



# 3Ps Parents & Pupils Portal

## UX/UI CASE STUDY

An interactive school management application designed for students and parents to provide fast communication and easy tracking of students' performance and checking of school-related information within a click away.

By: Rosh Hashana S. Torres

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**Note:** Buttons below are clickable.

# 01. PROJECT OVERVIEW

The Product  
Project Duration  
The Problem  
The Goal  
My Role  
Responsibilities



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## The Product

3Ps stands for Parents & Pupils Portal. It is an interactive school management application designed for students and parents to provide fast communication and easy tracking of students' performance and checking of school-related information within a click away.

3Ps



## Product Duration

4 Months  
August 2022 – December 2022

Made with:



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## COLORS USED



#FFFFFF

#000000

#777777

#BDAEC6

#6F69AC

#CAB8FF

#6867AC

#CE7BB0

## FONTS USED



### **Poppins**

A geometric sans-serif typeface.

### **Milky Honey**

A stylish, lovely and sweet font.



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## THE PROBLEM



The school management application will be designed from scratch as the current one lacks a communication process, has an interface that makes it difficult for users to navigate the home dashboard, there was no organized student tracker for tracking student performance, and school-related information were inaccessible for students and parents to monitor.



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## THE GOAL



Our school management application will let users track students' performance and check school-related information. This will affect how the school connects with students and parents by giving them convenience to access relevant school-related information faster and easier. We will measure effectiveness by looking how frequent users utilize the application.



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## RESPONSIBILITIES



- Identify and assess user requirements.
- Illustrate design concepts using process flow, storyboard, and sitemap.
- Design graphic user interface elements.
- Create UI mockups and prototypes that demonstrate the functionality and appearance of the application.

## MY ROLE



UX Designer for 3Ps (Parents & Pupils Portal) application from conception to final product.



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# 02.

## UNDERSTANDING THE USER



User Research:  
Summary  
Pain Points  
Personas  
Storyboard



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## USER RESEARCH: SUMMARY



My user research process consisted of conducting comparative analysis among the existing similar applications. The user research affirmed the initial assumption that the users experience difficulty in using the application due to its unorganized interface. The users also confirmed that the existing applications lack of other features.



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## USER RESEARCH: PAIN POINTS



### Process



The existing applications do not have a tracker for students' performance and school-related information is not accessible.

### Product



The client needs a school management application with an organized student tracker for performance and a school-related information noticeboard for both students' and parents' monitoring.

### Support



User feedback will be gathered during testing in order to solve pain points and highlight design problems.



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## USER RESEARCH: PERSONAS



**Oliver Lopez**

Age: 38 years old

Occupation: Businessman

Location: Cebu City, PH

### Problem Statement

Oliver, a businessman who is frequently away needs an application to easily track students' performance and check school-related information because he lacks free time to visit his child's school.

### Goals



- Access information about child and school
- Keep track of child's educational progress
- Smooth communication between all the officials of the school
- Pay fees in due time

### Frustrations



- Has to visit school to check school-related information
- Hard to track child's regular reports and activities
- Has no effective and efficient communication with the teachers
- Faced problems attending parents-teacher meetings due to work schedule



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## USER RESEARCH: PERSONAS



### Alice Zamora

Age: 33 years old  
Occupation: Housewife  
Location: Quezon City, PH

### Problem Statement

Alice, a housewife who is anxious needs an application to quickly track the routes of students' transport vehicle because she is tensed about her child's safety.

### Goals



- Feel secure about the child's safety
- Keep track of child's school vehicle

### Frustrations



- Tensed about the child's safety
- Does not have much time to accompany and fetch the child in school due to household chores



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## USER RESEARCH: PERSONAS



**Noah Lim**

Age: 12 years old  
Occupation: Student  
Location: Manila, PH

### Problem Statement

Noah, a student who is forgetful needs an application to keep track of school happenings and announcement because he always missed important updates.

### Goals



- Access to school notices anytime and anywhere
- Stay tuned with all the essential information related to the assignment/project
- Keep connected with the teachers

### Frustrations



- Missing important information
- Not updated and informed about the school notices



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## USER RESEARCH: STORYBOARD



A father who is frequently away from home due to business trips in another city decided to call his son to check how his school performance was so far.



He tried to call his son but to no avail, he wondered why he is not answering his phone.



The son did not notice that his father was calling since he was chatting with his seatmate on the school bus while on their way home.



01

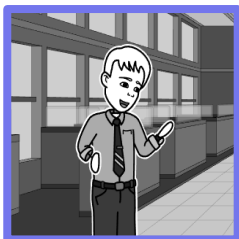
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## USER RESEARCH: STORYBOARD



The father suddenly remembered the school management application that was mentioned by his son.



He installed the application and created an account.



He logged in to the application and sees a list of menu options on the home screen.



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## USER RESEARCH: STORYBOARD



He clicked the Transport option to track whether his son is home or not. He confirmed from the application tracker that his son is still on the way home



He continued to explore the application and clicked the Academic option. He filtered the previous grading period to check his son's educational progress.



The father was happy to know his son is doing a great job. He also felt relieved knowing his son's whereabouts.



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# 03. STARTING THE DESIGN

Flowchart  
Sitemap  
Persona-Based Task Flow  
Paper Wireframes  
Digital Wireframes  
Low-Fidelity Prototype  
Interaction Map



