“UPLIFT; U”: MENTAL HEALTH AWARENESS APPLICATION PROTOTYPE

In Partial Fulfillment of the Requirements in

CS152 – Human Computer Interaction

Submitted by:

Ineke Vrede G. Lumaad

Noeme Jane S. Carnacer

Allyza Fe E. Villegas

Submitted to:

Mrs. Cherry B. Lisondra

Chapter I. Introduction

Background of the study

Mental health concerns among students have grown in recent years. Academic demands, social problems, and personal issues all contribute to young people's increased levels of stress, anxiety, and depression. Traditional mental health support systems, such as counseling programs, are frequently overburdened and unable to provide the need for prompt and tailored care. This gap in mental health assistance underlines the need for innovative approaches that may give students easily available, dependable, and personalized tools for most effective management of their mental health.

In response to this essential issue, our research group implies the creation of a Mental Health Awareness application intended exclusively to assist students in dealing with their mental health difficulties. The app aspires to fill the gap between the need for mental health care and the availability of personalized, quick aid. We want to use technology to build an interactive platform that gives students fast access to mental health resources, tailored coaching, and a supportive community. The proposed application intends to increase mental health awareness while also providing practical tools and techniques for treating mental illness. This effort is motivated by the pressing need to promote students' well-being and ensure they have the essential assistance to prosper academically and personally.

Statement of the problem

- ***The present design offers general mental health tools and assistance that do not adequately address individual users' situations and needs.***
    - Users are provided one-size-fits-all information that ignores their own mental health concerns, personal experiences, and preferences. This lack of flexibility leads to disengagement since users do not find the material relevant or valuable in their own circumstances.
- ***The current UI/UX design is not intuitive.***

- Users find it challenging to browse the app and access the materials they require. This leads to frustration and reduces the chance of ongoing use. Users may be discouraged from using the app regularly if the UI is not intuitive.

- ***Users are concerned about the confidentiality of their personal information.***
  - The program lacks adequate data security and privacy measures, which leads to skepticism and unwillingness to fully utilize its capabilities. Ensuring data privacy is crucial for making users feel safe and secure when using the app.

Assumption of the study

This study focuses on the development of a Mental Health Awareness application to support students' mental health. The following assumptions were made:

1. The team assumed that developing a content delivery system that is more adaptive and personalized to each user, considering all their preferences, experiences, and mental health issues, would enhance relevance and user engagement.
2. The team assumed that introducing chatbots that offer interactive and specialized support options will allow users to quickly connect with a mental health specialist when needed.
3. The team assumed that improving the current UI/UX design to make the application more user-friendly and accessible, ensuring that users can easily find and utilize the resources they need.
4. The team assumed that containing features that promote interaction, collaboration, and support network formation among users that face similar challenges would foster a community engagement that can also enhance their overall experience.
5. The team assumed that to ensure the users confidentiality of their personal information, the applications data security measure will be strengthened to guarantee the privacy of the users.

Significance of the Study

Students

The primary beneficiaries are students who suffer from mental health difficulties. Aside from that, the researchers should also relate their own experiences and add it into the description of every stage of the design process model. Improved mental health can help with academic achievement and general well-being.

Educational Institutions

Schools and institutions may benefit from the app by providing it as a resource for their students. This can minimize the demand for on-campus counseling services, give additional assistance to students, and contribute to a healthier, more supportive educational environment.

Mental Health Professionals

The app can help mental health providers reach a larger audience. It enables them to share their experience via the site, offering early assistance and direction to students who may not seek formal counseling.

Parents and Guardians

Parents and guardians may reassure their children that they have access to the assistance they require by providing them with a dependable mental health resource. This can reduce some of their fears about their children's health.

Researchers and Developers

This app's creation and execution provides vital insights and data for academics and developers in mental health technology. It presents a case study on the efficacy of digital interventions for mental health assistance.

By addressing these issues and targeting these beneficiaries, the proposed Mental Health Awareness application hopes to have a substantial influence on students' mental health, promoting a better, more supportive environment for their personal and academic development.

Chapter II. Research Design

A. Task Analysis

The scope of the Hierarchical Task Analysis for this project includes the main functionalities of the "*Uplift;U"* app: writing a private journal, talking to a chatbot (Uplift Buddy) for comfort, and listening to music provided by the app.

Textual HTA:

a) Access the Uplift;U App
   i) Open app on device
   ii) Log in credentials
   iii) Navigate home screen

b) Write a Private Journal
   i) Tap on the journal icon on the home screen
   ii) Open a new journal entry
      (1) Write the journal entry
   iii) Enter text into the journal
   iv) Use provided text formatting options (bold, italics, etc.)
      (1) Save the journal entry
   v) Tap the save button
   vi) Confirm saving the entry

