



**eGabay**

A Mobile Application for  
Stress Management

# Overview of the Study



## Difficulties in seeking mental health care

Filipinos only seek mental health care when their problems become severe.



## Negative behavioral changes

- Tobacco, alcohol, and drug abuse.
- Irritable
- Lose or gain appetite

## Challenges on environmental adaptation

Freshmen are more likely to face difficulties.



# Statement of the Objectives

1. To identify the different stress management techniques;
2. to determine the features of the mobile app; and
3. to determine the level of usability of the mobile app.

# Research Design

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Descriptive  
Research Design

A green document icon with a folded top-right corner, containing the text "Developmental Research Design".

Developmental  
Research Design



A Mobile Application for  
Stress Management

A representation of love for  
oneself, harmony, and inner peace.

# Features - Assessment Tool

Cancel

In the last month, how often have you been upset because of something that happened unexpectedly?

(0) Never ☐

(1) Almost Never ☐

(2) Sometimes ☐

(3) Fairly Often ☐

(4) Very Often ☐

Score

19/40

Your stress level is moderate

It's not the load that breaks you down, it's the way you carry it. - Lou Holtz

You might wanna try:

Progressive Muscle Relaxation

Deep Breathing

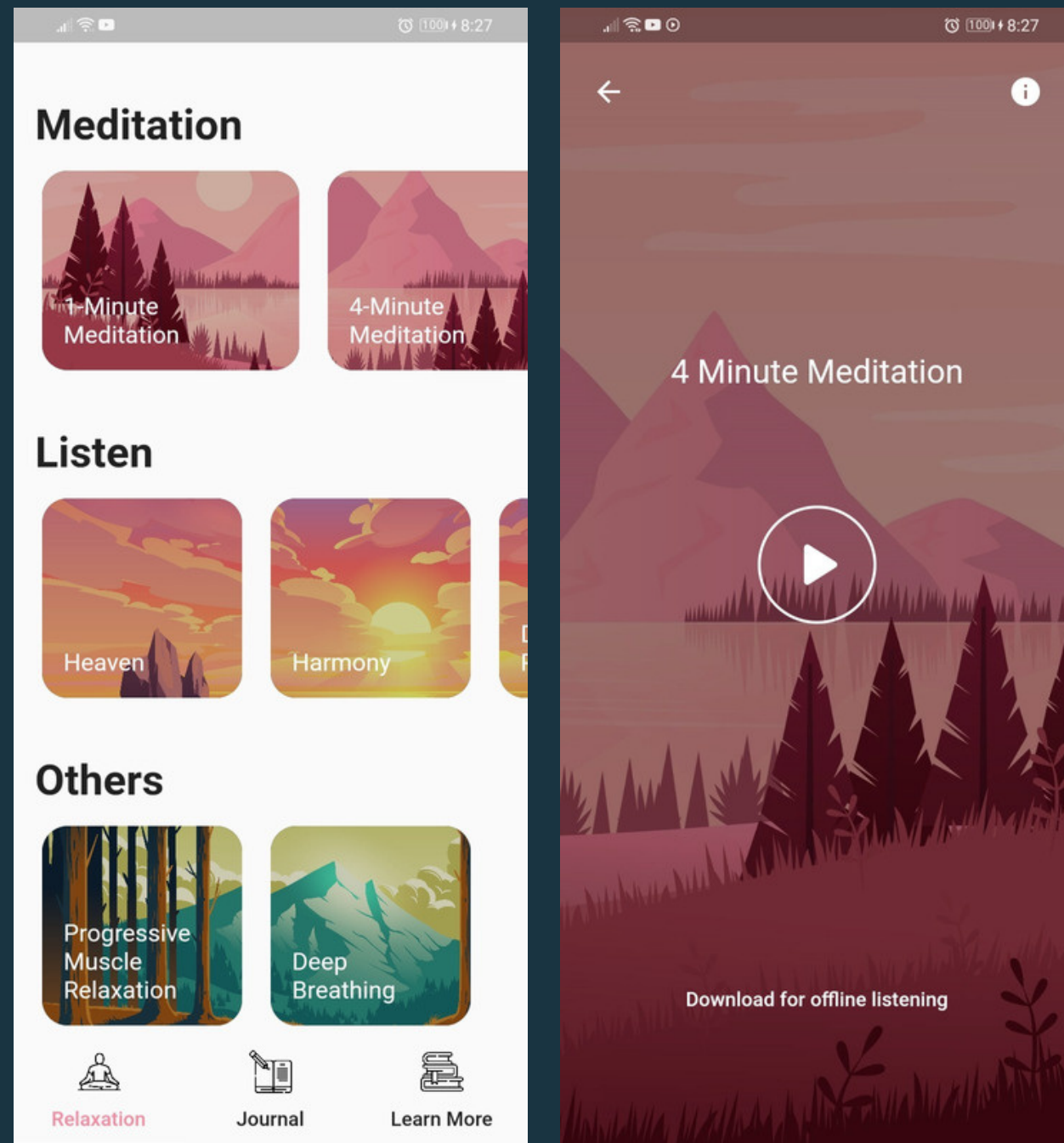
More

[How guidance counselor can help you](#)



