

**MAPUA MALAYAN COLLEGES OF MINDANAO**  
**COLLEGE OF COMPUTER AND INFORMATION SCIENCE**



**SWIPPER**

**Team SP**

**Members:**

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## PART 1: UNDERSTANDING THE PROBLEM

**TEAM:** SP (Sean, Pearl)

**MEMBER:** Paseos and Kaquilala

### Overview:

In the evolving and competitive landscape of job searching, a pioneering digital solution has emerged, addressing the nuanced and multifaceted needs of contemporary job seekers. The current socio-economic climate, characterized by rapid technological advancements and shifting employment paradigms, necessitates innovative and efficient methods for securing suitable employment. This platform ingeniously integrates modern swiping mechanics with personalized job recommendations, catering to the sophisticated preferences and expectations of today's users.

Moving beyond traditional job-hunting methodologies, this platform offers a seamless and intuitive interface that facilitates effortless navigation through a diverse array of job listings. Its design is anchored in user-centric principles, ensuring a fluid and engaging experience that aligns with the dynamic lifestyles of modern job seekers. By leveraging sophisticated algorithms, the platform delivers highly tailored job recommendations based on a detailed analysis of user preferences and behaviors. This not only streamlines the job search process but also enhances the precision of matching candidates with appropriate opportunities.

The platform's advanced algorithmic framework marks a significant departure from conventional approaches, optimizing the job search process through a blend of machine learning and data analytics. This innovative approach ensures that users are presented with the most relevant job opportunities, increasing the efficiency and effectiveness of the job search. By merging contemporary technological elements with a deep understanding of user needs, this platform redefines the job search experience and positions itself as an essential tool for navigating the complexities of modern employment landscapes. Through its intelligent design and functionalities, it represents a significant advancement in digital job searching, aligning seamlessly with the demands and expectations of the modern workforce.

### Solving the Problem:

Amidst the challenges posed by outdated job search methods, this solution stands out as an innovative response to the multifaceted needs of contemporary job seekers. Leveraging advanced technology and user-centric design principles, it simplifies the daunting task of job hunting, alleviating inherent complexities. At its core lies the ability to harness data-driven insights and deliver personalized recommendations, facilitating a tailored and efficient job search experience. With intuitive functionality and real-time notifications, it accelerates the job search process while fostering a sense of empowerment among users.

### The Application:

- **Application name:** SWIPPER (Smart Way to Interact with Potential Employment Resources)
- **What it is:**

- Swipper is a revolutionary job-finding application that brings the popular swiping concept of Tinder to the world of employment. Designed to streamline the job search process, Swipper empowers users to explore a vast array of job opportunities with a simple and intuitive swiping interface.
- **Features:**
  - **Job Discovery:** The Swipper aggregates job listings from various sources, allowing users to search and filter opportunities based on criteria like job title, location, industry, and salary range.
  - **Swipe-Based Interaction:** Inspired by Tinder, Swipper presents job listings as swipeable cards, enabling users to quickly express interest or disinterest with a simple swipe.
  - **Personalized Recommendations:** The Swipper algorithms analyze user behavior and preferences to provide tailored job recommendations that align with the user's profile.
  - **Matching and Connections:** When a user's "liked" job matches an employer's interest, Swipper facilitates a connection, allowing both parties to initiate the application process.
  - **Application Tracking:** The Swipper Application Tracking feature helps users monitor the status of their job applications and access their application history.
  - **Employer Profiles:** Swipper offers detailed information about the companies posting job listings, giving users insights into the company culture, benefits, and other relevant details.
  - **Notifications and Alerts:** The Swipper robust notification system keeps users informed about new job postings, application updates, and potential matches, allowing them to stay on top of the job search process.
- **Questions about the Application:**
  1. **Who are the potential users?**

The Swipper app targets a diverse range of job seekers, including recent graduates, career changers, and professionals seeking new opportunities across various industries and locations.
  2. **What tasks do they seek to perform?**

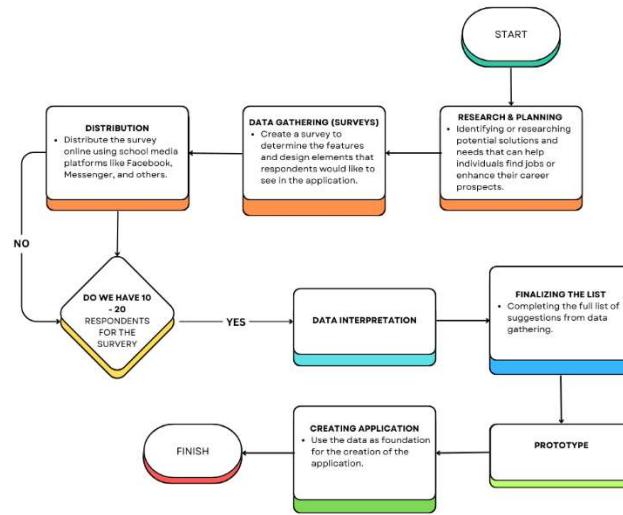
Users aim to efficiently discover and explore job listings, filter and sort options based on their preferences, express interest in opportunities, track application statuses, and research prospective employers.
  3. **What functionality should any system provide to these users?**

Essential functionalities include comprehensive job search capabilities, intuitive swiping interfaces, personalized job recommendations, seamless matching, and connection features, robust application tracking tools, and detailed employer profiles.
  4. **What constraints will be placed on your eventual design?**

Constraints may include technical limitations, data privacy and security requirements, regulatory compliance, scalability and performance considerations, and budgetary constraints.
  5. **What criteria should be used to judge if your design is a success or not?**

Success can be evaluated based on user satisfaction and engagement, efficiency in facilitating job matches, quality of employer-user matching, application conversion rates, user retention, and growth, and overall business impact.