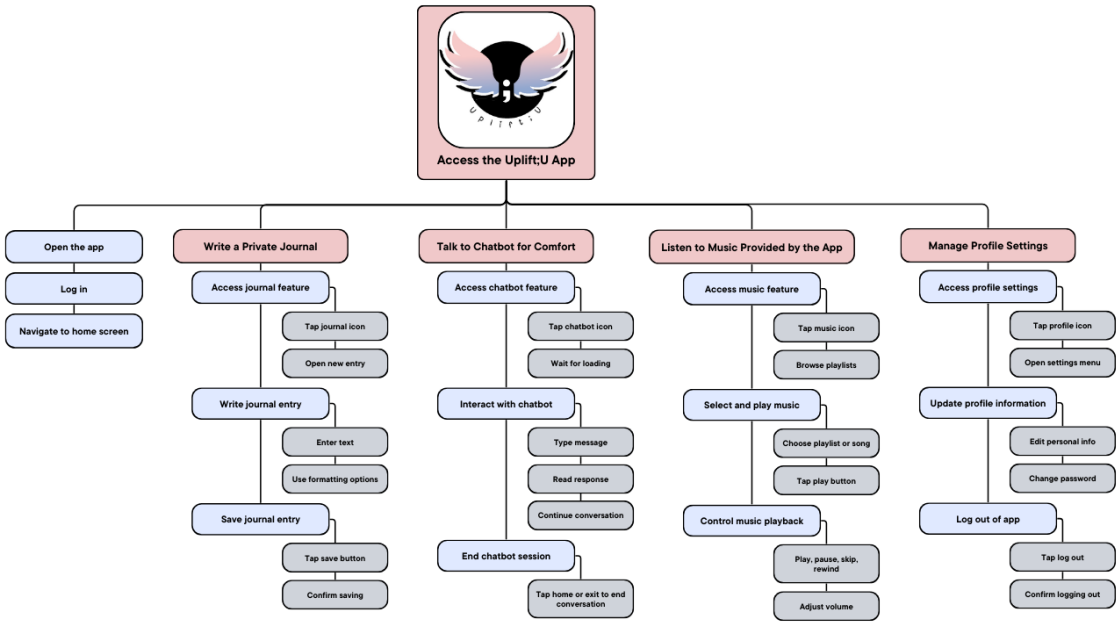
c) Talk to the Chatbot (Uplift Buddy)
   i) Tap on the chatbot icon on the home screen
   ii) Wait for the chatbot to load
      (1) Interact with the chatbot
   iii) Type a message to the chatbot
   iv) Read the chatbot's response
   v) Continue the conversation as needed
      (1) End the chatbot session
   vi) Tap the end conversation button

d) Listen to music (and playlists) provided by the app
   i) Tap on the music icon on the home screen

ii) Browse available music playlists
    (1) Select and play music
iii) Choose a playlist or song
iv) Tap the play button
    (1) Control music playback
v) Use play, pause, skip, and rewind controls
vi) Adjust the volume

e) Manage profile settings
    i) Tap on the profile icon
    ii) Open the settings menu
        (1) Update profile information
    iii) Edit personal information (name, email, etc.)
    iv) Change password
        (1) Log out of the app
    v) Tap the log out button
    vi) Confirm logging out

Figure HTA:



B. **Requirements Gathering**

Interviews: We conducted detailed interviews with mental health professionals, school counselors, and students. These interviews helped us understand the requirements and obstacles students encounter when managing their mental health. Mental health professionals gave ideas about effective methods and app features, while students discussed their personal experiences and preferences for mental health support tools.

Survey/Questionnaire: We distributed online surveys to a broader set of students to get quantitative information about their mental health requirements, app usage habits, and desired features. The survey asked about the sorts of mental health challenges individuals confront, their present coping techniques, and what features they would want to see in a mental health app. This strategy enabled us to collect varied viewpoints and discover common trends and requirements.

Observation: We observed the utilization of current mental health apps and counseling services in school settings. By tracking how students used these tools, we discovered usability concerns, service gaps, and very useful features. This

firsthand observation provided useful insights on user behavior and the efficacy of existing solutions.

User Requirements

- Personalized content: Users demand material that is suited to their own mental health demands, preferences, and experiences.
- Immediate Support: You may get help right away, from chatbots to mental health specialists. An intuitive interface is one that is easy to use and navigate.
- Data Privacy: Strict data security procedures to maintain secrecy and trust.

Functional Requirements

- Personalization Engine: A system to deliver personalized content based on user input and behavior.
- Support Features: Interactive chatbots and a platform for connecting with mental health professionals.
- User Interface: A well-designed UI that is easy to navigate.
- Security Measures: Robust data encryption, secure login, and regular security updates.

Data Requirements

- User Profiles: Collection of data on user preferences, behaviors, and mental health needs to personalize content.
- Interaction Data: Data on user interactions with the app to improve functionality and support.

Environmental Requirements

- Compatibility: The app should be compatible with various devices (smartphones, tablets, computers) and operating systems (iOS, Android, Windows).

- Accessibility: The app should be accessible to users with disabilities, including features like screen readers and adjustable font sizes.
- Scalability: The system should handle many users without performance degradation.

Usability Requirements

- Ease of Use: The app should have a simple, intuitive design that requires minimal effort to navigate.
- User Support: Help and support features should be readily available, including FAQs, tutorials, and customer support.
- Feedback Mechanism: Users should be able to provide feedback easily to help improve the app.

Designer Requirements

- User-Centered Design: The design process should prioritize user needs and feedback, involving users throughout the development process.
- Iterative Development: The app should be developed iteratively, with regular testing and feedback loops to refine features and functionality.
- Collaboration with Experts: Ongoing collaboration with mental health professionals to ensure the app's content and features are effective and evidence based.
- Compliance with Standards: Adherence to industry standards and regulations regarding data privacy, security, and accessibility.

C. **Storyboarding and Prototyping**

The scope of this section covers key interactions in the Uplift;U app: writing a private journal, talking to a chatbot for comfort, and listening to music provided by the app. Shown below is the storyboard and the flow of the entire interactive system:

Textual Storyboard

Scene 1: Opening the App

a. Frame 1: User's Device Home Screen
    i. User taps on the Uplift;U app icon to open it.
b. Frame 2: App Login Screen
    i. User enters credentials (email and password).
    ii. User taps the "Login" button.
c. Frame 3: Home Screen
    i. The home screen displays options for journals, chatbot, and music.