"Awareness is the first step in  
healing."  
- Dean Ornish

# Features - Guided Intervention

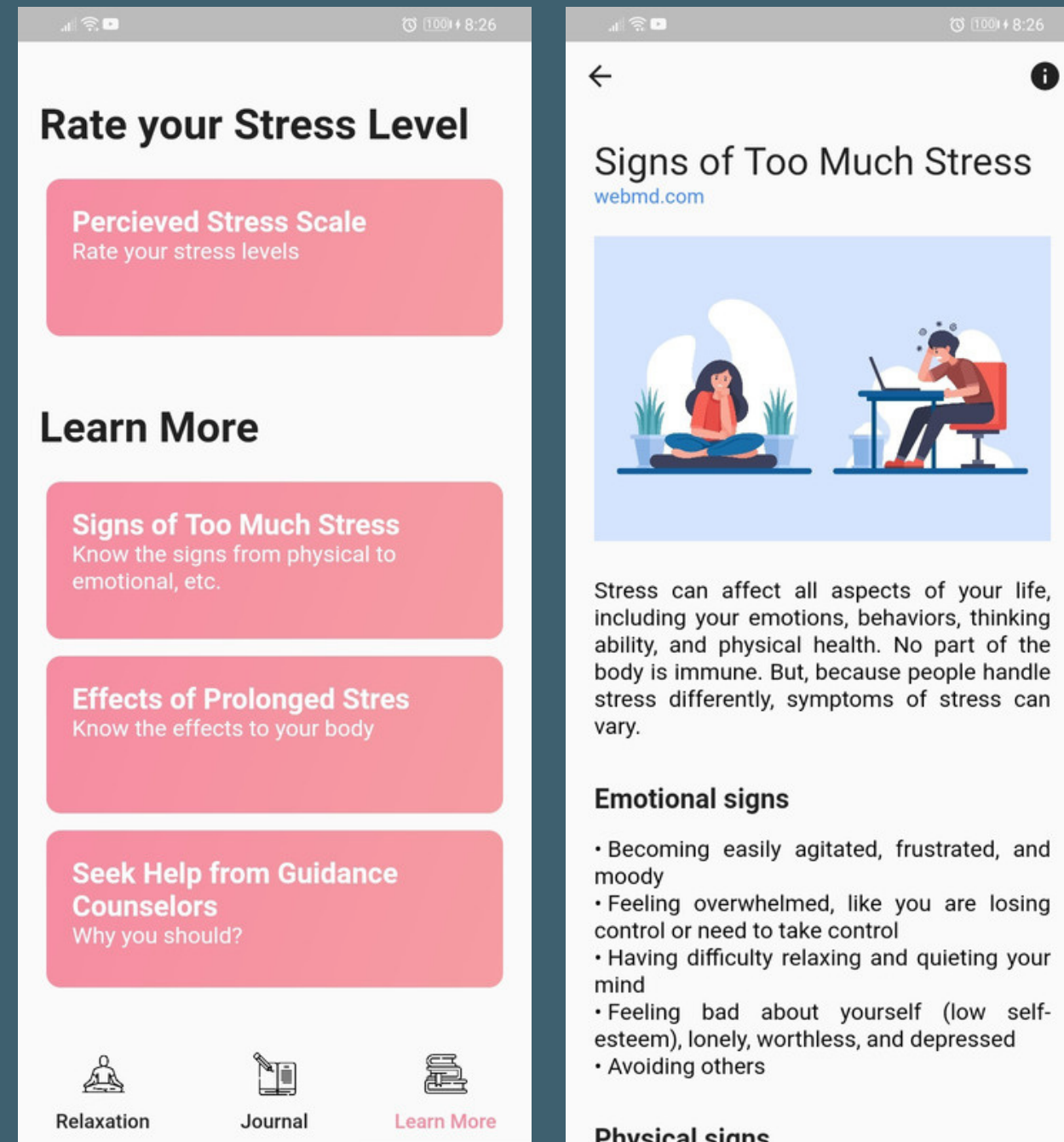


"Meditation and concentration are the way to a life of serenity."

