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.

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

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:

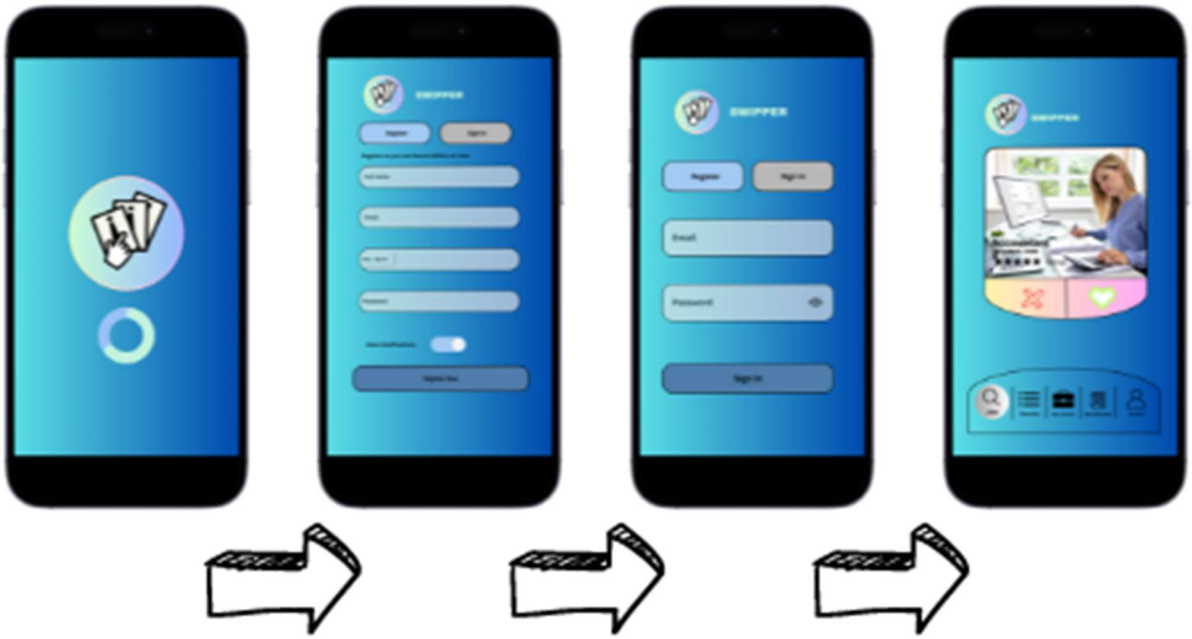

Figure 2. Login and Sign in Prototype

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.

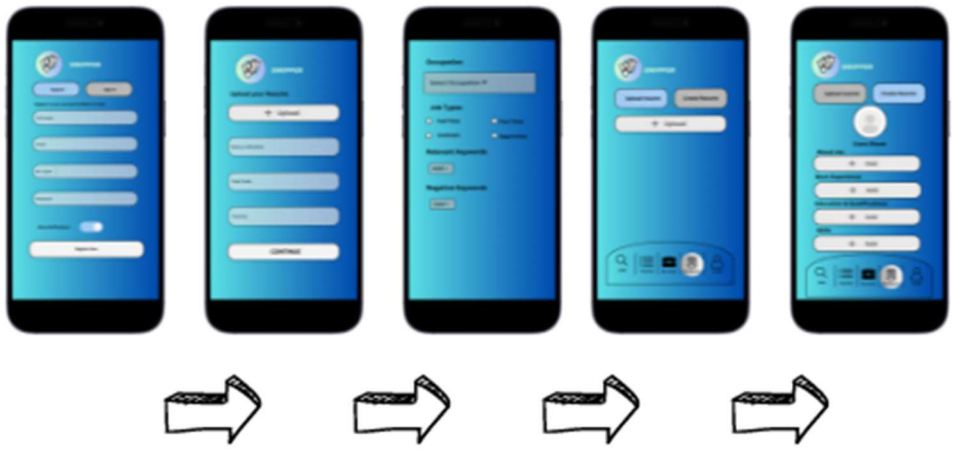

Figure 2.1. Sign in Process

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.

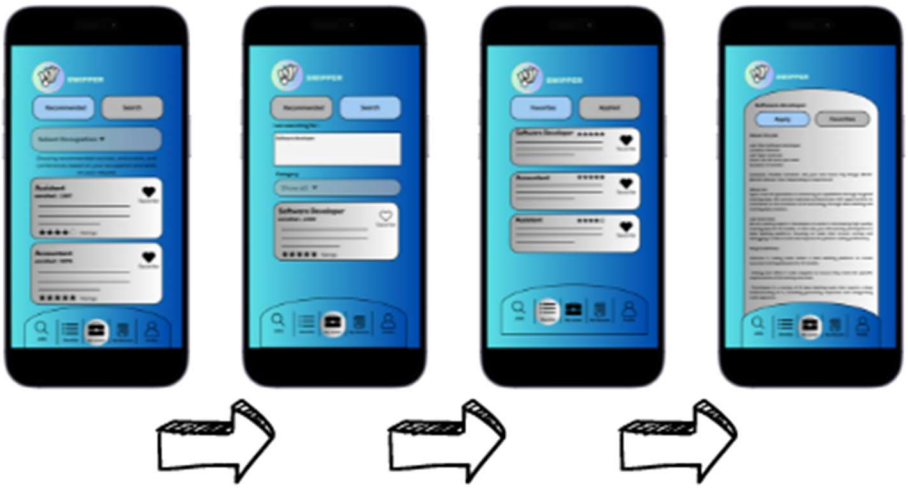

Figure 3.1 Job Searching

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.

Developer/UI Design Members	**Task(s)**

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

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

DATA GATHERING METHOD	DESCRIPTION
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 wile conducting the online test of the SWIPPER Prototype.

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

Your Feedback	Short Answer

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_jIzJ3UHUlLSrJQkNJGki9gwHb3t55UMk1TUTdDMjFKTTBBSVUxVk5PRFU0UkQ3Ny4u

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.