- **Approach:**



**Figure 1. Flowchart**

## Part 2: Design Alternatives

### Scenario:

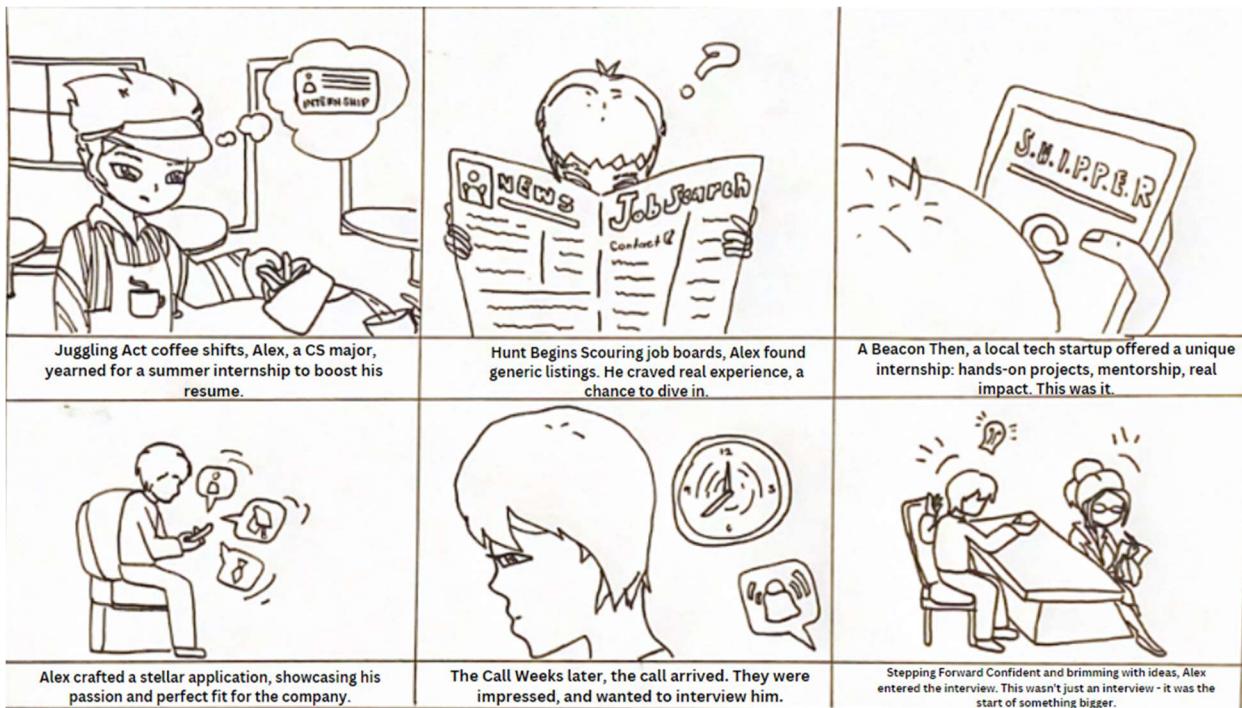
Scenario 1 – Alex is a third-year Computer Science major who is balancing a full course load, extracurricular activities, and a part-time job. He wants to secure a summer internship that will provide hands-on experience and bolster his resume.

Scenario 2 - Mia is a fourth-year Business Administration student currently on On-the-Job Training (OJT) at a marketing firm. Her OJT concludes in a few months, and she aims to secure a full-time job before graduation, focusing on roles with growth opportunities in marketing and management.

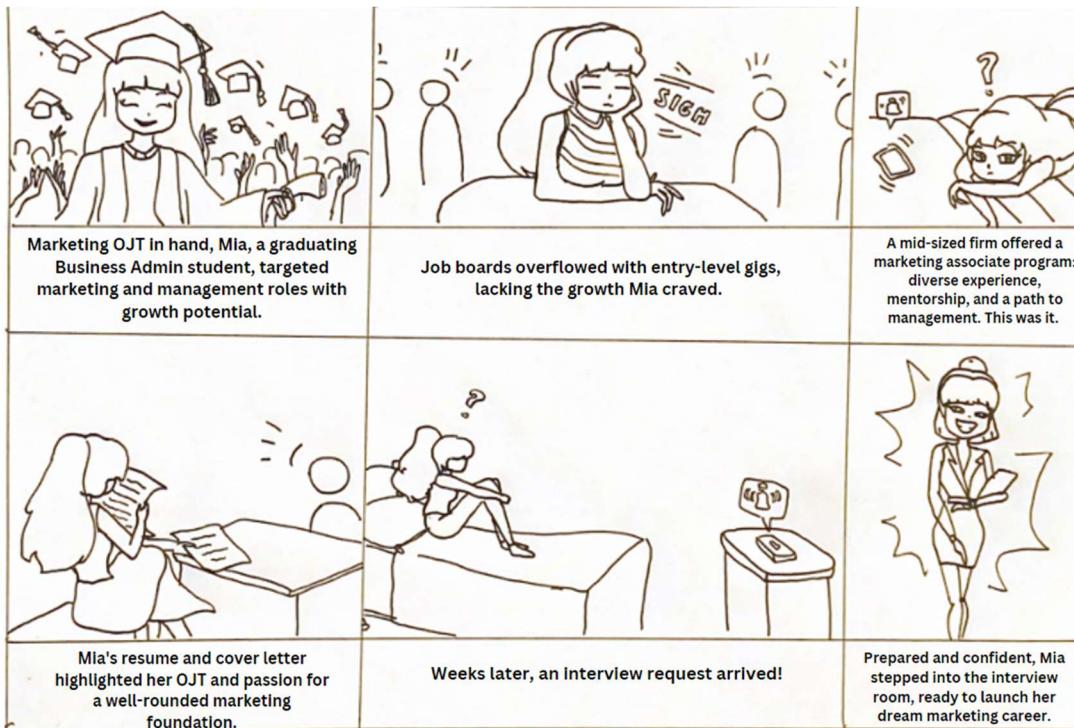
Scenario 3 - Judy graduated two years ago with a degree in Sociology but has struggled to find a fulfilling job. After working in various temporary positions, Judy feels uncertain about her career path and is looking for stability and purpose.