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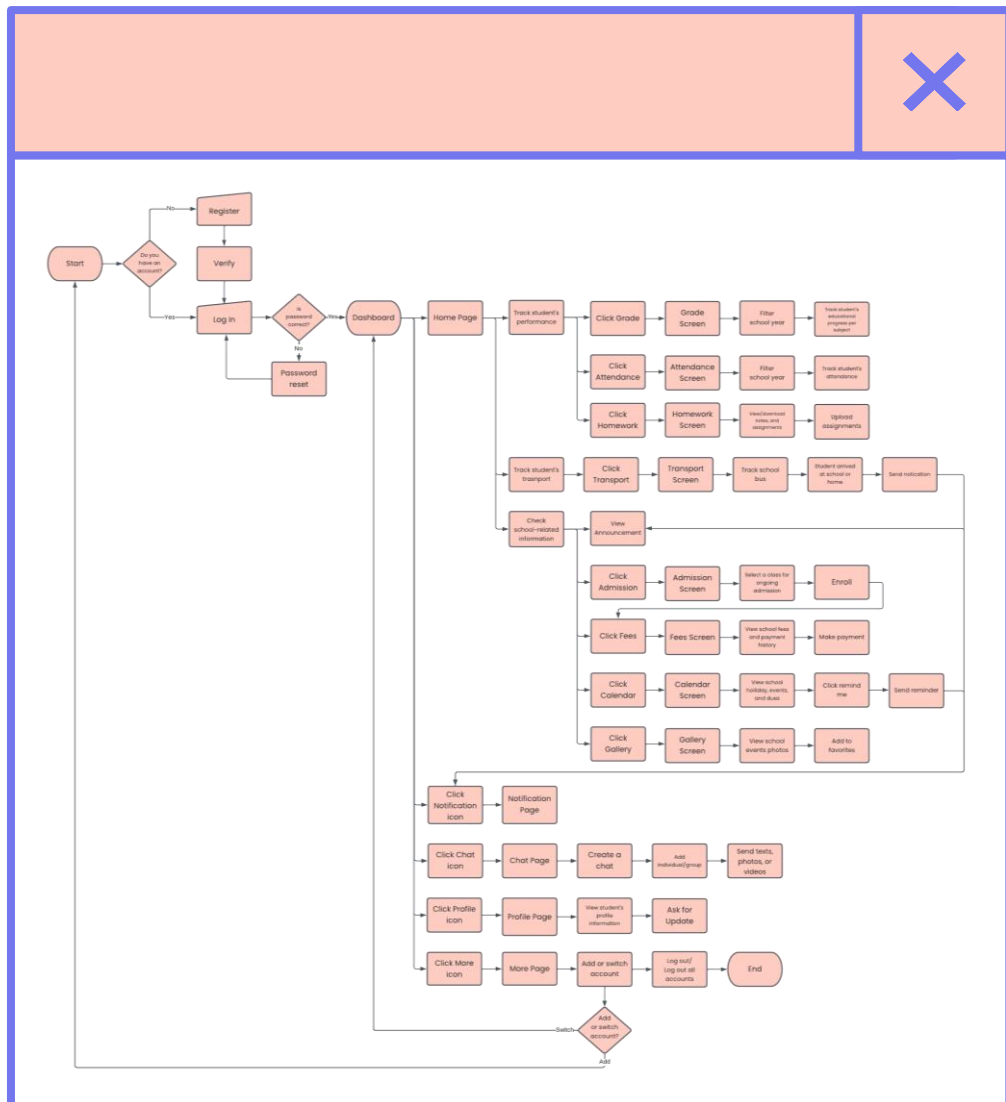
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# FLOWCHART



This is the flowchart showing the complete path a user takes when using this application.



For a clearer copy, please click [here](#).



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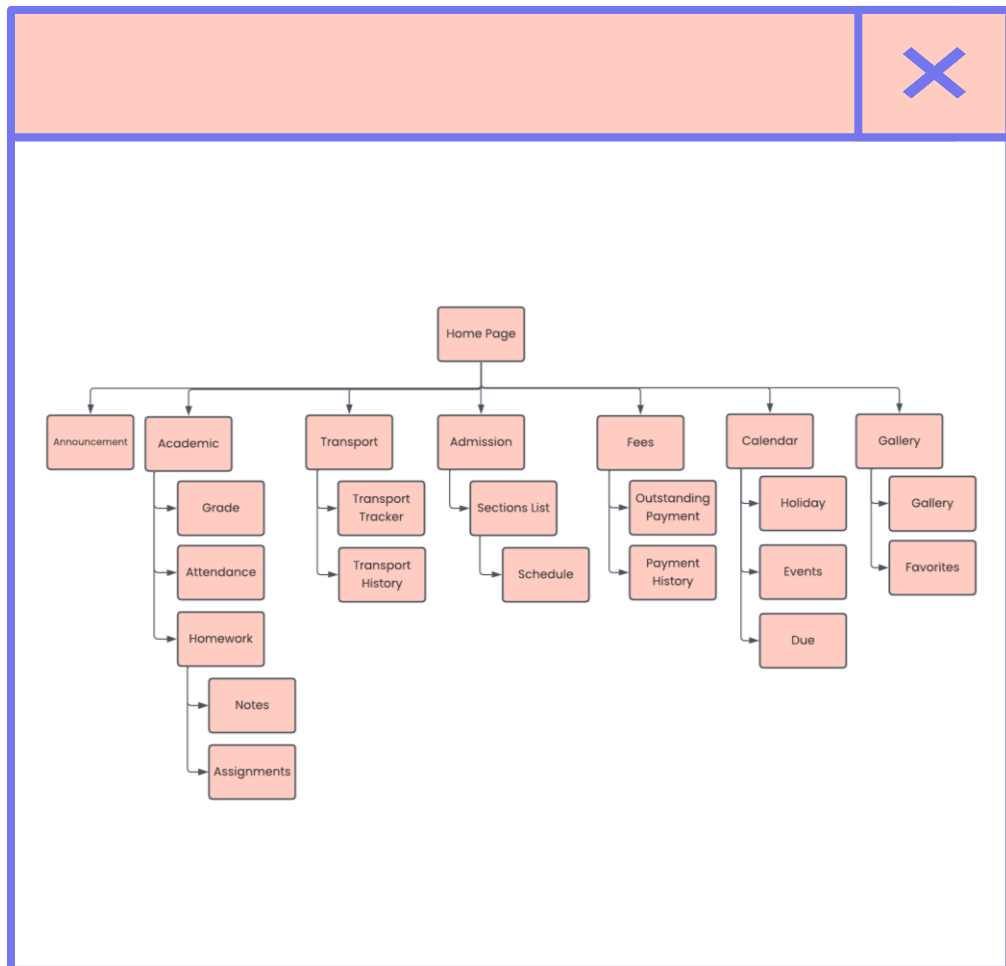
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## SITEMAP



This is the sitemap showing the structure, organization of pages, and content of this application.



For a clearer copy, please click [here](#).



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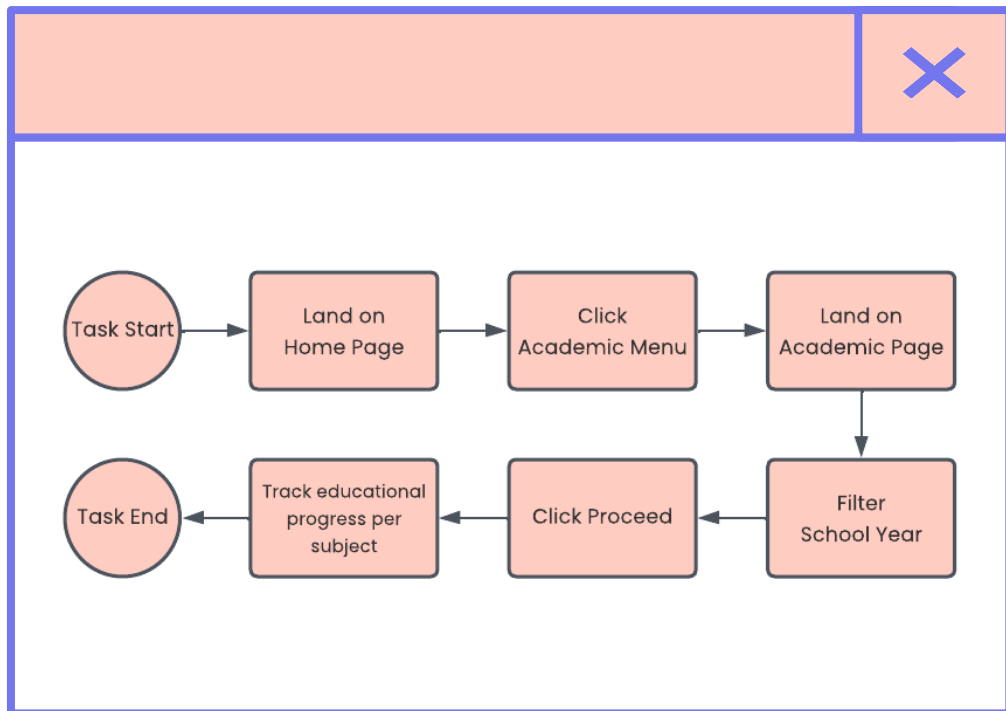
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## PERSONA-BASED TASK FLOW



This is the persona-based task flow diagram showing the user's journey on tracking educational progress per subject.



