SWE 632 Project

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Volmatch-An uberized event viewing system

Our project is an uberized version of an events listing system. Organizations are able to create events and volunteers are able to find events near them and sign up for them.

We created this system as a web app using Javascript, HTML, and CSS for the front-end and hardcoded the data register a user and then help him to sign up for an event. The application is deployed on the mason.gmu.edu server and can be accessed through the following domain:

http://mason.gmu.edu/~mfarukh/volmatch

Our application is very usable for first time users. After accessing the link above, users can visit the application's homepage to browse general events or learn more about the application. For further use, and to sign up for an event, they can create the log-in button on the top right and sign up for an account. From there, they can view events happening near-by and also the events they have signed up for.

We have considered 7 ± 2 while designing and tried to keep the user interface simple and kept options on one particular web page less than 7. For example on the home page, we have login button, one section describing the key features of the company, and then list of some of the events happening nearby with an auto focus option for all the buttons. The buttons present on the homepage banner will also help user to navigate through the page. The home page also has a small form section at the bottom of the page to answer any queries that a volunteer or an organisation may have. Our user interface will have a total of 8 different pages, including log-in, registration, event creation, event description, list of events, volunteer sign-up, a success page, and lastly an account page. In order to accomplish a goal, a user will most likely navigate through all or most of these pages. Similarly, if the user is a volunteer, they will also need to first create an account, then view events on the map or in a list, navigate to the event description page, sign-up for an event, and lastly be navigated to the "success" page.

Keeping Shneiderman's five criteria in mind, in our application, we are aiming to minimize the time to learn by creating a seamless transition between different pages. The user will be guided towards the next step based on the account they have so they don't have to spend time figuring out what to do. Since we just have one task at a time, the user will not take a long time to learn the interface and navigate through the different screens. As for the speed of performance, there can be a delay caused by the long process of accomplishing a task. Both users (volunteers and organization representatives) have to fill out two forms initially. First, they have to create their respective account, and then fill out an additional form to either create an event, or sign up for an

event. This process can slow down the performance. The number of mouse clicks can further decrease performance if the user tries to look for an event but does not find it appealing. In this case, he will have to click on the “back” button and search for another event that matches his interests. We have tried to meet all the criteria stated my Shneiderman to enable the user to be satisfied with the entire process.

Initially, during the designing phase we had decided that any particular event will also have a map with it but were not able to do so because of time constraints. This map will point to the location of the event. But we were not able to include that into our application. Secondly we have not included validations in our system. For example, while registering, if a user is entering letters in place of numbers in zip code, it will still accept it and not throw any error for it to enter only numbers and not letters or any symbol.

Every event listed under All Events page leads to only one description page and currently does not have individual details about it. Since we do not have a working database connected, we are registering a volunteer named john and then logging him in into the system and later on his account page we can see two tabs which leads him further to viewing all the events and to view the events he has registered for already. Also on the home page if you click on the images showing the events happening nearby they are not getting redirected to that particular event. We didn't implement some of the features stated above because we were trying to restrict the number of screens.

So, in order to use the system the user must have syntactic and semantic knowledge and the use will be able to quickly learn the application and effectively navigate through the different pages to complete a task.