– Baba Ram Dass

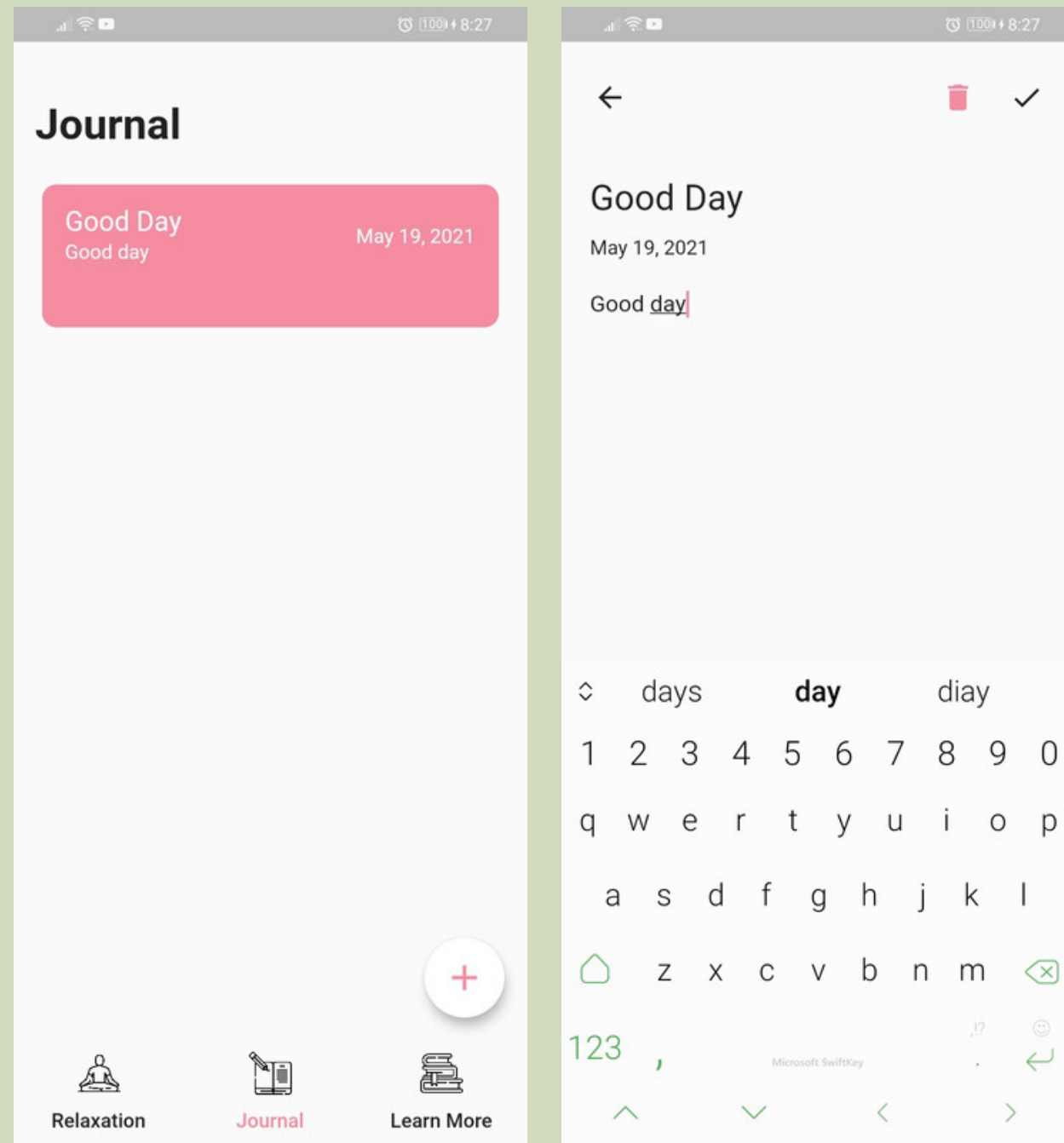


# Features - Psychoeducation



“The whole purpose of education is  
to turn mirrors into windows”  
– Sydney J. Harris

# Features - Journals

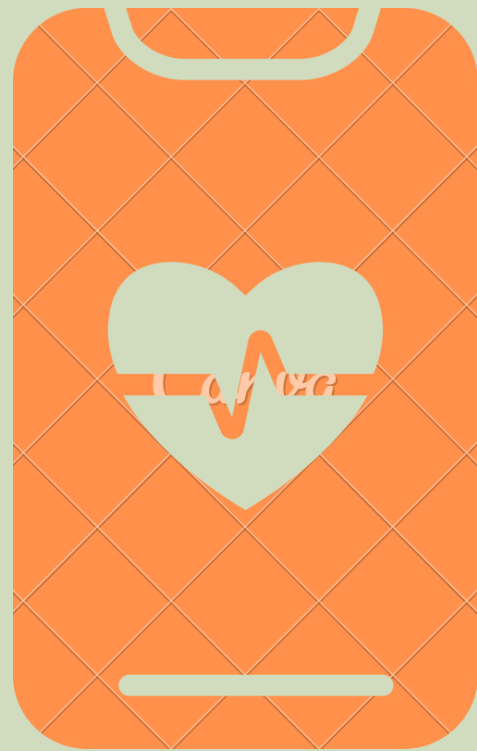