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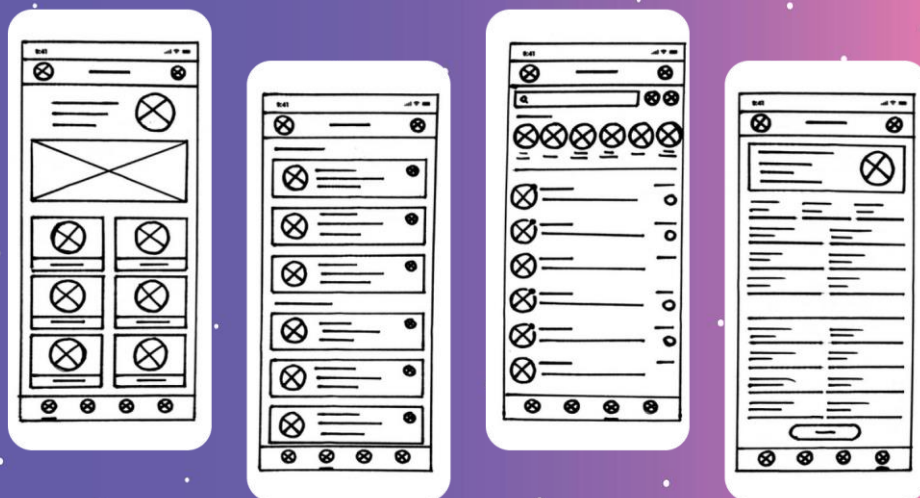
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## PAPER WIREFRAMES



This is the paper wireframes of 3Ps application. Paper wireframe is a sketch or drawing that represents the skeleton of the app interface.



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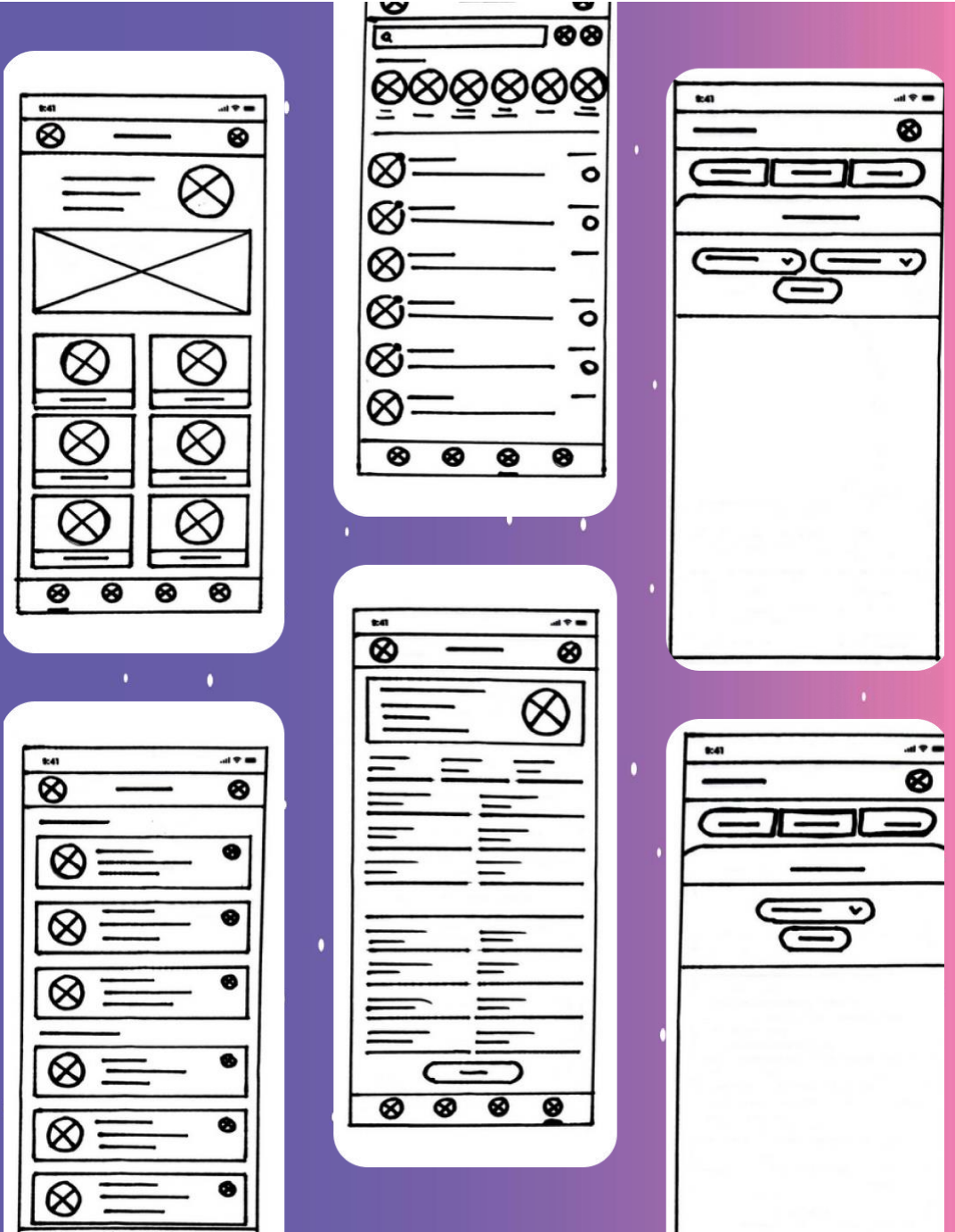
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## PAPER WIREFRAMES