Scene 2: Writing a Private Journal

a. Frame 4: Home Screen
    a. User taps on the journal icon.
b. Frame 5: Journal Screen
    a. User sees a list of previous entries and an option to create a new entry.
    b. User taps on the "New Entry" button.
c. Frame 6: New Journal Entry Screen
    a. Users type their thoughts and feelings into a text box.
    b. User uses formatting options to emphasize certain parts of the text.
d. Frame 7: Saving the Journal Entry
    a. User taps the "Save" button.
    b. Confirmation message appears indicating the entry has been saved.

Scene 3: Talking to the Chatbot for Comfort

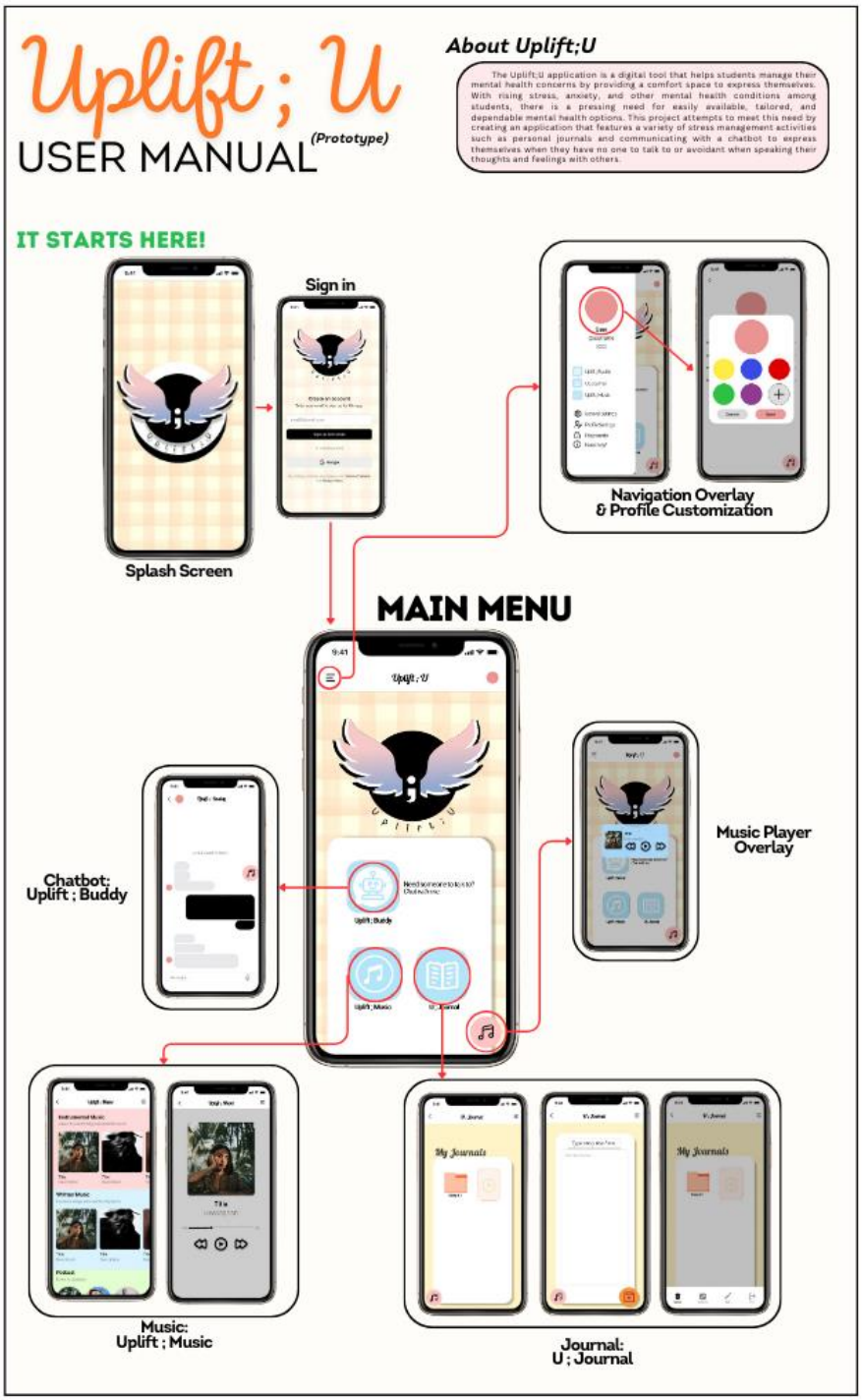
a. Frame 8: Home Screen
    i. User taps on the chatbot icon.
b. Frame 9: Chatbot Screen Loading
    i. Screen shows loading animation while the chatbot initializes.
c. Frame 10: Chatbot Conversation Screen
    i. User types a message like "I feel stressed."
    ii. Chatbot responds with comforting messages and suggestions.
d. Frame 11: Continuing the Conversation
    i. User and chatbot continue the conversation.

ii. User taps the "Exit" button when done.

Scene 4: Listening to Music

a. Frame 12: Home Screen
    i. User taps on the music icon.
b. Frame 13: Music Library Screen
    i. User browses through available playlists and songs.
c. Frame 14: Playing a Song
    i. User selects a playlist or song.
    ii. User taps the "Play" button.
d. Frame 15: Music Playback Controls
    i. User sees controls for play, pause, skip, and volume adjustment.
    ii. User adjusts the volume and enjoys the music.

User Manual



D. **Evaluation of prototype**

The team's initial evaluation plan involves conducting surveys using Google Forms to gather user feedback on our Mental Health Awareness application the

Uplift;U prototype. This technique seeks to examine usability specifications, use Usability Specifications, Heuristics Evaluation and Feedback on overall satisfaction and recommendations for improvement.

