

TEAM RHL

Innovations

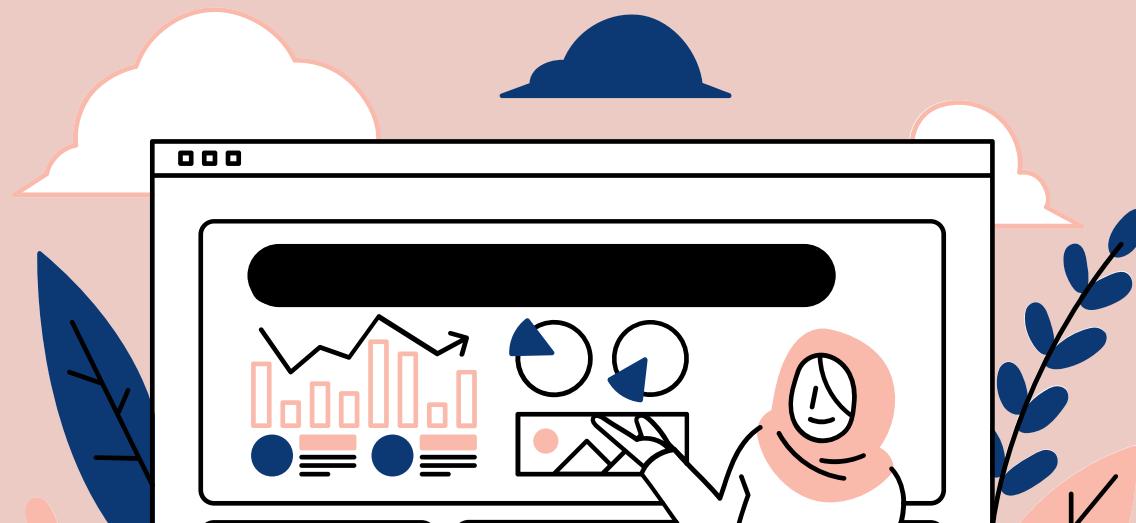


SPARKBOARD
WHERE IDEAS IGNITE

WHY - THE MOTIVATION

Many student teams lose promising project ideas because they rely on scattered tools—group chats, long meetings, and memory. SparkBoard was created to help teams gather, vote, and refine ideas in one clean, collaborative space.

In fast-paced school environments, students need more than just inspiration. They need a system that helps their ideas grow into action.



HOW : IDENTIFYING THE PROBLEM

We noticed that:

- Students struggle to track ideas across multiple platforms.
- There's no way to vote, comment, or organize team input effectively.
- Tasks lose clarity, and some projects don't get started at all

We confirmed this through:

- Surveys using Google Forms
- Team interviews with classmates
- Observing common frustrations in group work



METHOD

To evaluate SparkBoard, we began by preparing a functional prototype that included the app's core features such as posting ideas, voting, commenting, and tracking idea status. The prototype was designed to be simple and user-friendly to ensure easy navigation, especially for first-time users. We then conducted user testing by asking student participants to perform specific tasks within the app. Their interactions were observed and timed to assess usability and efficiency.

After testing, we provided a survey using a 5-point Likert scale to gather structured feedback on various aspects of the app, including ease of use, interface clarity, and overall satisfaction. The survey also included an open-ended section where users could suggest improvements. We analyzed the survey results by calculating average scores and identifying recurring themes in the suggestions. This analysis helped us pinpoint both the strengths of the app and areas that could be enhanced