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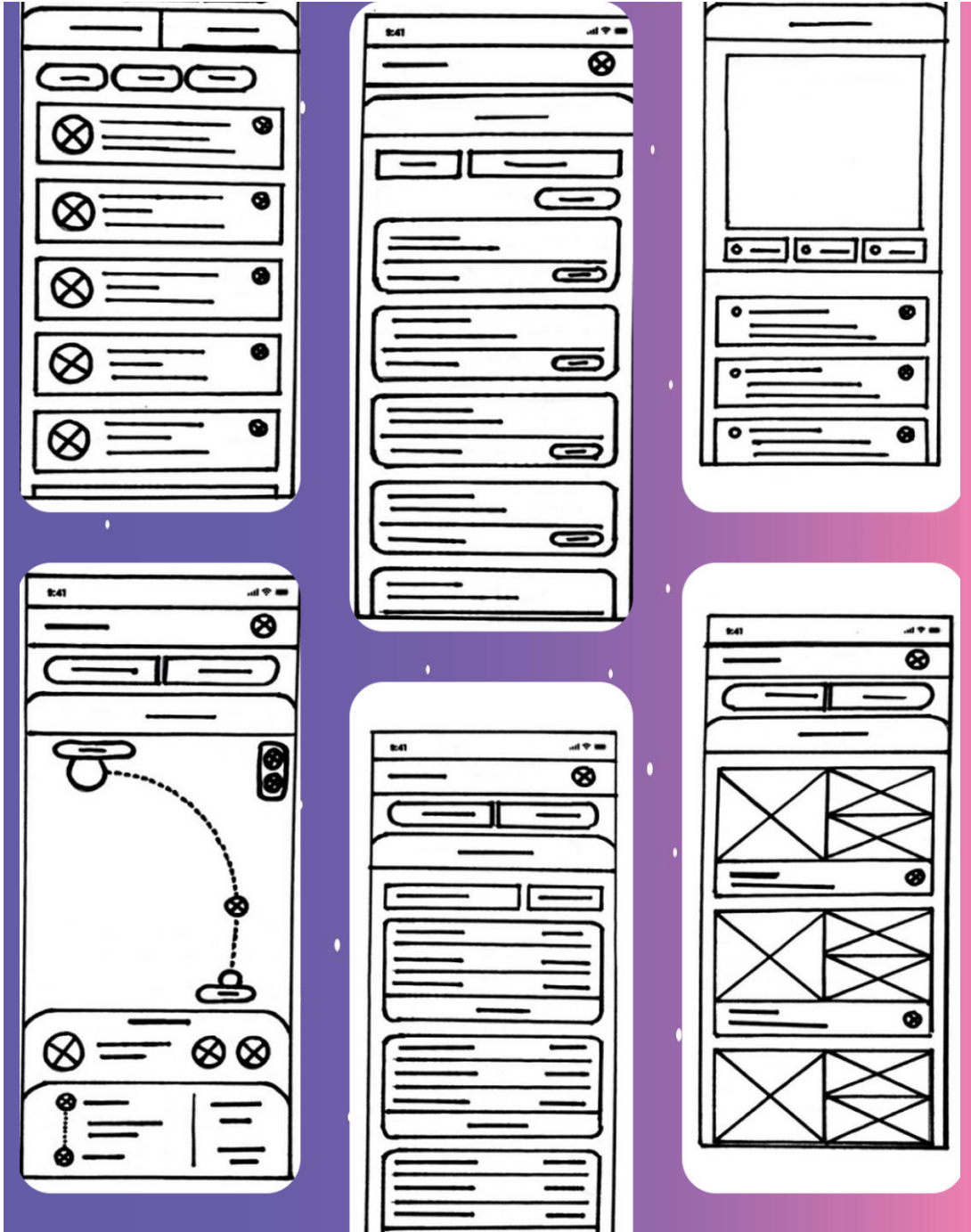
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## PAPER WIREFRAMES



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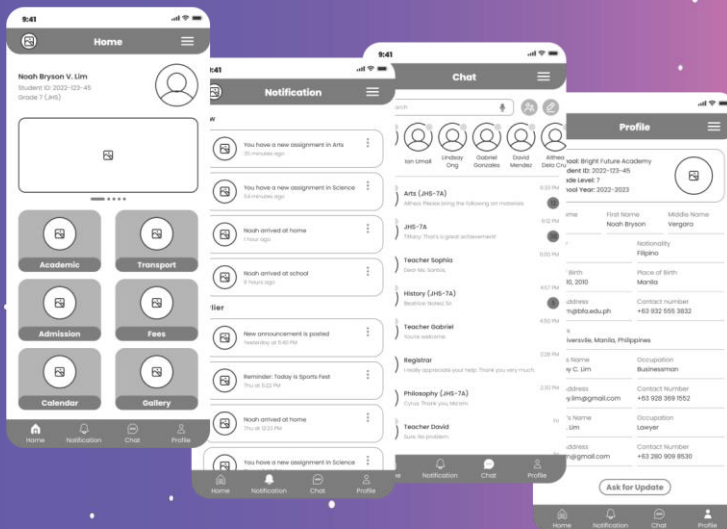




# DIGITAL WIREFRAMES



This is the digital wireframes of 3Ps application. Digital wireframe is a basic, two-dimensional visual representation of the app interface.



01

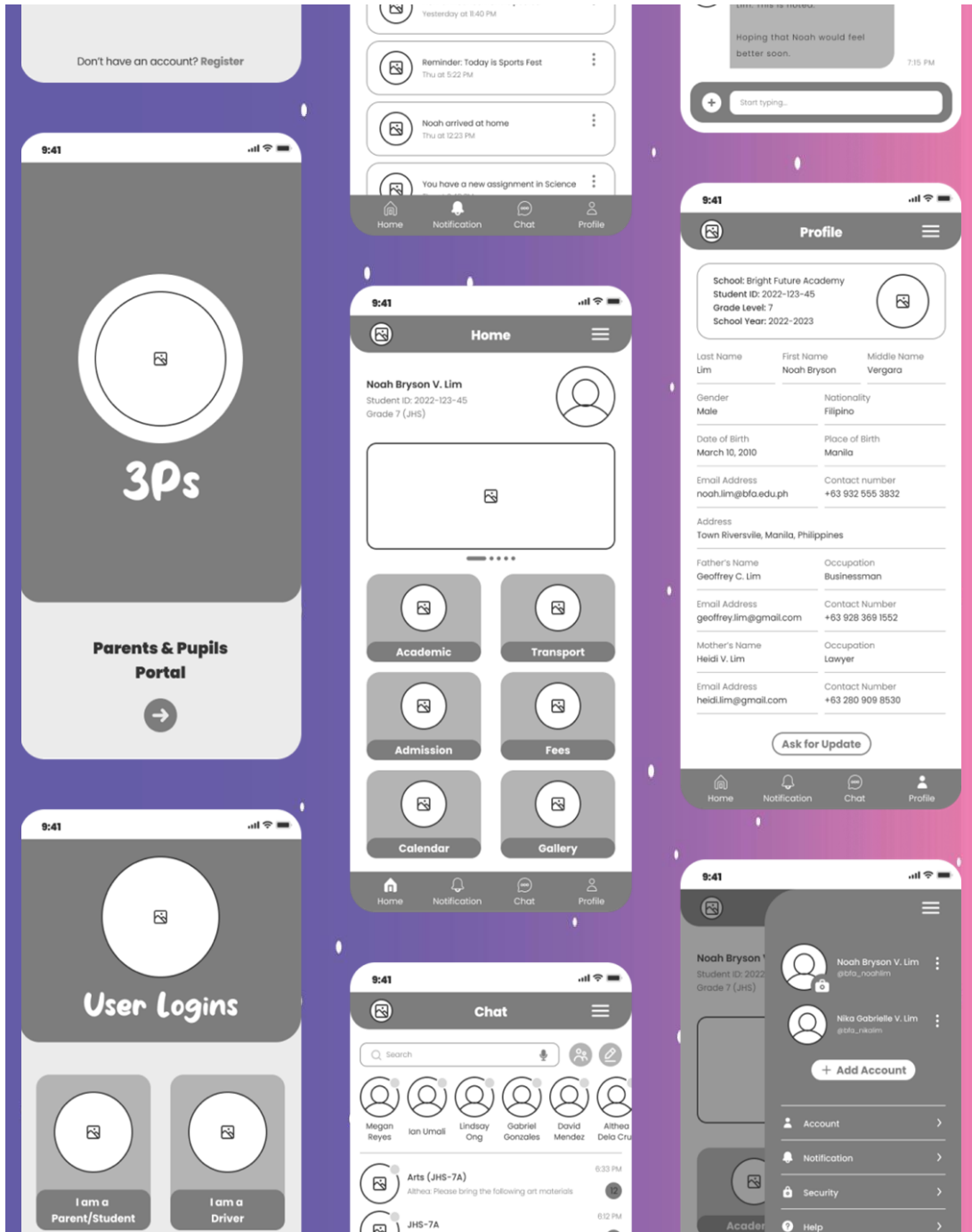
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# DIGITAL WIREFRAMES