Technique	Description
Usability Specifications	Usability Specifications is a technique used to evaluate the prototype's usability through tasks performed by participants. This includes timing how quickly participants complete tasks. The tasks are divided into three sections: Navigation Tasks, Support Interaction Tasks, and CRUD Tasks. This approach helps identify flaws and assesses how easy the prototype is to use.
Heuristics Evaluation	This technique uses the rule of thumb to evaluate user interface usability through separate walkthroughs, identifying flaws for heuristic evaluation. Evaluators apply established heuristics to provide insights for improving product usability.
Participant Survey and Feedback	A survey will be provided to participants after using the prototype. The survey will include quantitative questions interpreted using a 5-point Likert scale and qualitative questions for feedback. This approach ensures that the evaluation results are free from bias.

The tasks for this Prototype are divided into three sections: Navigation Tasks, Support Interaction Tasks, and CRUD Tasks. Below are some of the tasks that selected participants will be asked to perform for each section to showcase the prototype’s functionality:

Navigation Tasks:

- Enter and exit the prototype application.
- Navigate through different sections of the application.
- Access specific resources and information within the app.

Support Interaction Tasks:

- Use the chatbot feature to ask a mental health-related question (Chatbot: 2 chat entries).
- Connect with a mental health professional through the app.
- Provide feedback or report an issue using the support options.

CRUD Tasks

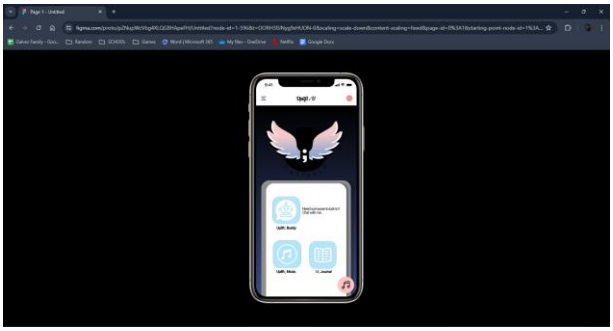
- Create, read, update, and delete entries in the journal.

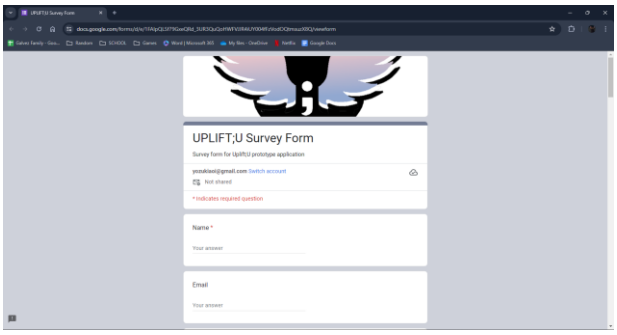
These tasks were selected because the prototype was designed with the following goals in mind:

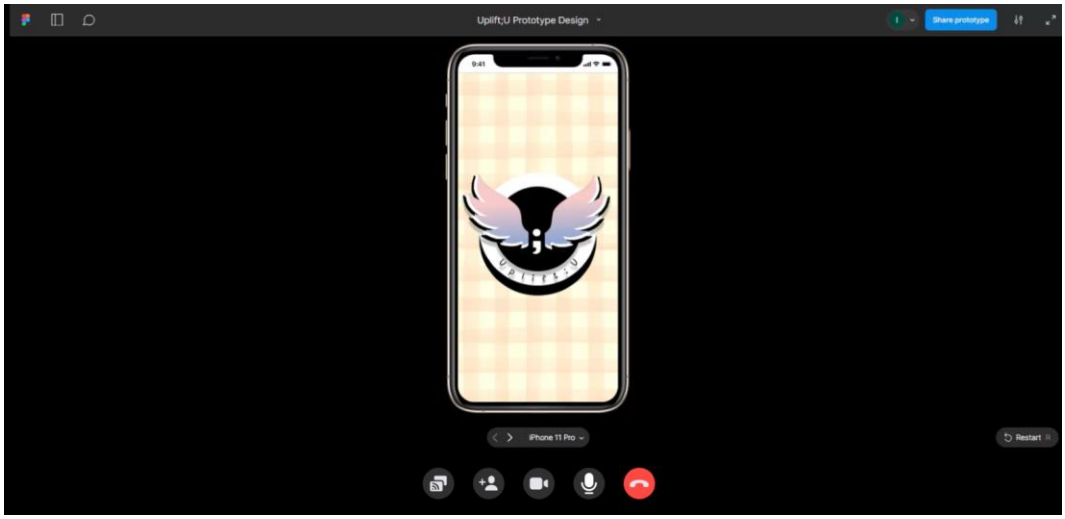
- **Easy Navigation**
- **Immediate Support**
- **CRUD (Create, Read, Update, Delete) functionality**

Method of conducting test:

The team utilized online media platforms to conduct the tests for this evaluation. Two (2) links were provided for this evaluation: (1) Google forms link and (2) Figma link which contains the prototype. Below is a screenshot of the prototype and the forms link:







Data Presentation

Usability Specifications

During the testing, Team KEMFET observed that participants interacted well with the prototype. Nearly all participants completed their tasks with minimal issues and quickly learned to navigate the prototype. However, some buttons were unresponsive when clicked, likely due to overlooked design constraints.

Task	Mean	Interpretation	Classification
Main Menu Task	25 seconds	Highly Acceptable	Successful
Chatbot Feature Task	4 minutes and 27 seconds	Highly Acceptable	Successful
Journal Feature Task	7 minutes and 46 seconds	Not Acceptable	Unsuccessful
Music Feature Task	6 minutes and 11 seconds	Not Acceptable	Unsuccessful

Table 3. Task Time

Table 3 shows the team's interpretation of the time spent with each participant during their tasks. The table will be used as a guideline to determine whether the provided task's design is effective.