“The whole purpose of education is  
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# UMARS

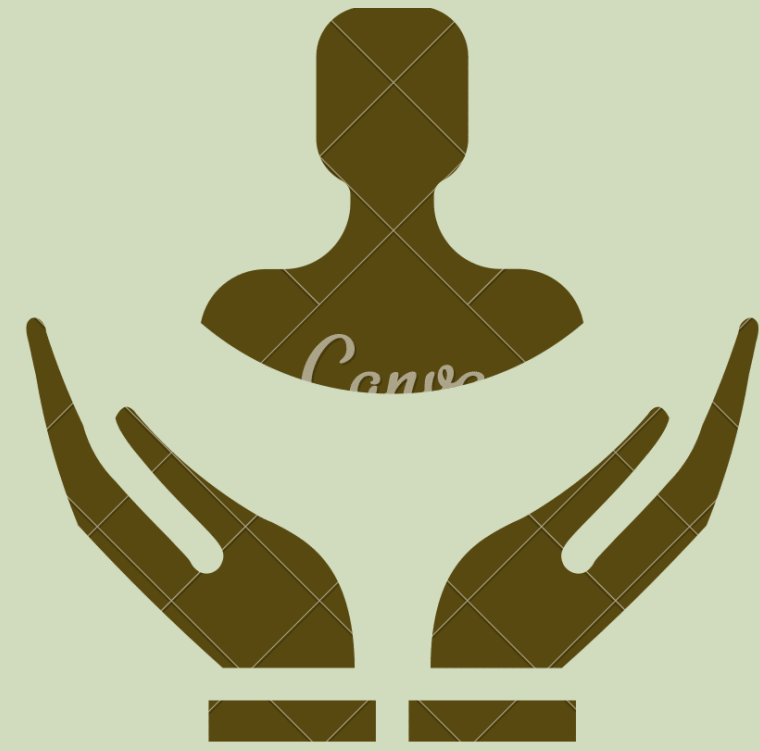
User Version of the  
Mobile Application Rating Scale  
(MARS)