### Storyboard (Based on Scenarios):

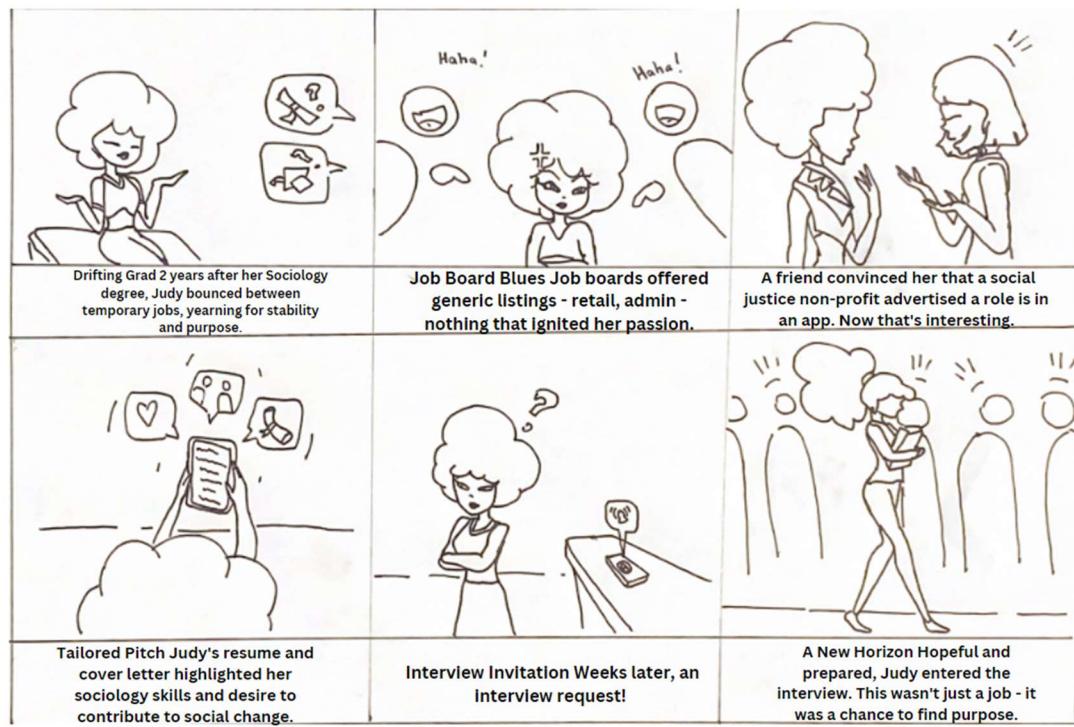
#### Scenario 1 - Alex



## Scenario 2 - Mia



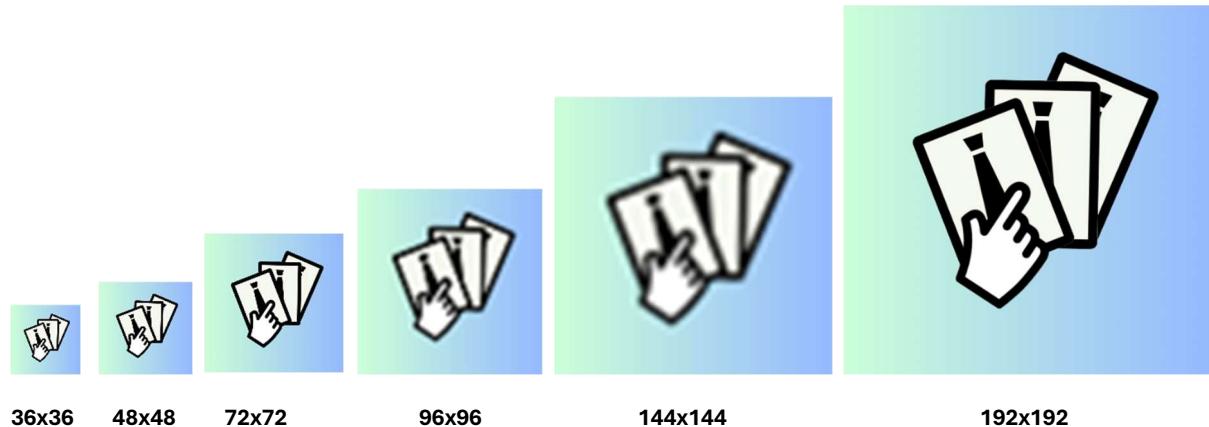
## Scenario 3 - Judy



### **Problem Statement:**

- **Overwhelmed by Job Board Complexity**
- **Lack of Personalized Job Recommendations**
- **Difficulty in Discovering Hidden Job Opportunities**

### **Application icon Size comparison:**



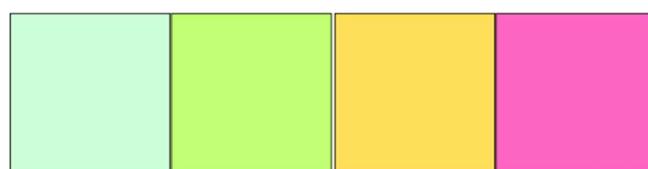
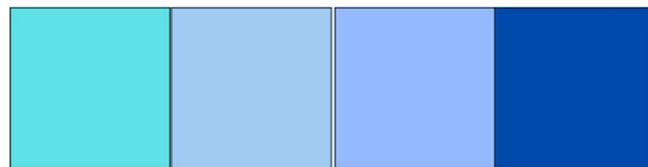
The icons above showcase the application icon in various sizes. This is essential to identify how it would look in many different screen ratios.

### **Design**

The SWIPPER app aims for a sophisticated design by focusing on key elements such as the color scheme, font style, and graphical user interface (GUI). By implementing a harmonious and accessible color palette, we ensure visual appeal and readability for all users. The choice of modern, clean, and professional fonts enhances both aesthetic and legibility, creating a cohesive and engaging experience. Additionally, a user-friendly GUI with an intuitive layout, responsive interactive elements, and a clear visual hierarchy ensures seamless navigation and interaction, ultimately providing an elegant and efficient user experience.

### **Color Palettes**

The images below showcase the color palettes selected for use in the application, derived from the App Icon's logo. These palettes are provisional and may be revised during the prototyping stage.



#### Font Style

AaBbCcDdEeFfGgHhIiJj  
KkLlMmNnOoPpQqRrSs  
TtUuVvWwXxYyZz12345  
6789~!@#\$%^&\*()\_+-=[]  
{|;:,./<>?}

#### Canva Sans

The primary font style used in the SWIPPER application is Canva Sans. Canva Sans is a clean, modern sans-serif typeface that is known for its clarity and legibility across various digital platforms. This font was chosen due to its simplicity and elegance, which aligns with our goal of achieving a sophisticated design. Additionally, Canva Sans is widely

recognized for its versatility and is commonly used in digital design projects, making it an ideal choice for our app.

In addition to Canva Sans, other font styles will be explored and implemented during the prototyping stage for specific design purposes. This approach allows us to emphasize certain labels and enhance the overall aesthetic of the user interface, ensuring a visually engaging and user-friendly experience.

## GUI

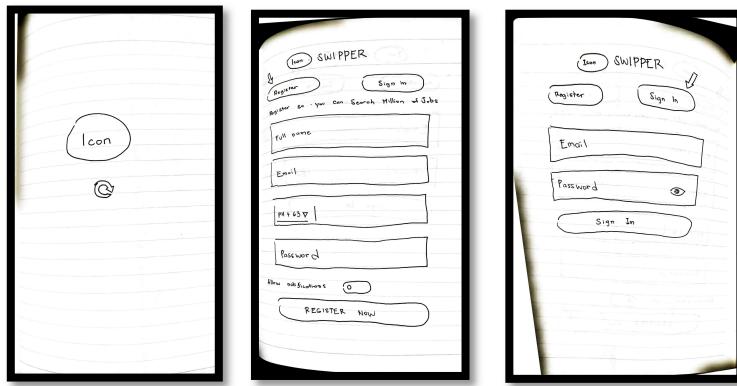
The SWIPPER app will use an Android Mobile UI design to maintain simplicity and consistency, avoiding the complexity of managing separate designs for different platforms. We will utilize Sketch for designing the application, allowing us to create detailed prototypes and make quick iterations based on user feedback. This approach ensures a cohesive, user-friendly, and visually appealing interface, tailored specifically for a swiping app on phones.

### Sample feature flows

We aim to present a demonstration of different features found within the app. Please be aware that some of these features may be modified depending on the outcomes of the survey.

