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CIS 2205 - DESIGN PROJECT

INTERACTIVE FEEDBACK WORKSHOP-IMPROVING PROTOTYPE DESIGN USING MIRO

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Submitted to:

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1. Introduction:

In this activity, the group will primarily focus on gaining valuable insights for enhancing our prototype design in order to optimize the user experience. With the use of the collaborative abilities of MIRO, the group will discuss here all the feedback derived from the prototype presentation. For the session's goal is to be able to provide the best application idea with the aim to give a great user experience, the group members will be using the feedback to improve and to meet the user's needs.

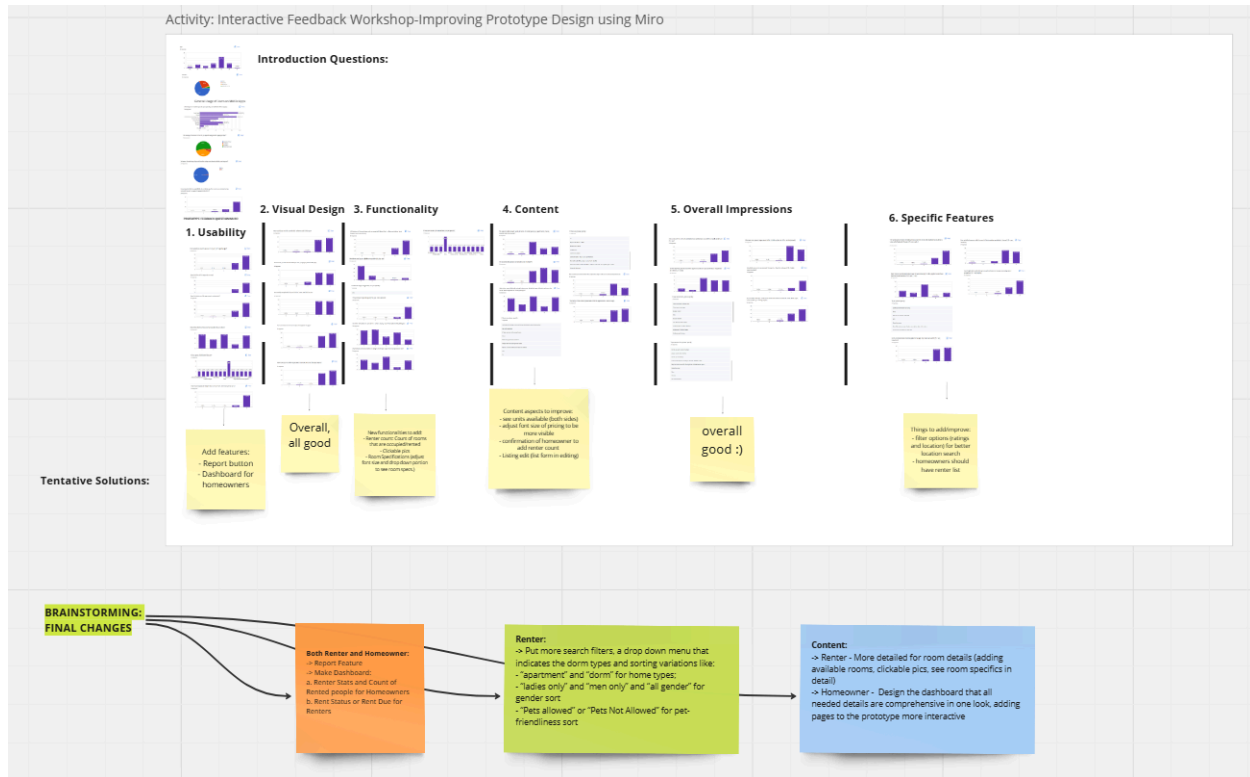
2. Prototype Presentation:

During our group's prototype presentation at the lobby of Lorenz Bunzel Building, we showcased our application idea using a tarpaulin to promote our brand and highlight the app's key features. While we recognized some shortcomings in the presentation's overall presentability, we sought to compensate by offering treats to engage attendees and ensuring easy access to the feedback form. Despite some limitations, our primary focus remained on effectively communicating the essence of our prototype and eliciting valuable feedback from users to drive iterative improvements. Below are the images taken:

-> Pictures before, during and after the presentation event:



3. Feedback Session:



Here is the link for the MIRO board used for clarity:

https://miro.com/app/board/uXjVN1p06l=?share_link_id=983518529388

4. Group Discussion and Synthesis:

During our feedback session, participants highlighted the importance of intuitive navigation in the prototype designs, which our prototype has achieved. We discussed features that we are lacking with such as having a reporting owner/renter feature which helps both user types in case of fraud, bad behavior or scam, and tooltips could enhance the user experience across all designs.

5. Brainstorming Solutions:

Implement, design and rework the prototype with the guidance of the feedback results.

Features

Both Renter and Homeowner:

- Report Feature
- Make Dashboard:

- Renter Stats for Homeowners
- Rent Status or Rent Due for Renters

Renter:

- Put more search filters, a drop down menu that indicates the dorm types and sorting variations like:
 - “apartment” and “dorm” for home types;
 - “ladies only” and “men only” and “all gender” for gender sort
 - “Pets allowed” or “Pets Not Allowed” for pet-friendliness sort

Content

- Renter - More detailed for room details (adding available rooms, clickable pics, see room specifics in detail)
- Homeowner - Design the dashboard that all needed details are comprehensive in one look, adding pages to the prototype more interactive

6. Inclusion of the Result, Analysis and Solution to the CASE STUDY

- <https://jrmh08.github.io/GeoRentFinder/index.html>

7. Wrap-up and Reflection:

Takeaways from the Geo RentFinder from the perspective of the user is that it had a an acceptable rate, and starred in certain areas such as

- **Responsiveness (4.3 out of 5)**
- **User Engagement (3.8 out of 5)**
- **App likely to be recommended (3.8 out of 5)**

With this feedback, it is still likely that the app has opportunities for improvement for a more seamless user experience. Within the feedback activity the prototype is susceptible to detractors and is much needed information the group needed to create changes and be an overall better application.

The detractors the app had were

- **Bugs and Glitches encountered (3.42% out of 5)**
- **Difficulties Using the Prototype (2.6% out of 5)**
- **Features Need to be Added (2.1% out of 5)**

Detractors account for 60% of the glitches, 50% of usage difficulty and 42% of the lack of features necessary for the app that were leading to dissatisfaction for users.

Reflection:**- Yev Albaño:**

Feedback plays an important role in the design process, this is to ensure that we meet the needs of the users and achieve the applications assigned goals. Without feedback a design will be off course and fail to meet the objectives. Feedback helps make designers create informed decisions.

Collaboration is where each of the members work together with their assigned tasks and accomplish it with everyone reaching a common goal set for the app. The collective effort in collaboration shows that the design process is not individual and others will always have an opinion of what and what doesn't work.

Feedback and collaboration are the most important things in designing and overall development of an application. With them we can create a dynamic and effective design process that leads to successful products.

- Allen Louie Daño

Reflecting on receiving feedback on our prototype, I've realized its value in guiding our refinement process. Listening to constructive feedback helps us understand areas for improvement and drives our team's progress. It's about embracing input to enhance our work and create a better product overall.

- Jeremiah Juinio

In this feedback session activity, I have learned that it is important to receive feedback from potential users of your application idea, for it helps us improve our app more and to cater the user's needs better. It is also important to receive feedback because we will know what aspects are needed to be improved and to enhance the user experience in case the app will be implemented.

- Dave Pacampara

Reflecting on the experience, participants gained a deeper understanding of the iterative nature of design and the value of collaboration in creating user-centered solutions. The feedback session provided valuable insights and fostered a sense of ownership and investment in the design process among participants.

8. Follow-up (Ongoing):