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# DIGITAL WIREFRAMES



on individual through visual communication

Instruction: Create a self portrait by assembling objects that represent your interests. The completed drawing must finished with graphite on white drawing paper.

Materials: Graphite, erasers, 12" by 18" white drawing paper

Add Submission

In this lesson, you will learn the relationship between color and mood. You will learn the relationship between horizon, background, middleground and foreground. You will also review the successful use of chalk pastels on paper.

[View](#)

Week 8

9:41

Academic

GRADE ATTENDANCE HOMEWORK

School Year 2022-2023

1ST	2ND	3RD	4TH
Filipino		93	
English		95	
Science		93	
Mathematics		90	
History		95	
Philosophy		93	
Music		90	
Arts		90	
General Average		92.375	

Awards/Achievements



With Honors Best in Filipino  
Best in English Best in History  
1st Place in Spelling Bee

9:41

Academic

GRADE ATTENDANCE HOMEWORK

GRADE

School Year

9:41

Academic

GRADE ATTENDANCE HOMEWORK

School Year 2022-2023

September 2022

SUN	MON	TUE	WED	THU	FRI	SAT
28	29	30	31	1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	1

12 Present  
03 Absent  
07 Excused

9:41

Academic

GRADE ATTENDANCE HOMEWORK

ATTENDANCE

School Year

Proceed

Filipino English  
Science Mathematics  
History Philosophy  
Music Arts

9:41

Academic

GRADE ATTENDANCE HOMEWORK

NOTES ASSIGNMENTS

Assigned Missing Done

November 2022

- Mathematics**  
Visualizing solid Shapes  
Due Date: Mon, November 14 | 8:59 PM
- History**  
Create a Timeline  
Due Date: Wed, November 16 | 10:00 AM
- Arts**  
Object Self Portrait Drawing  
Due Date: Fri, November 18 | 8:59 PM
- English**  
Essay Writing  
Due Date: Mon, November 21 | 12:00 PM
- Science**  
Explore Symbiosis  
Due Date: Mon, November 21 | 3:00 PM
- Arts**  
Paper Cut Art



01

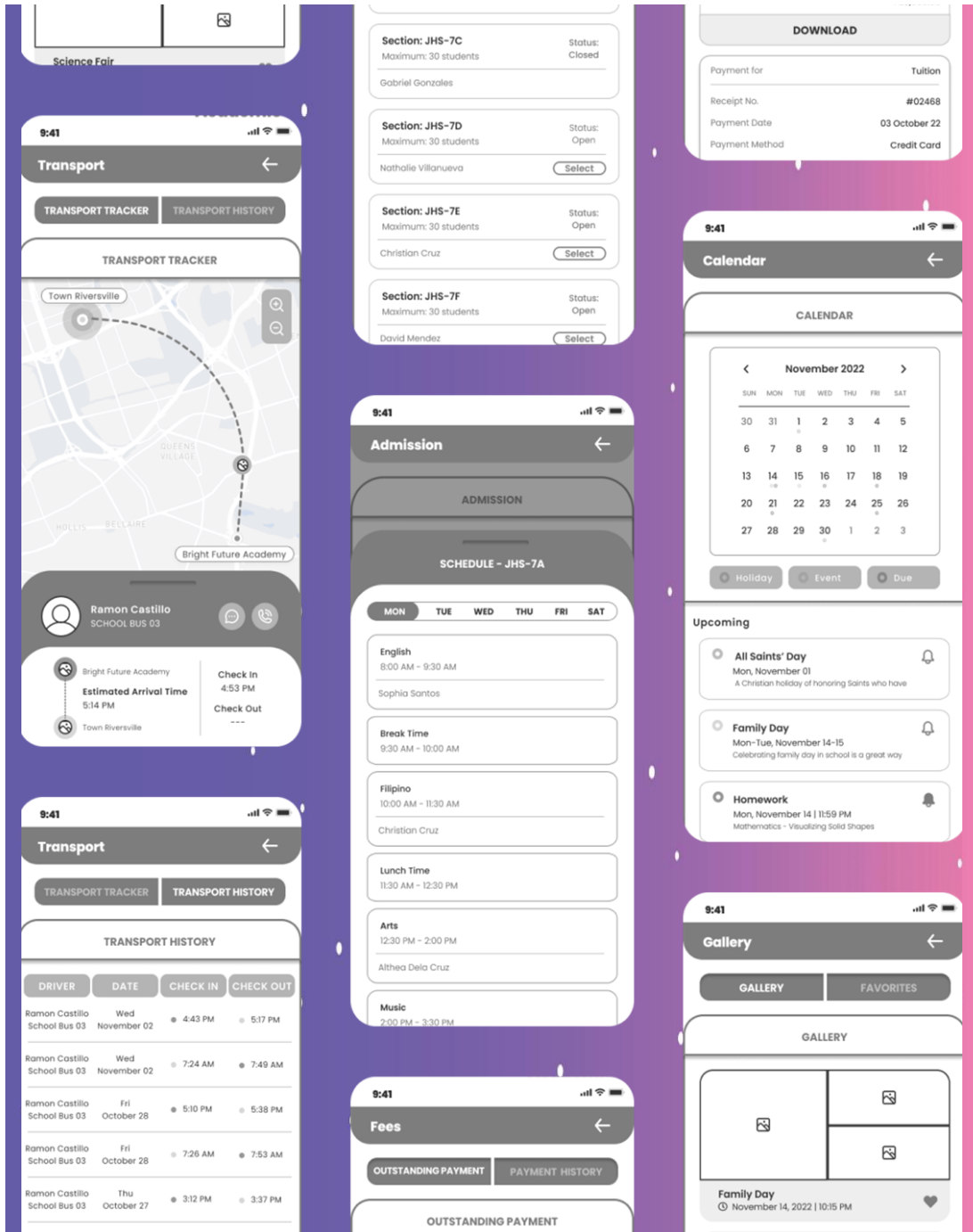
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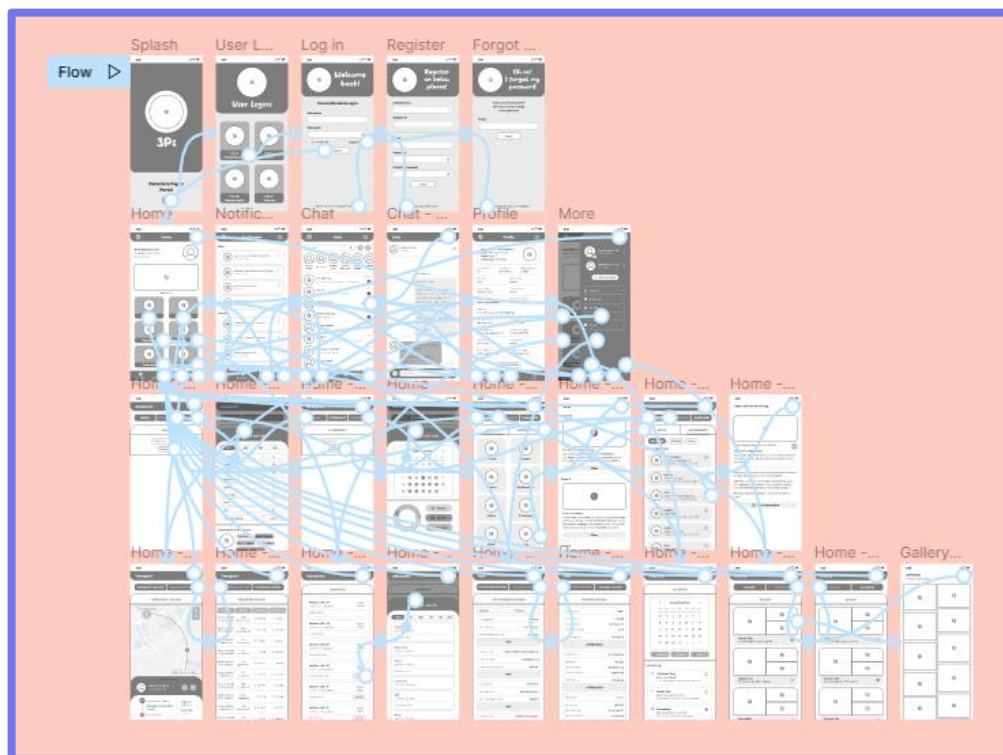
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## LOW-FIDELITY PROTOTYPE