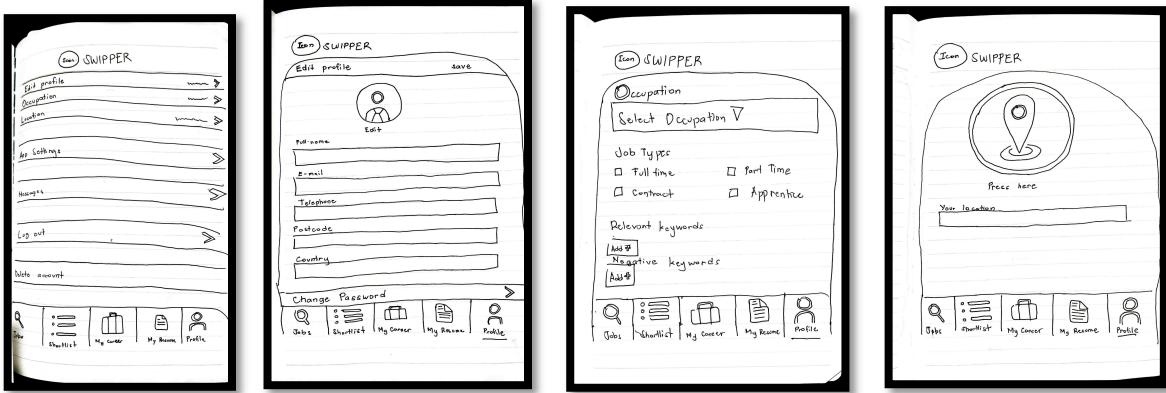
### Sample flow: User Registration and Login

- Users can sign up for a new account or log in with existing credentials. This includes entering personal information, verifying email, and setting a password.



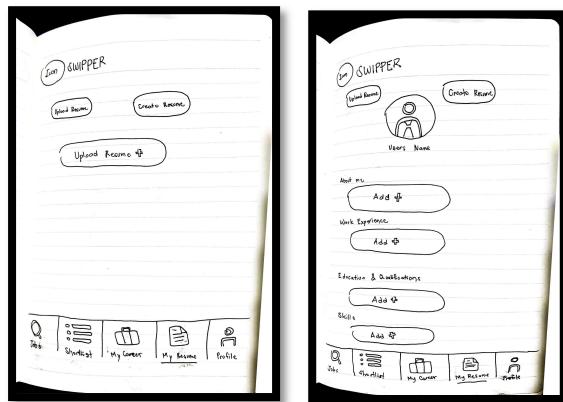
### Sample flow: Profile Setup

- After registration, users can set up their profiles by adding a profile picture, personal details, work experience, and preferences.



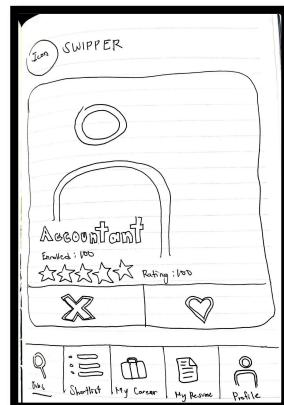
### Sample flow: Resume Upload and Creation

- Users can upload their existing resumes or create a new resume within the app, which can be used to auto-fill application forms and increase visibility to potential employers.



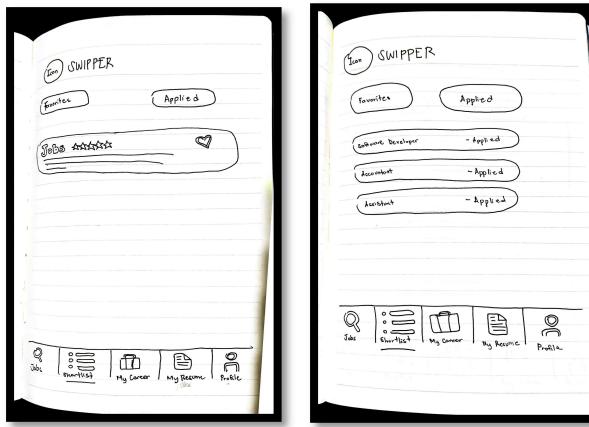
### Sample flow: Swiping Mechanism

- The core feature allows users to swipe left or right on job postings. Swiping right adds the job to the user's shortlist.



## Sample flow: Shortlist

- Users can view and manage their shortlist, which includes all the jobs they swiped right on, and see which ones they have already applied to.



## Sample flow: Manual Application

- From the “shortlist” or “my career”, users can manually apply to selected job postings.



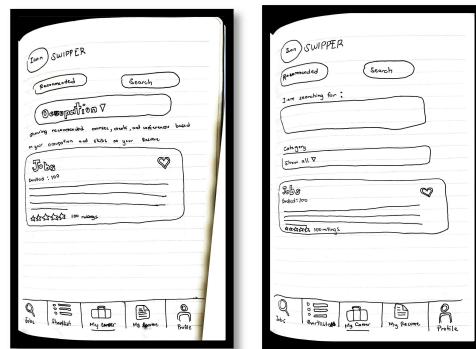
## Sample flow: Messages and Notifications

- Users can send and receive messages and notification within the app to communicate with potential employers.



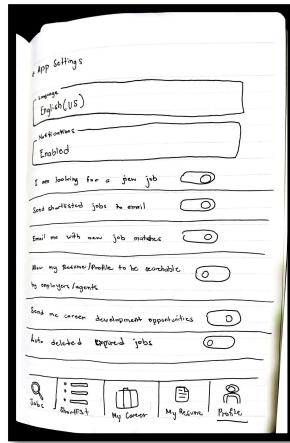
### Sample flow: Searching mechanism

- Users can search for specific job postings using various filters such as industry, location, and job type.



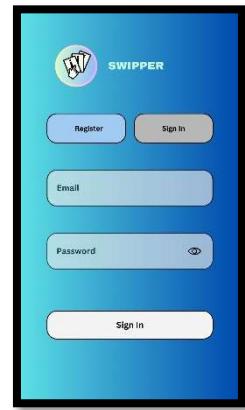
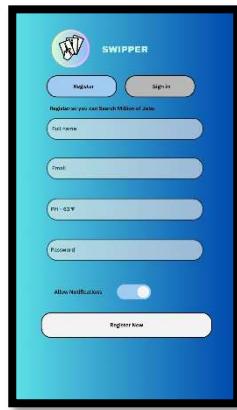
### Sample flow: Settings

- From the profile, Users can customize their app experience by adjusting settings and preferences such as notification preferences, privacy settings, and account details.



## Mock-up/Prototype

- our team will present a prototype of the application. The design, created in Canva, is not the final version and is meant to demonstrate the app's basic functionality. Additional features will be added after thoroughly reviewing the survey data.



### Splash Screen

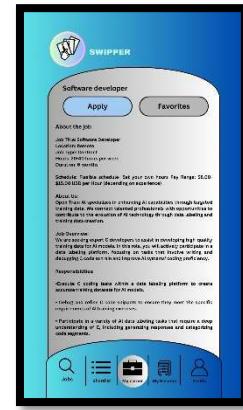
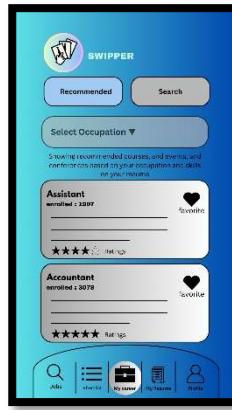
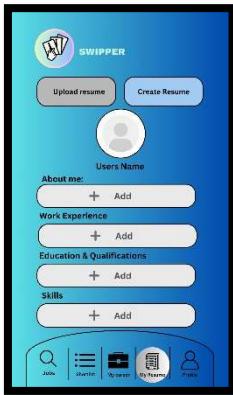
The Splash Screen contains the app's logo and will be displayed for a couple of seconds

### Log in

Upon opening the app, users will encounter options to either log in or create a new account. The first view will display the log in screen

### Sign up

The user will begin by signing up for an account if they are new. This view will be displayed to the user upon clicking "Sign in"



## Creating Resume

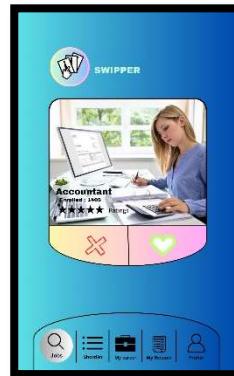
They can create a resume using the application's feature. This tool allows for inputting personal details, qualifications, work experience, skills, and education. Users can choose templates, edit content, upload supporting documents, and preview their resume before finalizing it for job applications.