Heuristic Evaluation

Evaluation of Uplift;U utilized the 10 Usability Heuristics method:

Visibility of System Status

The Uplift;U app was able to provide immediate and minimum feedback to users about what was happening at any given moment.

Match Between System and the Real World

The app uses basic English and concepts familiar to students, making the interface intuitive and relatable.

User Control and Freedom

The app allowed users to easily navigate the app, however, it lacked undo actions, and recovery from errors. Some of the respondents were unable to return from one page to another clearly, thus having difficulties in navigating from page to page.

Consistency and Standards

The app maintained a consistent design throughout the app, adhering to platform-specific conventions and standards. However, the number of colors used made the app more colorful than necessary.

Error Prevention

There was a lack of error prevention in most areas in the prototype. This has caused some difficulties in the participant's experience.

Recognition Rather Than Recall

Options and objects were visible for the user to use during the test. Information via labels was also visible to the users.

Flexibility and Efficiency of Use

The prototype was easily understood and used proficiently by both the experienced and inexperienced of the FIGMA style prototype.

Aesthetic and Minimalist Design

The app's interface is simple and uncluttered, displaying only relevant information. It utilizes a minimalist design with soft UI elements.

Help Users Recognize, Diagnose, and Recover from Errors

The app has unfortunately failed to achieve this Evaluation type. The app was unable to provide clear and concise error messages, nor did it provide solutions for error recovery. Clear, helpful messages could guide users to correct actions more effectively.

Help and Documentation

The users could access help via team members present during the evaluation.

Heuristic Conclusion

Overall, the prototype Uplift;U will be able to follow most of the Evaluations, with more areas that need attention and improvement.

Participant Survey and Feedback Results

Section 1	Mean	Interpretation	Classification
On a scale of 1 to 5 how easy was it to navigate through the different sections of the Uplift;U prototype?	3.67	Acceptable	Successful
On a scale of 1 to 5 how satisfied are you with the responsiveness of the chatbot feature in the Uplift;U prototype?	3	Moderately Acceptable	Neutral
On a scale of 1 to 5 how likely are you to recommend the Uplift;U prototype to a friend or colleague?	4.2	Acceptable	Successful
Section 2			
Home Page	4.45	Acceptable	Successful
Navigation Drawer	4.8	Acceptable	Successful
Creating Journal	3.68	Acceptable	Successful
Sorting Journal	3.04	Moderately Acceptable	Neutral
Deleting Journal	3.91	Acceptable	Successful
Creating chatbox with chatbot (Uplift Buddy)	2.87	Moderately Acceptable	Neutral
Speech-recognition with chatbot	2.25	Fairly Acceptable	Unsuccessful
Playing Music from playlist	3.95	Acceptable	Successful

Average	**3.62**	**Acceptable**	**Successful**

Table 3. Survey Data Interpretation

Table 3 represents data from the survey conducted via google forms. The data shows that the current prototype for the Uplift;U application is at an Acceptable stage of quality and is concurred to be Successful. However, the average rating of 3.62 proves that there are plenty of aspects of the design that require fixing and further development. The team wants to focus on the sections deemed Unsuccessful and Neutral, namely; Chatbot features (creating chatbot and speech-recognition with chatbot) and Journal features.

Using the 10 Usability Heuristics Criteria, the data interpretation shows that while the Uplift;U prototype is generally successful, focusing on visibility, error prevention, and better user support can enhance the usability of weaker areas. Specifically:

- **Chatbot Features:** Improve system feedback, error recovery, and help documentation.
- **Journal Features:** Enhance the flexibility and efficiency of use by providing more customization options and ensuring the design remains clean and uncluttered. Offer better guidance and error prevention.

Feedback

Most of the feedback was positive. May of which complimented the design and arrangement of the elements in each panel. However, while most of the feedback was overwhelmingly positive, some comments focused on issues in navigation. Navigation in the application was a common concern. The feedback expressed here was difficulty in returning from some certain pages back to the home page. Furthermore, the difficulty in using the chatbot and journal feature of the prototype was also addressed as most users found it challenging to follow.

Design Implications:

Does your prototype need to be altered in order to address the results of the analysis, or was it completely successful?

The analysis results show that the prototype is at an acceptable stage which is considered successful. However, with consideration of the feedback and suggestions, alterations must be made in specific areas.

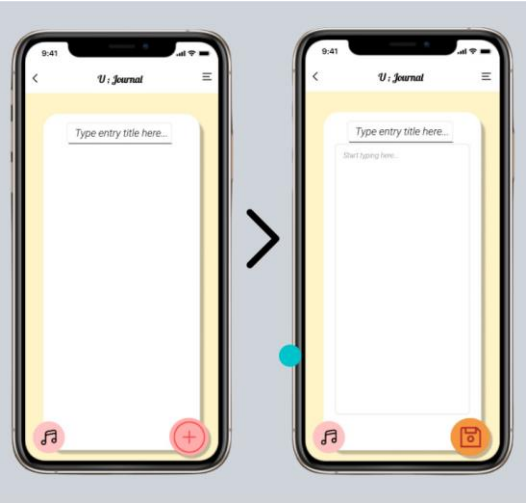
Particularly, the team would like to focus on the following:

- Journal features.
- Navigation within the application.