RESULT OF THE SURVEY

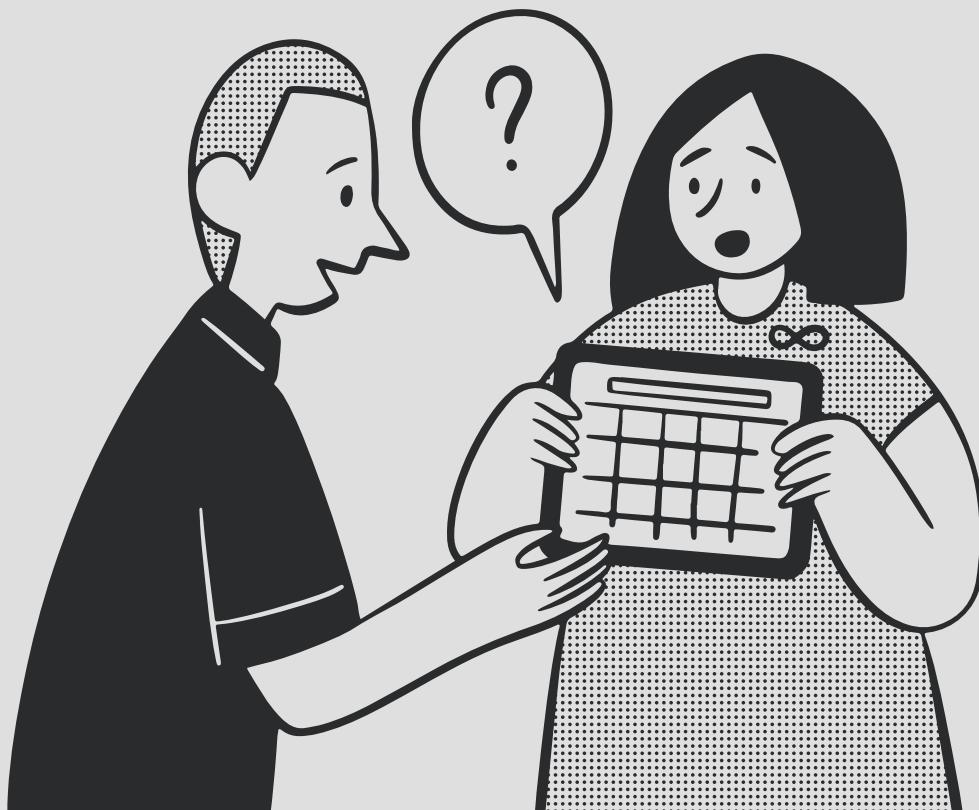
- Survey Results (Average Ratings)
 - Posting a New Idea: 5.0
 - Voting on Ideas: 5.0
- Commenting Feature: 4.8
- Tracking Idea Status: 4.8
- Task Completion Without Help: 4.6
- Interface Cleanliness: 4.8
- Enjoyment in Team Collaboration: 4.4
- Willingness to Recommend: 5.0
- Confidence Navigating the App: 4.6

KEY TAKEAWAYS

- SparkBoard is easy to use and navigate.
- Most users had no issues completing tasks independently.
- The clean UI and collaboration features were highly appreciated.

RESPONDENTS' RECOMMENDATIONS

- Add Dark Mode to reduce eye strain.
- Include a “Favorites” or “Saved Ideas” section.
- Provide a Quick Guide for new users.
- Enable Notifications for activity updates.
- Add Tooltips for clarity on features.



BUILDING THE PROTOTYPE

SparkBoard is a collaborative idea board designed for student teams. It lets users post ideas, vote, give feedback, and track progress using status labels. The app aims to help groups organize thoughts and turn ideas into real projects all in one place. The layout follows our brand colors and logo, with simple navigation and minimal text. The goal was to let users interact with the app without needing a tutorial.



PROTOTYPE OBJECTIVE

The main objective of SparkBoard is to help student teams manage and organize their project ideas in one accessible platform. It aims to make collaboration easier by allowing users to post ideas, vote on suggestions, leave comments, and track progress using clear status updates. By simplifying these processes, SparkBoard supports better teamwork, faster decision-making, and more successful project outcomes.

PROTOTYPE DESIGN

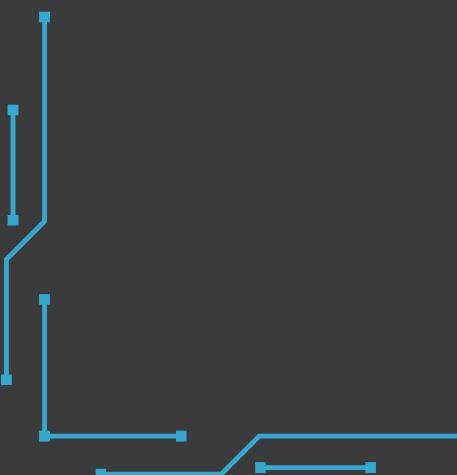
The image displays four mobile phone prototypes for a platform called SparkBoard, arranged horizontally against a light gray background.