## Search

enables users to find specific job postings by entering keywords or using filters such as job title, industry, location, and company. It streamlines the job-hunting process by presenting tailored opportunities based on user preferences and qualifications, ensuring efficient navigation through relevant job listings.

## Applying

allows users to submit job applications directly through the app. Users select job postings, review details, and apply by submitting their resume and cover letter. It includes features for tracking application status, receiving updates, and managing communications with employers, ensuring a streamlined job application process.



## SWIPPING

allows users to interact with job postings by swiping left or right to indicate interest or pass. This intuitive feature inspired the app's name, "SWIPPER," emphasizing its user-friendly

approach to browsing and selecting job opportunities similar to popular swiping actions seen in other applications. It simplifies the process of reviewing and managing job listings, making job searching more engaging and efficient for users.

### PART 3.1: SYSTEM PROTOTYPE

#### Project Description:

SWIPPER is an innovative mobile application revolutionizing the job application process by introducing a swipe-based interface inspired by popular dating apps. This intuitive platform aims to simplify job searching and application procedures, offering users a seamless experience directly from their smartphones. Key features include swipe gestures for shortlisting jobs, a favorites list for easy access to preferred opportunities, and manual application capabilities for tailored submissions. SWIPPER focuses on enhancing user satisfaction and efficiency in job hunting, catering to diverse job seekers and employers alike. By bridging the gap between candidates and job openings through a user-friendly interface, SWIPPER aims to optimize employment outcomes and streamline recruitment processes across various industries.

#### Requirements Summary:

MINIMUM REQUIREMENTS	Processor Cores	Dual-core processor (2 cores)
	OS	Android 8.0 or iOS 11
	RAM	2 GB
RECOMMENDED REQUIREMENTS	Processor Cores	Quad-core processor or higher
	OS	Android 10.0 or iOS 13
	RAM	4 GB

<b>OTHER REQUIREMENTS</b>	Permissions	Notifications, Location
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**Table 1: System Requirements**

The minimum processor requirement for the SWIPPER app is a dual-core processor, ensuring it can run on older, low-end devices. The app will be compatible with Android 8.0 and iOS 11, which are still in use on many such devices. For the best performance, we recommend a quad-core processor, Android 10.0 or iOS 13, and at least 4 GB of RAM.

### **Prototype Description**

The SWIPPER prototype demonstrates the core features and user experience of the application. It starts with a welcome screen displaying the SWIPPER logo and tagline, followed by a sign-up or log-in screen for new and returning users. The main interface includes a home screen that serves as the central navigation hub, where users can swipe through job postings, upload or create resumes, and shortlist their favorite jobs. The prototype highlights the smooth transition between different actions, such as swiping to save jobs, applying directly from the app, and managing shortlisted positions. This emphasizes a user-friendly design and intuitive navigation to enhance the overall job-seeking experience.

### **SWIPPER Canva Link:**

[https://www.canva.com/design/DAGIqfGjqpE/Ge28a7iwoKuse4oxX7pj1w/edit?utm\\_content=DAGIqfGjqpE&utm\\_campaign=designshare&utm\\_medium=link2&utm\\_source=sharebutton](https://www.canva.com/design/DAGIqfGjqpE/Ge28a7iwoKuse4oxX7pj1w/edit?utm_content=DAGIqfGjqpE&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)

### **User Scenario**

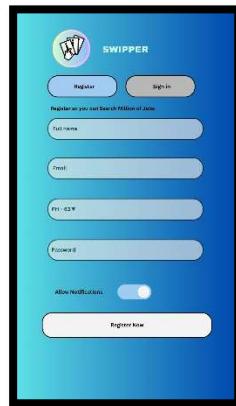
Alex, a recent college graduate looking for his first full-time job, uses SWIPPER to streamline his job search. He signs up on the app, creates his resume directly within the platform, and starts swiping through various job postings. Alex easily saves jobs that interest him to his shortlist by swiping right, allowing him to review them later. Emily, another user, is a mid-career professional seeking a new challenge. She appreciates the app's tailored job recommendations based on her skills and preferences. Meanwhile, HR manager Mia uses SWIPPER to post new job openings and track applicants efficiently. She

enjoys the intuitive interface that helps her manage and communicate with candidates effectively. SWIPPER helps Alex, Emily, and Mia achieve their respective goals by providing a seamless, user-friendly job search and application experience.

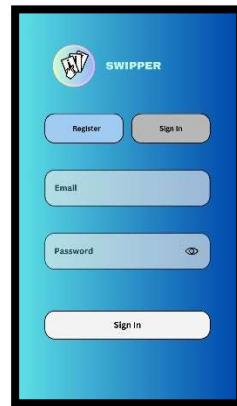
### Mock-up/ Prototype



Welcome Screen



Sign in



Log in

### Prototype Flow

#### Main Screen:



Figure 2. Login and Sign in Prototype

As shown in Figure 2, the SWIPPER application design flow starts with a loading screen that displays the app icon, serving as the initial entry point for users. From the loading screen, users are directed to the login or sign-up page. After completing the sign-up process, users are taken to the personal information input page, where they can provide additional details about themselves. Finally, users are directed to the home page, which serves as the main interface for the application. Here, users can engage with the core functionality of the app: swiping through job postings. By swiping right, users can save jobs to their shortlist for further review and potential application.



**Figure 2.1. Sign in Process**

The sign-in process in SWIPPER guides users seamlessly from the loading screen to the login or sign-up page. After signing up, users proceed to input personal information, enhancing their profile within the app's ecosystem. This step ensures that users can tailor their experience and preferences effectively.



**Figure 3. Swiping mechanism**

Figure 3 illustrates the intuitive swiping mechanism in SWIPPER, a pivotal feature for job seekers. Users navigate through job postings by swiping left to discard and right to save for future consideration. This interactive process streamlines job searching, enabling efficient browsing and decision-making.



**Figure 3.1 Job Searching**

In Figure 3.1, SWIPPER's job searching interface is highlighted, showcasing robust search capabilities. Users can apply filters based on job type, location, and industry, ensuring tailored results that match their preferences. This functionality enhances user experience by presenting relevant job opportunities effectively.



**Figure 4. App Settings**

Figure 4 outlines SWIPPER's app settings, providing users with control over their experience. Within this section, users can customize notification preferences, manage account details, and adjust app-specific settings to suit their needs. The settings menu enhances usability by offering flexibility and personalization options tailored to individual user preferences.