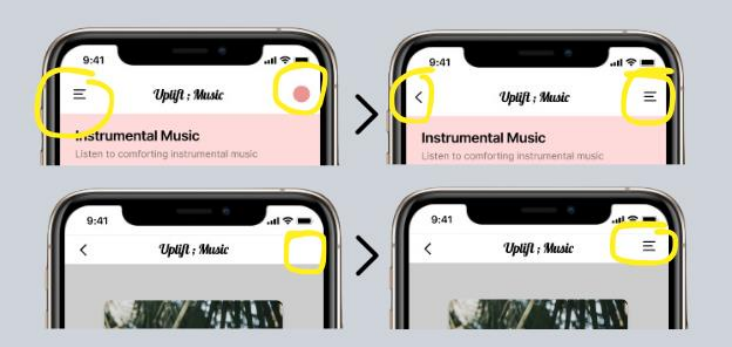
What improvements could be made to the design to address any shortcomings?

To fix these issues, various changes and additions will be done:

- Journal Features
  - Change save icon

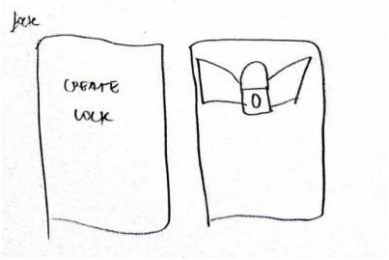


- Navigation
  - Adding more back buttons (for music feature pages)



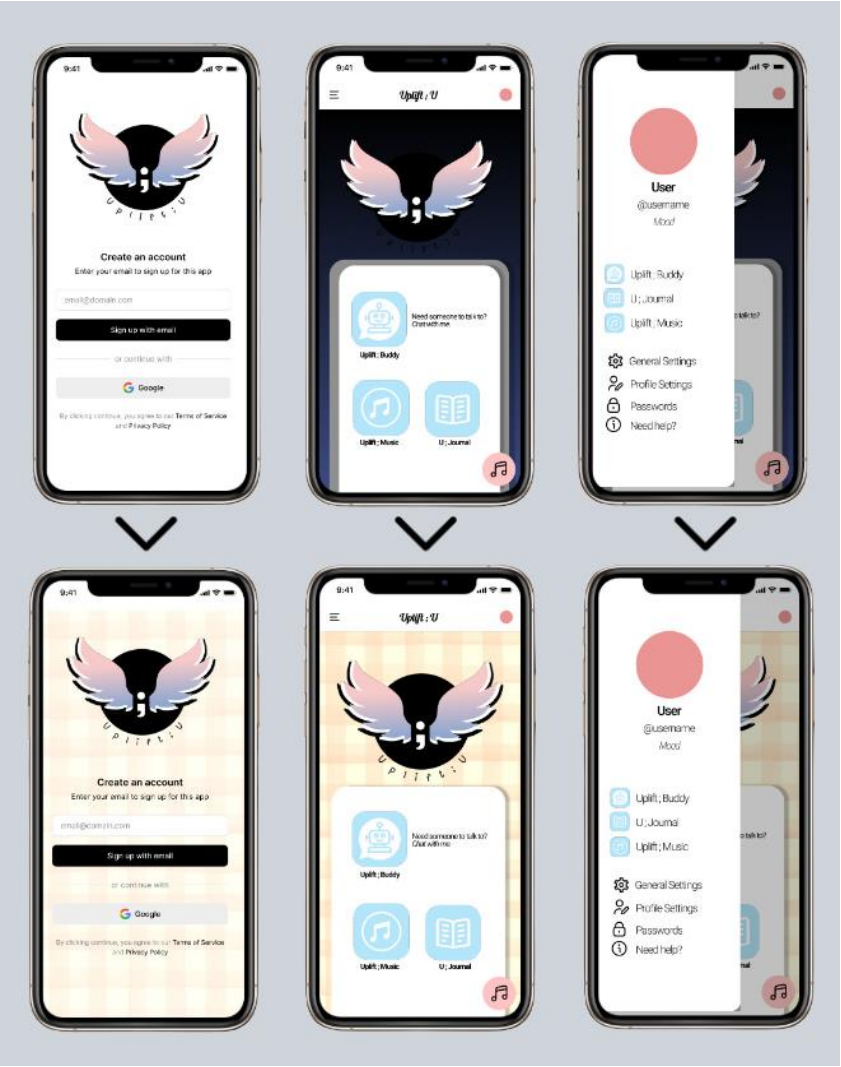
Did you discover any major flaws that would suggest a completely different type of design?

While there are no major flaws that would suggest a completely different type of design, a few ideas from the design could potentially not be well-received. Below are the following designs/ideas and sketches that potentially risks the design's usability:

 No confirm message for deleting journal.	 Password feature for every feature makes it too cluttered/overwhelming. There is also no error-handling for this feature.

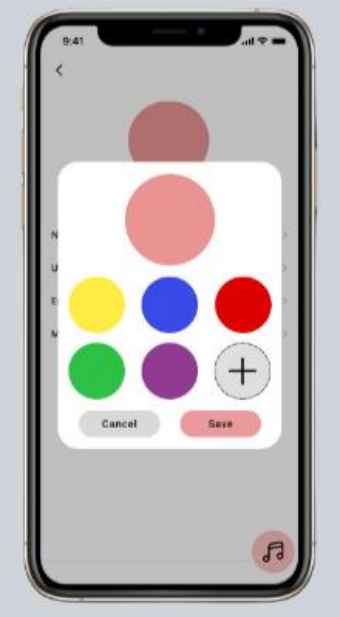
Furthermore, team KEMFET would like to make renditions and additional designs to the prototype.