This is the low-fidelity prototype showing the connections between each screen. A working prototype can be tested by clicking on the link [here](#).



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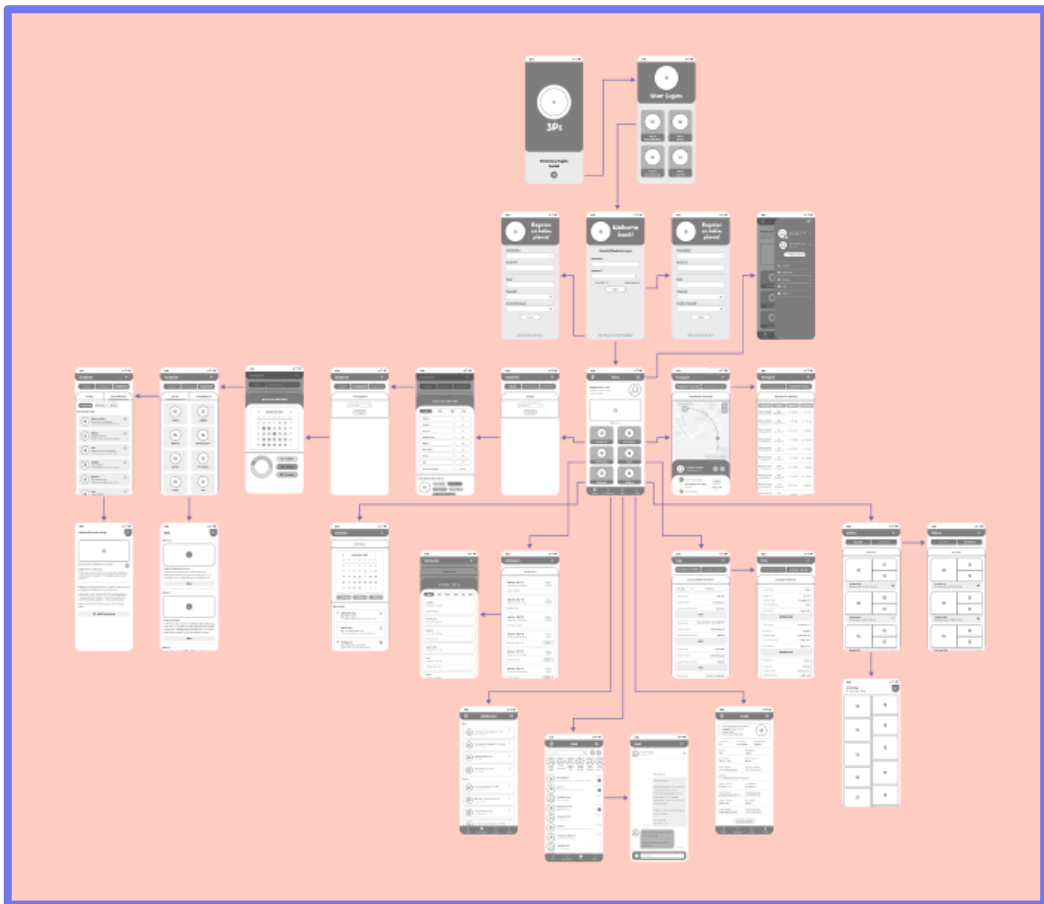
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## INTERACTION MAP



This is the interaction map showing the connections between each screen.



For a clearer copy, please click [here](#).



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# 04. REFINING THE DESIGN

Mockups  
High-Fidelity Prototype  
Accessibility Considerations



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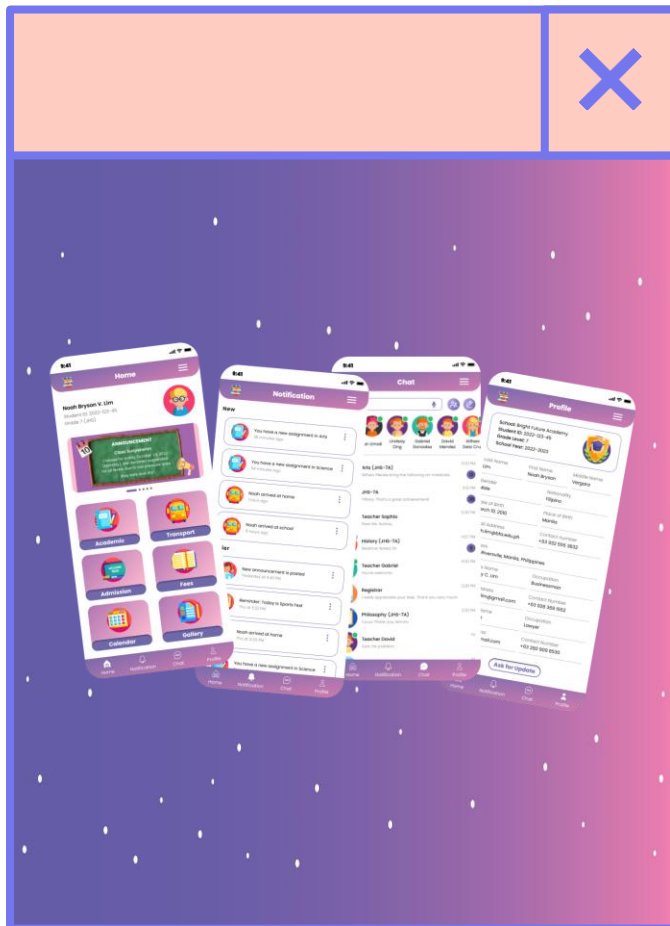
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## MOCKUPS



This is the mockups of 3Ps application.  
Mockup is a static wireframe that includes more stylistic and visual UI details to present a realistic model of what the application will look like.