- Home Screen:** Shows the SparkBoard logo at the top left, followed by "SparkBoard" and navigation links "Home" and "Login". The main title "Welcome to SparkBoard" is prominently displayed in large, bold letters. Below it, a subtitle "A platform for creative collaboration" is shown. A blue "Get Started" button is at the bottom.
- Login Screen:** Shows the SparkBoard logo at the top left, followed by "SparkBoard" and navigation links "Home", "Comments", and "Login". The screen is titled "Log in" and contains fields for "Email address" and "Password", each with an input placeholder. A blue "Log in" button is at the bottom, and a link "Don't have an account? [Sign up](#)" is below it.
- Ideas Screen:** Shows the SparkBoard logo at the top left, followed by "SparkBoard" and navigation links "Home", "Comments", and "Login". A large blue "Post an Idea" button is at the top. Below it, the word "Home" is displayed. Three idea cards are listed:
 - AI Tutoring Platform** (Tech category): Develop an AI-based platform for personalized tutoring. It has 28 upvotes and 7 comments.
 - Community Garden Initiative** (Health category): Start a community garden to promote healthy eating. It has 15 upvotes and 3 comments.
 - Expense Tracking App** (Business category): Create an app to help users manage their expenses. It has 9 upvotes.
- Details Screen:** Shows the SparkBoard logo at the top left, followed by "SparkBoard" and a back arrow icon. The screen is titled "[← SparrkBoard](#)". It shows a single idea card for "Community Recycling Program" (Environment category): "Implement a community-wide recycling initiative." It has 48 upvotes, 12 comments, and a timestamp of "2h ago". Below the card, a section titled "Comments" lists three user posts:
 - Sarah Lund** (2h ago): "This is a great ideal Educating the community about recycling will beky"
 - Mark Evans** (3h ago): "We could partner with local schools to increase participation."
 - Lauren Kim** (5h ago): "Has anyone looked into the costs for bins and collection?"

Hueristics Evaluation

How well did the prototype perform?

OVERALL, THE SPARKBOARD PROTOTYPE PERFORMED EFFECTIVELY IN ADDRESSING THE MAJORITY OF THE HEURISTIC EVALUATION CRITERIA. IT DELIVERED A CLEAN, MINIMALISTIC, AND INTUITIVE USER INTERFACE THAT WAS WELL-RECEIVED BY PARTICIPANTS. MOST USERS WERE ABLE TO NAVIGATE THROUGH CORE FEATURES SUCH AS POSTING IDEAS, JOINING TEAMS, AND MANAGING MILESTONES WITH LITTLE TO NO GUIDANCE.



SURVEY

4.78

AVERAGE MEAN OF THE SURVEY QUESTIONS

THE SURVEY RESULTS INDICATE THAT THE SPARKBOARD PROTOTYPE FALLS UNDER AN ACCEPTABLE INTERPRETATION, SUGGESTING THAT ALTHOUGH THERE ARE MINOR AREAS FOR IMPROVEMENT, THE OVERALL DESIGN AND USER EXPERIENCE ARE CONSIDERED SUCCESSFUL. USERS RESPONDED POSITIVELY TO CORE FEATURES SUCH AS IDEA POSTING, VOTING, AND TEAM COLLABORATION, REFLECTING THE APP'S EFFECTIVENESS IN SUPPORTING INNOVATION AND GROUP ENGAGEMENT.



CONCLUSION



The development and evaluation of SparkBoard demonstrated its potential as a functional and user-friendly collaboration tool for student teams. The prototype successfully showcased its core features idea posting, voting, commenting, and status tracking in a clean and accessible layout. Based on usability testing and heuristic evaluation, users found the app intuitive and helpful, with an average score of 7 out of 10. While feedback was mostly positive, minor improvements were identified, particularly around the clarity of status update features and icon labeling.