- Changing main menu background



- Adding Splash Art screen

- Avatar Customization



Evaluation Criteria (Based on the 10 heuristics of design evaluation)

Area of Evaluation	5	4	3	2	1
A. **Visibility of System Status**					

- The system design provides appropriate feedback like message prompts in response to user actions. - The message prompts are clear, visible and understandable.					
B. **Match between the system and the real world** - Used words, phrases and concepts according to users' language rather than system oriented words and computer jargons.					
C. **User control and freedom** - The system design provides ways of allowing users to easily "get in" and "get out" if they find themselves in unfamiliar parts of the system.					
D. **Consistency and Standards** - The colors, text, labels, buttons and other elements in the design are uniform from start to finish**.** - Text and icons are not too small or too big. **-** Menus and other features of the system are arranged and positioned in a consistent way. (For ex. If your website has navigation buttons on the top under the page title on one page, the users will automatically look there for the same features on other pages.					
E. **Error Prevention** - The system design provides an automatic detection of errors and preventing them to occur in the first place. - Idiot proofing mechanisms are applied					

F. Help users recognize, diagnose and recover from errors **-** Error messages and the terms used are recognizable, familiar and understandable for the users.					
G. Recognition rather than recall **-** Objects, icons, actions and options are visible for the user. - Objects are labeled well with text and icons that can immediately be spotted by the user and matched with what they want to do.					
H. Flexibility and efficiency of use - The system design provides easy to navigate menus. - the system does not make wasteful time of system resources.					
I. **Aesthetic and minimalist design** **-**Graphics and animations used are not difficult to look at and does not clutter (mess) up the screen. - Information provided is relevant and needed for the system design.					
J. **Help and Documentation** **-**the system design provides information that can be easily searched and provides help in a set of concrete steps that can easily be followed.					

The evaluation of the Uplift;U prototype provided valuable insights into its usability and functionality. Overall, the prototype was deemed acceptable and successful, meeting many of the team's design goals. Participants found the navigation relatively easy and the design appealing, with the app providing a good foundation for further development.

However, specific features such as the chatbot and journal functionalities revealed shortcomings. The chatbot lacked sufficient error prevention and clear feedback, while the journal feature needed more efficient navigation and better customization options.

The heuristic evaluation underscored the need for improvements in error prevention, system feedback, and user support. The survey data corroborated these findings, showing that while users were generally satisfied, there were areas requiring attention to enhance the user experience. The team's focus on refining the journal features and navigation within the app, based on user feedback, is crucial for the app's success. By addressing these issues and incorporating the suggested improvements, the Uplift;U application can better serve its intended purpose of supporting college students' mental health, making it a more reliable and user-friendly tool.

Chapter III. Conclusion and Recommendation

The evaluation of the Uplift;U prototype revealed a generally successful and acceptable design, with significant potential to address mental health concerns among college students. Participants found the application easy to navigate and appreciated the minimalist design. However, there were notable areas for improvement, particularly in the chatbot and journal features, which require better error prevention, system feedback, and enhanced usability. The team's focus on refining these aspects, based on detailed user feedback and heuristic evaluations, underscores their commitment to creating a user-friendly and effective mental health tool.

The importance of the Uplift;U app's design cannot be overstated in the context of the growing mental health crisis among college students. With nearly 60% of students experiencing overwhelming anxiety and about 40% suffering from significant depression, there is a clear need for accessible and reliable mental health resources. The Uplift;U app offers a unique solution by providing a safe space for students to express their feelings and seek support through personal journals and a responsive chatbot. This design addresses the common barriers to mental health care, such as stigma and lack of availability, by offering a discreet and always-available resource for students to manage their mental health concerns.

Through the process of developing and evaluating the Uplift;U prototype, the team gained valuable insights into the intersection of mental health support and human-computer interaction. Designing a user-centric application that meets the nuanced needs of college students required a deep understanding of usability principles and empathy for the users' experiences. The iterative design and evaluation process highlighted the importance of user feedback in refining the application's features and ensuring that it effectively supports students' mental health.

The project reinforced the need to design technology that is functional, intuitive and supportive. By focusing on user control, error prevention, and providing clear feedback, the team aimed to create a tool that students can rely on during times of mental distress. The experience underscored the critical role of human-computer interaction in developing solutions that are both accessible and impactful, ultimately contributing to better mental health outcomes for college students.

Recommendation

The evaluation was done to gather information from potential users essential to the prototype's creation. The advantage of this evaluation is that the team understands how the users interact with the prototype and if it functions as intended. Team KEMFET underwent a series of tests via online to see how these users interact with the prototype. Furthermore, it shows the errors and areas that need attention and improvement. However, the team faces a challenge in time management. The amount of time done during the evaluation is not enough to gather data important to the application's creation. Furthermore, the amount of time spent exploring Figma due to the team being lacking experience was one of the major factors why there was a lack of time evaluating the app. However, with the use of the internet and social networks and conducting online interviews, the team was able to gather sufficient data to finish this evaluation.

The team has recognized the advantages and disadvantages experienced during this evaluation. Given more time, the team would have explored more of Figma’s features to be able to design the prototype more flexibly. Aside from Figma, the team could have also explored other similar applications that could offer widgets that match the intended

design for the prototype. Furthermore, with more resources and time, the team thought that it would be possible to create a functioning prototype by implementing some back-end coding. Although inexperienced, a functional prototype is a better prototype to use during evaluation to ensure that the team can observe the users experience and satisfaction. In addition, the team could improve the existing features to become feasible and add features that would support the prototype further.