Assesses the quality  
of mobile health  
(mHealth) apps.



Has good test-retest  
reliability (1-2 months  
and 3 months)



No training and  
expertise required to  
administer

# LIKERT SCALE



Inadequate

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Not  
Usable

1



Poor

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Fairly  
Usable

2



Acceptable

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Moderately  
Usable

3



Good

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Usable

4



Excellent

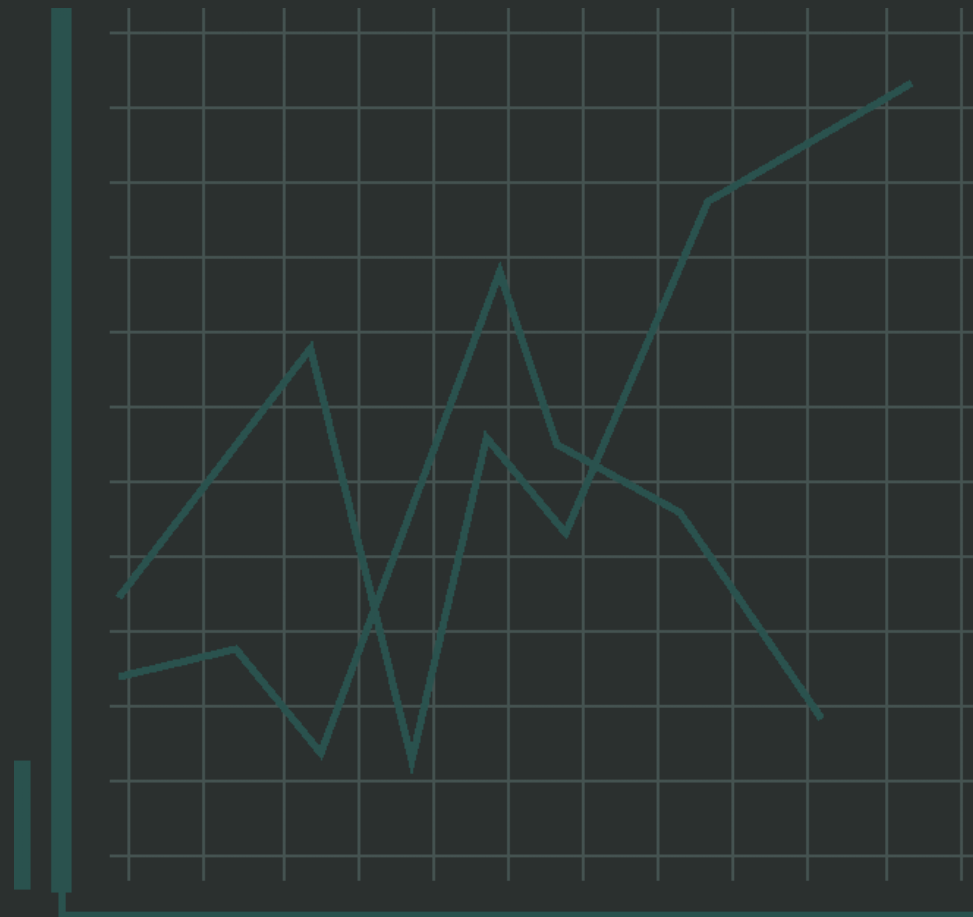
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Highly Usable