**Rationale:**

The team has chosen to use an Android Mobile UI for creating the SWIPPER prototype due to its familiarity and accessibility, ensuring a consistent user experience across devices. This platform allows for collaborative design and editing, making it easy for team members to contribute and refine the app's interface. The Android Mobile UI supports a variety of screen sizes, ensuring that the application remains intuitive and user-friendly on different devices. However, this choice also comes with limitations. For instance, designing specifically for Android may not translate perfectly to other platforms, and the need for an internet connection to access collaborative tools could pose challenges in offline scenarios. Additionally, ensuring compatibility across a wide range of Android devices with varying specifications may require extra testing and optimization.

**Changes to the Requirements:**

The initial requirements for SWIPPER remain unchanged, but we have refined our usability objectives for the prototype. Our primary focus is on ensuring that the app is straightforward and intuitive, emphasizing simplicity and consistency throughout the user interface. Due to time constraints, we will exclude online features in this phase, meaning that network-dependent functionalities will not be tested or developed at this stage. Our main goal is to develop a prototype that users can easily understand and navigate, ensuring a smooth user experience when the complete SWIPPER application is finalized.

**Initial Evaluation Plan:**

**Initial Evaluation Plan:** For SWIPPER, we plan to conduct initial evaluations using usability tests with a diverse group of job seekers and recruiters. This allows us to observe how users interact with the app and gather real-time feedback. We'll focus on key usability aspects like ease of navigation, intuitiveness of the swiping mechanism, and the efficiency of creating and updating resumes. By defining clear usability criteria and using heuristic evaluation techniques, we aim to identify and address any issues early on. User feedback will be collected through surveys and interviews to ensure SWIPPER meets expectations and usability standards effectively.

## Usability Specifications

In developing Swipper, we prioritize several key usability metrics to ensure an optimal user experience:

- **Effectiveness:** The app will excel in performing essential functions, enabling users to create resumes seamlessly and effectively.
- **Efficiency:** Designed for simplicity and speed, users will navigate through resume creation tasks swiftly and without unnecessary complexity.
- **Utility:** Swipper offers robust features tailored specifically for resume building, providing users with comprehensive tools and options to enhance their professional profiles effectively.
- **Learnability:** Users will find the app intuitive and easy to grasp, with clear instructions and a user-friendly interface that guides them through each step of crafting their resumes.
- **Memorability:** Swipper ensures that users can easily recall how to use the app, fostering a memorable experience through logical layout and consistent design elements.

### Population

Swipper will undergo testing with 10-15 participants, including students from Mapua University and others outside the university. Participants will perform specific tasks like creating CVs and updating personal information to evaluate the prototype's functionality and usability. Their feedback will help refine Swipper to improve user experience.

### Prototype Tasks

The prototype evaluation for Swipper includes tasks focused on key functionalities essential for its effectiveness and user-friendliness. Participants will engage in tasks designed to assess navigation, profile management, and job-searching capabilities. Specific tasks include:

- Navigate through different sections using the main menu.
- Update personal information in the user profile.
- Search and apply for jobs using relevant filters.
- Save preferred job listings for future reference.
- Receive and manage notifications related to job applications.

These tasks are selected to gauge the ease of navigation, efficiency in profile management, effectiveness of job search features, and overall user satisfaction with the prototype. The evaluation aims to ensure Swipper meets user expectations and enhances their experience in job searching and application management.

### Roles

The team aims to involve a minimum of 10 participants for this evaluation. Consequently, the team will divide the participants into groups with similar roles for the evaluation process.

<b>Developer/UI Design Members</b>	<b>Task(s)</b>
Paseos, Sean John F.	Documenting the participants' interaction time with each task section, observing their user experience, and guiding them through the assigned tasks are key responsibilities in my role.
Kaquilala, Pearl Gabrielle C.	Documenting the participants' interaction time with each task section, observing their user experience, and guiding them through the assigned tasks are key responsibilities in my role.

Table 2. Team Member Tasks

<b>Sign in or Log in Screen</b>	Within 2 minutes or below	High Acceptable	Successful
	Above 2 minutes	Not Acceptable	Unsuccessful
<b>Main Page</b>	Within 5 minutes or below	High Acceptable	Successful
	Above 5 minutes	Not Acceptable	Unsuccessful
<b>Swiping page</b>	Within 2 minutes or below	High Acceptable	Successful
	Above 2 minutes	Not Acceptable	Unsuccessful

Table 3. Time Interpretation

Table 3 the team's approach to interpreting the time spent by each participant on their tasks. The table serves as a guideline to determine the success of the task design based on the time spent by participants.

## **Heuristic Evaluation**

Evaluation of SWIPPER will also employ the 10 Usability Heuristics method

### *Visibility of System Status*

Users will receive clear and timely updates on ongoing processes and system status throughout their interaction.

### *Match Between System and Real World*

The interface will employ familiar language, phrases, and concepts that align with user expectations and real-world conventions, ensuring intuitive interaction.

### *User Control and Freedom*

Clear and accessible options will allow users to rectify mistakes and exit undesired states without unnecessary dialogue. Additionally, support for undo and redo actions will enhance user control.

### *Consistency and Standards*

Users will encounter consistent terminology, scenarios, and actions across the prototype, promoting predictability and ease of use.

### *Error Prevention*

Thoughtfully crafted error messages will proactively mitigate potential issues, thereby preventing errors before they occur.

### *Recognition Rather Than Recall*

All options, actions, and instructions will be readily visible and accessible within the interface, minimizing the need for users to remember information across different sections.

### *Flexibility and Efficiency of Use*

The prototype will accommodate both novice and experienced users by enabling customization of frequent actions, enhancing efficiency and user satisfaction.

### *Aesthetic and Minimalist Design*

Emphasizing essential information, the design will maintain simplicity and clarity, avoiding unnecessary clutter that could distract users from critical tasks.

### *Help Users Recognize, Diagnose, and Recover from Errors*

Error messages will use clear, non-technical language to describe issues comprehensively, offer constructive solutions, and guide users towards resolution.

### *Help and Documentation*

Comprehensive help resources and documentation will be easily accessible within the prototype, ensuring users can find assistance promptly whenever needed.

### **Participant Survey and Feedback**

**After conducting the Face-to-Face test,**

<b>DATA GATHERING METHOD</b>	<b>DESCRIPTION</b>
Survey (Quantitative)	Following the online testing phase, the team plans to distribute a survey among participants to collect feedback on their experience with the prototype. The data gathered will be analyzed using a 5-point Likert scale, as detailed in Table 5, to assess user perceptions and satisfaction levels.
Feedback (Qualitative)	The survey provided by the team includes a dedicated feedback section where users/participants can articulate any concerns or issues they have identified with the prototype that require further attention.

Table 2. Data Gathering Methods

The table above showcases the three (3) different data-gathering methods the team will be using while conducting the online test of the SWIPPER Prototype.