APPENDIX

A. References:

American Psychological Association. (2014, February 13). 2014 Stress in America survey addresses teen stress levels. APA Services. https://www.apaservices.org/practice/update/2014/02-13/teen-stress?utm_source=apa.org&utm_medium=referral&utm_content=/search

American Psychological Association. (2014). American Psychological Association survey shows teen stress rivals that of adults. https://www.apa.org/news/press/releases/2014/02/teen-stress

Bryant, J., & Welding, L. (2024, March 22). College student mental health statistics. *BestColleges*. https://www.bestcolleges.com/research/college-student-mental-health-statistics/

Franks, S., Spencer, S., & Vanichkachorn, A. (2023, January). Stress and health: 6-unit plan for high school psychology teachers. American Psychological Association. https://www.apa.org/ed/precollege/topss/lessons/stress-health.pdf

Nielsen, J. (1995). 10 usability heuristics for user interface design. Nielsen Norman Group. https://www.nngroup.com/articles/ten-usability-heuristics/

Pollak, O., Prinstein, M. J., Cheek, S. M., Rudolph, K. D., Hastings, P. D., & Nock, M. K. (2023). Social problem-solving and suicidal behavior in adolescent girls: A prospective examination of proximal and distal social stress-related risk factors. Journal of Psychopathology and Clinical Science. https://www.apa.org/news/press/releases/2023/05/social-stress-suicide-teen-girls

B. Curriculum Vitae

INEKE VREDE G. LUMAAD

P1 B27 L36 Elenita Heights Subdivision
Catalunan Grande, Davao City
63+ 921 866 5739
ivLumaad@mcm.edu.ph

Skills

- Leadership
- Problem-Solving Skills
- Scientific Laboratory Skills
- Academic Writing
- Computer Programming
- Computer Skills
- Video and Photo Editing Skills

Educational Background

College — **MAPÚA MALAYAN COLLEGES MINDANAO**
Gen. Douglas MacArthur Hwy, Talomo, Davao City, 8000 Davao del Sur
S.Y. 2023-2024

SAN PEDRO COLLEGE DAVAO
12 Guzman St, Poblacion District, Davao City, Davao del Sur
S.Y. 2019-2020

Senior High School — **ATENEO DE DAVAO UNIVERSITY - SHS**
(Former) Roxas Ave, Poblacion District, Davao City, 8000 Davao del Sur
S.Y. 2017-2019

Junior High School — **DANIEL R. AGUINALDO NATIONAL HIGH SCHOOL**
1 Aplaya Road, Matina Crossing, Talomo
Davao City, 8000 Davao del Sur
S.Y. 2013- 2017

Affiliations

DANIEL R. AGUINALDO NATIONAL HIGH SCHOOL
S.Y. 2013- 2017
(DOST)STE PROGRAM - Student/Participant Scholar

ATENEO DE DAVAO UNIVERSITY - SHS
S.Y. 2017-2019
Top 500 Scholar

AGAPE DAVAO FAMILIES OF MARRIED PRIESTS
2007-Present
Member

OUTREACH PROGRAMS (PRIVATE)
2007-Present
Volunteer

Noeme Jane S. Carnacer
Blk. 4 lot 9 Aqua St. Dacoville Subdivision Brgy. Dumoy Davao City
09916695645
noemejanecarnacer798@gmail.com

Skills

- **Multi-tasking**
- **Academic Writing**
- **Computer Skill**
- **Video and Photo Editing**

Educational Background

College	**MAPÚA MALAYAN COLLEGES MINDANAO** **Gen. Douglas MacArthur Hwy, Talomo, Davao City, 8000 Davao del Sur** **S.Y 2023-2024**
Senior High School	**PHILIPPINE ACADEMY OF SAKYA DAVAO INC. Cabaguio Ave, Agdao, Davao City, 8000 Davao del Sur** **S.Y 2021-2023**
Junior High School	**LEON GARCIA SR. NATIONAL HIGH SCHOOL 3JJG+QG7, San Juan Village, Barangay Talomo, Davao City** **S.Y 2017-2021**

Awards and Honors (To be discussed)

With Honors

Dean's List

Affiliations (To be discussed)

Volunteer (Previous)

Cashier

CURRICULUM VITAE

NAME: Villegas, Allyza Fe E.
BIRTHDATE: February 7, 2005
YEAR & SECTION: 1st Year, IT101L.A124
PROGRAM: BSIS
CURRENT ADDRESS:
Prk. 15, Upper Piedad, Bato, Toril, Davao City

CONTACT NO: +63 955 962 4784
EMAIL ADDRESS: villegasallyzafe@gmail.com

PERSONAL INFORMATION

EDUCATIONAL BACKGROUND

COLLEGE	Mapua Malayan Colleges Mindanao Gen. Douglas MacArthur Hwy, Talomo, Davao City, 8000 Davao del Sur (2023-Present)
SENIOR HIGH SCHOOL	Brokenshire College Toril Lubogan Toril, Davao City, 8025 Davao del Sur, Philippines (2020-2023)
HIGH SCHOOL	YMCA INSTITUTE OF ARTS AND TECHNOLOGY, INC. Purok 4, Bankas Heights, Toril, Davao City, 8025 Davao del Sur, Philippines (2017-2020)
ELEMENTARY	Brokenshire College Toril Lubogan Toril, Davao City, 8025 Davao del Sur, Philippines (2011-2017)

AWARDS/ACHIEVEMENTS

List your awards/achievements in your extracurricular activities from elementary up to present in reverse chronological order (present to past).

INSERT EVENTS/AWARDS	(MONTH & YEAR ACHIEVED)
Dean's Lister	2023-2024
With Honors/With High Honor	2017-2018
With Honors/With High Honor	2011-2017

SKILLS AND INTEREST

Programming Knowledge: basic C++, Java, and Python knowledge.
Skill/s: Communication, Creativity, and Content creation.
Talents: Designing, caligraphy, hiking, and negotiating.
Hobbies: Reading, drawing, writing, painting, cooking, and chess.