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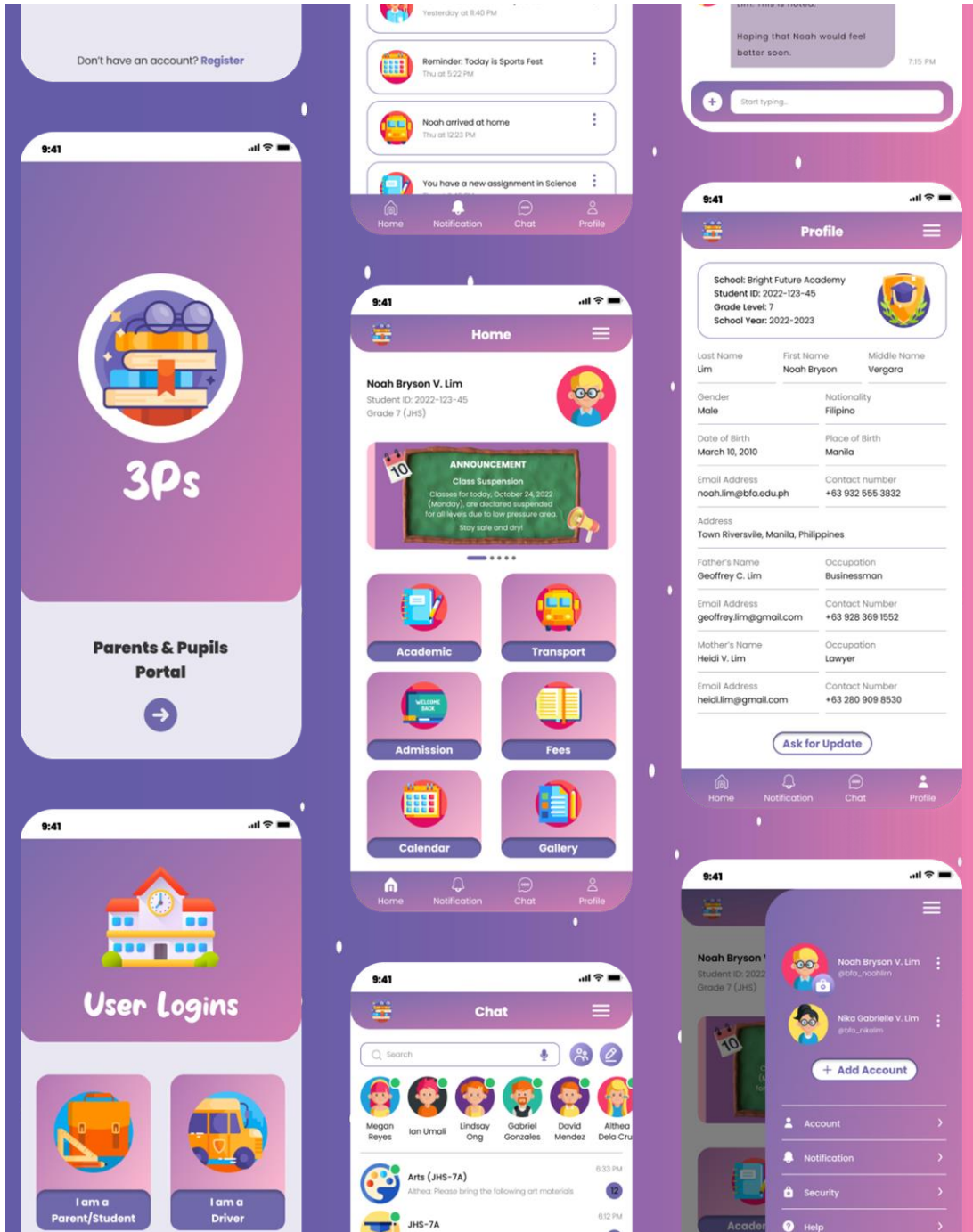
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# MOCKUPS



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# MOCKUPS



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12 Present  
03 Absent  
07 Excused

9:41

Academic

GRADE ATTENDANCE HOMEWORK

ATTENDANCE

School Year

[Proceed](#)

Filipino English  
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01

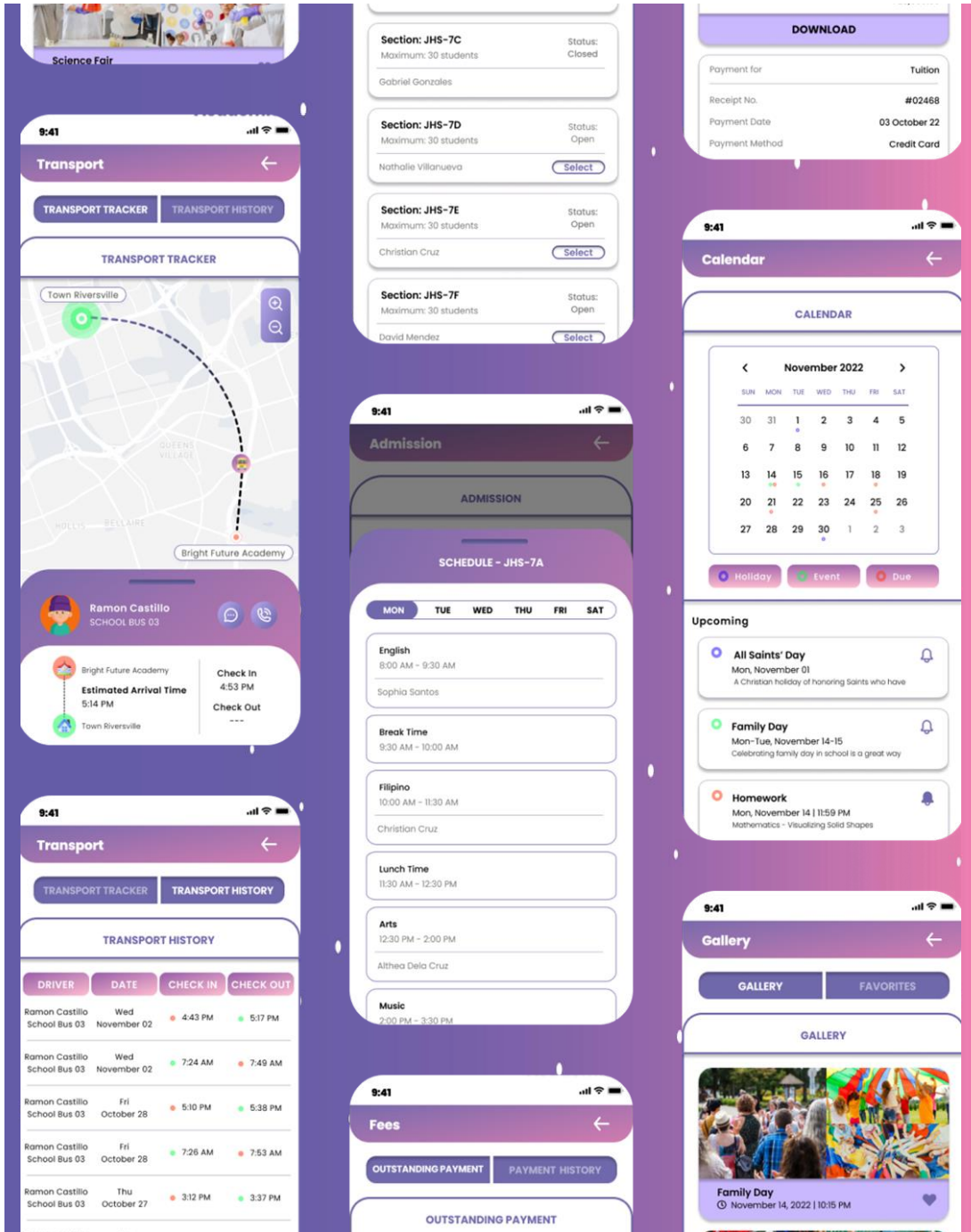
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# MOCKUPS