5

**uMARS**  
Subscales

AESTHETICS	ENGAGEMENT	FUNCTIONALITY	INFORMATION	SUBJECTIVE QUALITY
Graphic design Visual Appeal Color scheme Stylistic Consistency	Entertainment Interest Customization Interactivity Target Group	Performance Ease of use Navigation Gestural Design	Quality Quantity Visual Credibility	Recommendation Number of Use Monetization Overall Rating



# RESULTS

Level of Usability of the  
Developed Mobile Application

# Aesthetics



3.82



Layout



3.71



Graphics



3.84



Visual Appeal

3.79



Acceptable



# Engagement



# Functionality



3.86



Performance



4.06



Ease of Use



3.71



Navigation



3.69



Gestural Design

3.83



Acceptable

# Information



3.82



Quality of Info



3.86



Quantity of Info



3.73



Visual Info



3.73



Credibility of Source

3.78



Acceptable

# Engagement



3.65



Recommendable

3.16



Use



2.45



Monetization

3.71



Overall

3.83



Acceptable

# Summary



Aesthetics



Engagement



Functionality



Information



Subjective Quality

3.61

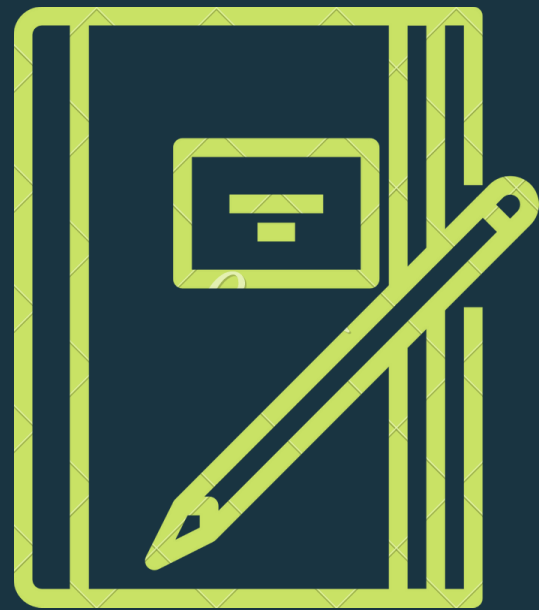


Acceptable

# Conclusion

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## Conclusion



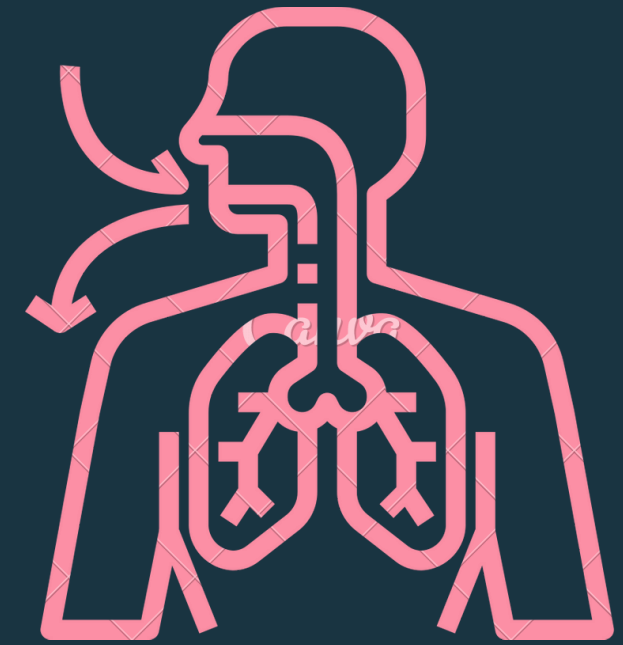
Journaling



Guided  
Intervention



Listening to  
relaxing music



Breathing  
exercises

# Recommendation

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# Recommendation



1. Find more literature to see other possible stress management techniques.
2. Further research about other features that can help to improve the mobile application.
3. Improve the developed application based on the indicators that scored low.