<b>Question</b>	<b>Method of Answer</b>
<b>Section 1</b>	
Participant Number	Short Answer
On a scale of 1 to 5 how would you rate your experience with the SWIPPER Prototype	
On a scale of 1 to 5 how was the UI design of the prototype	5-Point Scale
How easily were you able to follow the tasks provided	
<b>Section 2: Features of the Prototype</b>	
User Authentication	
Profile Management	
Job Listings	
Swipe Interface	
Notification System	
Settings and Preferences	5-Point Scale
<b>Section 3: Feedback Section</b>	

Your Feedback	Short Answer
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Table 4. Survey Questionnaire

Following the prototype test, participants will receive a survey containing the questions outlined in the table above, delivered via a Google Forms link.

[https://forms.office.com/Pages/ResponsePage.aspx?id=WGffncW45UyLv\\_jlZJ3UHUILSrJQkNJGki9gwHb3t55UMk1TUTdDMjFKTTBBSVUxV5PRFU0UkQ3Ny4u](https://forms.office.com/Pages/ResponsePage.aspx?id=WGffncW45UyLv_jlZJ3UHUILSrJQkNJGki9gwHb3t55UMk1TUTdDMjFKTTBBSVUxV5PRFU0UkQ3Ny4u)

Task	Time to Accomplish Tasks	Interpretation	Classification
Scale	Range Value	Interpretation	Classification
5	4.50-5.00	High Acceptable	Successful
4	3.50-4.49	Acceptable	
3	2.50-3.49	Moderately Acceptable	Neutral
2	1.50-2.49	Fairly Acceptable	Unsuccessful
1	1.00-1.49	Not Acceptable	

**Table 4.5-Point Likert Scale Interpretation**

Table 5 represents how the survey questions provided to participants will be interpreted. The survey aims to assess the effectiveness and utility of the design and features for students experiencing pacing issues.

## PART 3.2: SYSTEM EVALUATION

### Project Description:

SWIPPER is an innovative mobile application revolutionizing the job application process by introducing a swipe-based interface inspired by popular dating apps. This intuitive platform aims to simplify job searching and application procedures, offering users a seamless experience directly from their smartphones. Key features include swipe gestures for shortlisting jobs, a favorites list for easy access to preferred opportunities, and manual application capabilities for tailored submissions. SWIPPER focuses on enhancing user satisfaction and efficiency in job hunting, catering to diverse job seekers and employers alike. By bridging the gap between candidates and job openings through a user-friendly interface, SWIPPER aims to optimize employment outcomes and streamline recruitment processes across various industries.

### **Requirements Summary:**

MINIMUM REQUIREMENTS	Processor Cores	Dual-core processor (2 cores)
	OS	Android 8.0 or iOS 11
	RAM	2 GB
RECOMMENDED REQUIREMENTS	Processor Cores	Quad-core processor or higher
	OS	Android 10.0 or iOS 13
	RAM	4 GB
OTHER REQUIREMENTS	Permissions	Notifications, Location

**Table 1: System Requirements**

The minimum processor requirement for the SWIPPER app is a dual-core processor, ensuring it can run on older, low-end devices. The app will be compatible with Android 8.0 and iOS 11, which are still in use on many such devices. For the best performance, we recommend a quad-core processor, Android 10.0 or iOS 13, and at least 4 GB of RAM.

### **Overview**

In today's competitive job market, both job seekers and employers encounter challenges in efficiently connecting with suitable opportunities and candidates. SWIPPER addresses these challenges by providing a user-friendly platform that facilitates efficient job searching and hiring processes. By leveraging advanced algorithms and intuitive interfaces

SWIPPER ensures that job seekers can easily browse and apply for relevant positions while employers can swiftly review and manage applications. This platform aims

to streamline the recruitment process, enhance job-matching accuracy, and ultimately improve employment outcomes for both parties.

Technique	Description
Usability Specifications	Usability specifications are employed to assess the level of usability of the SWIPPER prototype. Participants will undertake a series of tasks, with their performance timed to measure efficiency. These tasks are categorized into three sections: Navigation Tasks, Swiping Tasks, and Job Application Tasks. This structured approach aims to identify any usability issues and evaluate the overall user-friendliness of the prototype. By focusing on these critical areas, we aim to ensure that SWIPPER provides an intuitive and seamless experience for both job seekers and employers.
Heuristic Evaluation	Heuristics evaluation will assess the prototype against industry-standard usability principles. This method is chosen to offer a quick and straightforward way to evaluate the design's effectiveness, especially when time or resources are limited. It ensures that the prototype meets established usability standards, providing valuable insights for improving user interaction.
Participant Survey and Feedback	After completing the prototype evaluation, participants will be given a survey. This survey will feature quantitative questions, interpreted using a 5-point Likert Scale, alongside qualitative feedback questions. This method ensures a comprehensive and unbiased assessment of the prototype's usability and effectiveness.

**Table 2. Evaluation Plan Methods**

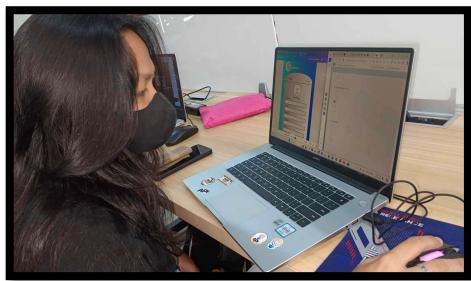
The tasks for the Swipper prototype are organized into three main sections to assess its functionality: Main Menu Navigation, User Profile Management, and Job Search and Application. Participants will be tasked with specific activities designed to demonstrate the prototype's capabilities:

- Navigate seamlessly through different app sections using the main menu.
- Update personal information within the user profile section.
- Search and apply for jobs using relevant filters to refine job listings.
- Save preferred job listings for future reference and quick access.
- Manage notifications related to job applications effectively.

These tasks were chosen to evaluate how well Swipper supports intuitive navigation, efficient profile management, and effective job-searching features. The prototype is designed with these usability measures in mind to ensure a user-friendly experience.

#### Method of Conducting Face-to-Face Tests:

The online testing for Swipper was conducted face-to-face, enabling participants to interact with the prototype directly. Screenshots documenting the evaluation process are provided below for transparency and review.



### FACE TO FACE

As shown above, We conducted the test through Face-to-Face for this evaluation.

### Data Presentation

#### Data Analysis

##### ***Usability Specifications***

During the online testing sessions, Team SP observed that participants interacted effectively with the Swipper prototype. Nearly all participants completed their assigned tasks with minimal difficulty. Upon closer inspection, it was noted that participants quickly learned and remembered how to navigate through Swipper. However, there were occasional issues with unresponsive buttons, which the team suspects may have been overlooked during the prototype's design phase.

Task	Mean	Interpretation	Classification
Welcome Screen	0.30 minutes	High Acceptable	Successful
Main page	4 minutes and 30 seconds	High Acceptable	Successful

Swiping page	1 minute and 30 seconds	High Acceptable	Successful
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**Table 3. Task Time**

Table 3 displays the outcomes from the timed tasks conducted during the Online Testing. The data illustrates that participants achieved remarkable completion times across all task sections. Based on these findings, the prototype is considered successful in all three task categories.