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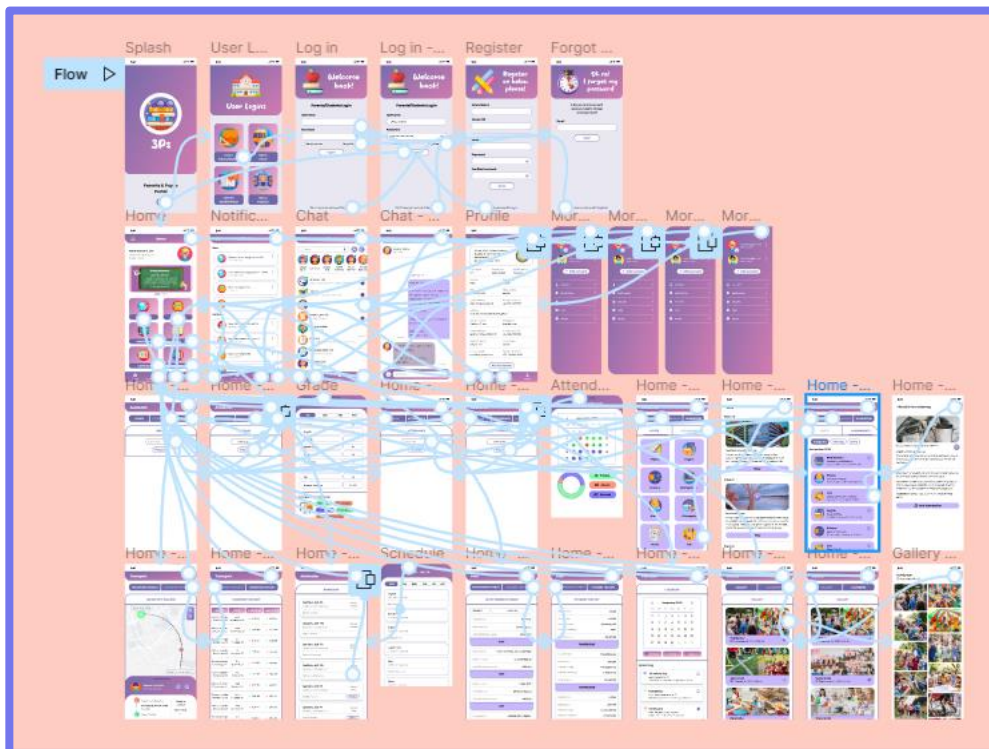
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## HIGH-FIDELITY PROTOTYPE



This is the high-fidelity prototype showing the connections between each screen. A working prototype can be tested by clicking on the link [here](#).



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## ACCESSIBILITY CONSIDERATIONS



### Color Contrast



I have to consider users who might be low-sighted and color-blind, so I chose color combinations that would make the texts legible.

### Typography



I have to consider a font that will help the users to comfortably read the text and gives a lively feel to the application so I chose Poppins for its simpleness and it also met the criteria I am looking for a font.

### Hierarchy and Layout



I have to consider the hierarchy and layout of the application so I make sure that the key information is clearly accessible and has a logical and organized structure.



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## GOING FORWARD



### Expected Impact



Since this application has yet to be released, I am expecting that the users will give the 3Ps application favorable comments and that they will be pleased with final product.

### What I Learned



This is my first project involving UX/UI design. Through this project, I have learned design concepts and developed design abilities like creating wireframes, prototypes, and mockups. In the future, I aim to learn more about the design thinking process and visual design best practices.

### Next Step



I will share this project to self-promotion and social networking platforms for digital designers and creatives to gather feedbacks in order to improve and enhance my design.



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## LET'S CONNECT



## ROSH HASHANA S. TORRES



Barangay Sauyo, Quezon City



0915 266 5081



roshhashana22@gmail.com



linkedin.com/in/roshtorres



github.com/roshtorres



sites.google.com/view/roshtorres

## PROFILE

I am an enthusiastic, dedicated, motivated, reliable, responsible and hard working person. I am able to work well both in a team environment as well as using own initiative. I am adaptable to all challenging situations. I am well organized and always plan ahead to make sure I manage my time well.

## CAREER OBJECTIVE

To become a successful expert in the field of computer science by utilizing my technical knowledge and skills to ensure personal and professional growth and to contribute to the prosperity of the organization.

## EDUCATION

**Bachelor of Science in Computer Science**

New Era University  
2020–Present

## CERTIFICATION

**Oracle Cloud Data Management 2022 Foundations Certified Associate**

November 2022

**Oracle Cloud Infrastructure 2022 Certified Foundations Associate**

November 2022

**Reactive Architecture: Introduction to Reactive Systems**

October 2022

**Oracle Autonomous Database Cloud 2021 Certified Specialist**

November 2021

**Introduction to Data Science**

November 2021

## SKILLS

- **Programming Languages:** Java, HTML, R
- **Microsoft Office:** Word, Excel, PowerPoint
- **Hardware Skills:** Project Management, LAN Cabling, Network Configuration, Software Installation, UI Design, Wireframing, Prototyping
- **Advanced Computer Skills:** Coding, Debugging, Web Development
- **Other Tools:** Eclipse, IntelliJ IDEA, JFLAP, Cisco Packet Tracer, Figma, Canva, Adobe Lightroom



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# THANKS!



This project was created using  
[Figma](#), [Flaticon](#), [Canva](#), [Storyboard That](#), and  
[Slidesgo](#).



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