.
- 2. How does the proposed project align with DOST's research priorities and national development goals?
 - It aligns with DOST's priorities in education technology and skills development, and national goals for youth empowerment and economic growth under the Philippine Development Plan.
- 3. What are the unique innovations or technologies introduced by this project compared to existing solutions?
 - Uses quizzes for personalized career suggestions and real-time job matching, unlike static websites or manual counseling.
- 4. How will the project contribute to advancing local research and development capacity?
 - By creating a dataset of student career paths for future research and training local developers in app development.
- 5. What potential economic, environmental, or social impacts can be expected from the project?
 - Economic: Improved employability; Social: Better student outcomes and reduced inequality;
 - Environmental: Minimal, but promotes digital over paper-based systems.

Technical / Development

- 6. What methodologies and tools will be used to implement the proposed project?
 - Agile methodology; Tools: Flutter for cross-platform app, Firebase for backend.
- 7. How will the project ensure reliability, efficiency, and scalability of the developed system or technology?
 - Through testing (unit, integration), cloud hosting for scalability, and regular updates.
- 8. What is the proposed project's scope, timeline, and key deliverables?
 - Scope: App with quizzes, suggestions, job listings.
 - Timeline: 6 months (design 1m, dev 3m, test 1m, deploy 1m).
 - Deliverables: App prototype, user manual, report.
- 9. How will the project integrate emerging technologies (e.g., AI, IoT, cloud computing, renewable energy)?
 - Cloud computing for data storage.

- 10. What risks or challenges are anticipated in the project, and what mitigation strategies will be applied?
 - Risks: Data privacy issues, low adoption.
 - Mitigation: Basic privacy practices, user training sessions.

Beneficiaries / Societal Impact

- 11. Who are the target beneficiaries of the project (e.g., farmers, students, businesses, local government)?
 - Students in schools (d. Schools (Students)).
- 12. How will the project improve productivity, accessibility, or quality of life for its beneficiaries?
 - Provides easy access to career tools, improving decision-making and job readiness.
- 13. What is the potential for technology transfer and commercialization of the project outputs?
 - App can be licensed to schools or expanded to a startup for nationwide use.
- 14. How can the project support the United Nations' Sustainable Development Goals (SDGs)?
 - Supports SDG 4 (Quality Education) and SDG 8 (Decent Work and Economic Growth).
- 15. How will the project ensure inclusivity, especially for marginalized communities?
 - Free app, offline features for remote areas, support for multiple languages.

Sustainability & Future Research

- 16. What strategies will be employed to ensure sustainability of the project after initial funding?
 - Open-source code, partnerships with schools for maintenance.
- 17. How will the project outputs be maintained, upgraded, or scaled up in the future?
 - Through app updates via user feedback and cloud scaling.
- 18. What partnerships or collaborations (academe, industry, LGUs) can strengthen the project implementation?
 - Collaborations with CHMSU, local businesses for job data, and DOST for tech support.
- 19. How will the project measure and evaluate its success and impact?
 - Metrics: User downloads, job placement rates, surveys.
- 20. What possible future research directions can stem from this project?
 - Better quiz methods for career predictions, integration with VR for virtual interviews.