### **Heuristic Evaluation**

SWIPPER's evaluation also utilizes the Usability Heuristics method to evaluate its design

#### *Visibility of System Status*

Users are kept informed about ongoing processes and system status throughout their interaction.

#### *Match Between System and Real World*

The interface uses familiar language, phrases, and concepts that align with user expectations and real-world conventions, ensuring intuitive interaction.

#### *User Control and Freedom*

Clear options allow users to rectify mistakes and navigate away from undesired states without unnecessary dialogue. SWIPPER supports undo and redo actions to enhance user control.

#### *Consistency and Standards*

SWIPPER maintains consistent terminology, scenarios, and actions, promoting predictability and ease of use across the interface.

#### *Error Prevention*

Carefully crafted error messages preemptively address potential issues, reducing errors before they impact the user experience.

#### *Recognition Rather Than Recall*

All options, actions, and instructions are prominently displayed and easily accessible within SWIPPER, minimizing the need for users to remember information across different sections.

### *Flexibility and Efficiency of Use*

SWIPPER accommodates both novice and experienced users by allowing customization of frequent actions, improving efficiency and user satisfaction.

### *Aesthetic and Minimalist Design*

The design emphasizes essential information with simplicity and clarity, avoiding unnecessary distractions for users.

### *Help Users Recognize, Diagnose, and Recover from Errors*

Error messages use straightforward language to describe issues comprehensively, provide constructive solutions, and guide users toward resolution.

### *Help and Documentation*

Comprehensive help resources and documentation are readily available within SWIPPER, ensuring users can quickly find assistance when needed.

### *Heuristics Conclusion*

Overall, the evaluation revealed that the prototype adhered to the most of the usability heuristics, albeit with some identified issues that require further attention and consideration

## **Participant Survey and Feedback**

### **Results**

SECTION 1			
Question	Mean	Interpretation	Classification
On a scale of 1 to 5, how would you rate your experience with the SWIPPER Prototype	3.5	Acceptable	Successful
On a scale of 1 to 5, how was the UI design of the prototype	3.7	Acceptable	Successful
How easily were you able to follow the tasks provided	3.5	Acceptable	Successful
SECTION 2			
User Authentication	3.7	Acceptable	Successful
Profile Management	3.8	Acceptable	Successful
Job Listings	3.8	Acceptable	Successful
Swipe Interface	3.5	Acceptable	Successful

Notification System	<b>3.7</b>	<b>Acceptable</b>	<b>Successful</b>
Settings and Preferences	<b>3.7</b>	<b>Acceptable</b>	<b>Successful</b>
<b>Average</b>	<b>3.65</b>	<b>Acceptable</b>	<b>Successful</b>

Table 4. Survey Data Interpretation

The table shows the survey data collected after the online testing phase for SWIPPER. It indicates that the prototype has achieved an acceptable level of quality and is considered successful overall. However, there is a noted neutral consensus regarding the renaming of files and folders, which warrants further attention. Based on the Usability Heuristics Criteria, the data reflects that the prototype effectively satisfied participants and adhered to key principles such as minimalistic design and visibility.

## Feedback

### Design Implications:

- **Does your prototype need to be altered in order to address the results of the analysis, or was it completely successful?**
  - The analysis of our prototype revealed areas where enhancements could significantly improve user experience. While SWIPPER showed overall success in usability and functionality, there are specific features such as job filtering and application management that require refinement to better meet user expectations and streamline the job-seeking process.
- **What improvements could be made to the design to address any shortcomings?**



To address identified shortcomings, we plan to enhance the user interface for job searching and application management:

- **Enhanced Job Search Filters:** Adding more advanced search filters to help users quickly find specific job listings based on criteria such as job type, industry, location, salary range, and company size.
- **Personalized Job Recommendations:** Improving the algorithm to provide more accurate and relevant job recommendations based on user profiles, preferences, and previous searches.
- **Improved Application Tracking:** Enhancing the application tracking system to offer real-time updates, clearer status notifications, and a more intuitive interface for managing applications.
- **Optimized User Interface:** Streamlining the user interface to ensure seamless navigation, reducing clutter, and improving overall aesthetic appeal for a better user experience.
- **Performance Enhancements:** Addressing technical constraints by optimizing the application's performance, improving load times, and ensuring compatibility across different devices and browsers.

- **Did you discover any major flaws that would suggest a completely different type of design?**

- While the SWIPPER prototype was successful, no major flaws suggested a completely different type of design. However, if significant issues were identified, alternative designs could include:

**Interactive Tutorials:** Implementing guided walkthroughs or interactive tutorials to help new users navigate the app more effectively.

**Network Building Features:** Adding features that allow users to connect with other job seekers or employers, enhancing networking opportunities.

**Advanced Job Matching Algorithms:** Utilizing more sophisticated algorithms to match users with job listings that better align with their skills and preferences.

**Real-Time Feedback:** Providing real-time feedback on job application status to keep users informed and engaged throughout the process.

These enhancements and alternative designs would contribute to the improvement of the SWIPPER application, ensuring it remains user-friendly and effective in enhancing the job search and application experience for users.

## Critique and Summary

### What were the advantages and disadvantages of your evaluation?

- The evaluation of the SWIPPER prototype revealed several strengths. Adhering to comprehensive usability criteria provided a robust framework for assessing the app's usability and identifying areas needing refinement. The heuristic analysis, performed by usability experts, effectively highlighted specific usability concerns and offered valuable insights for improving the user interface. The feedback showed that users found SWIPPER's performance, visual layout, information organization, and navigation to be intuitive, efficient, and user-friendly. Regardless, the evaluation had some limitations. The relatively small sample size of participants might have restricted the generalizability of the findings and the ability to uncover less common usability issues.
- **What would you have done differently knowing what you know now (both design-wise and evaluation-wise)? Given more resources, what could you have done that would have produced significantly more insightful evaluation results (again, whether this is an improved prototype or a different evaluation path)?**

- Reflecting on the process, we would have initiated user testing earlier in the design phase to incorporate feedback iteratively. Design-wise, leveraging advanced prototyping tools to simulate real-time job application scenarios and integrating more comprehensive analytics to track user interactions could provide deeper insights into user engagement and pain points. With additional resources, conducting usability tests across a more diverse user base and implementing A/B testing for key features would generate more robust evaluation results, ensuring SWIPPER meets the varied needs of job seekers effectively.

## **Summary of the Project**

The evaluation of SWIPPER revealed critical insights essential for its refinement and future success. Through benchmark tasks, we gained valuable perspectives on user interaction and usability. Positive aspects included the prototype's intuitive navigation, although issues like renaming challenges and inconsistencies in navigation paths were identified. The planned integration of online features was postponed due to time constraints, limiting participant engagement opportunities. Given more time, adding these features and enhancing functionalities like music integration would enrich the prototype's appeal and user experience.

This study underscores the complexities inherent in prototype design, highlighting the importance of deep design expertise and a thorough grasp of user expectations. Participants demonstrated a strong familiarity with the app's interface, affirming its usability and intuitive design. In summary, while there are areas for improvement, SWIPPER has achieved a solid foundation, ready for further enhancements and refinements to meet evolving user needs and expectations.