Project Description:
UnsayJeep is a youth-friendly, location-aware mobile app designed to help commuters in Davao City quickly and easily figures out which jeepney to ride to reach their destination. Whether you're a student, tourist, or local exploring new areas, UnsayJeep takes the guess work out of commuting.

Requirements Summary:

MINIMUM REQUIREMENTS	Processor Cores	Quad Core
	OS	Android 8.0
	RAM	2GB
RECOMMENDED REQUIREMENTS	Processor Cores	Octa Core
	OS	Android 10.0
	RAM	4GB
OTHER REQUIREMENTS	Permissions	Internet, Notifications, Storage and Location services.

Table 1. System Requirements

To run the UnsayJeep app, users need an Android phone with at least Android 8.0, 2 GB RAM, a quad-core processor, and internet access for map loading. For best performance, a device with Android 10+, 3 GB+ RAM, an octa-core processor, and built-in GPS is recommended.

Usability Specifications

The creation of this prototype will aim to achieve the following measures when it appeals to the use:

Effectiveness: When accomplishing this measurement, it will show how well the prototype is at performing the required tasks.

Efficiency: This measurement aims to show how easy and simple the prototype is used

Utility: This aims to show that the prototype will support suitable functions and alternatives to certain tasks

Learn Ability: This will showcase how easy the users will learn to use the prototype system.

Memorization: This will showcase how simple the users can remember steps when using the system.

Heuristic Evaluation:

Evaluation of UnsayJeep will also use the 10 Usability Heuristic method of Evaluation.

1. Visibility of System Status
The app currently lacks clear feedback when the map is loading or when a route is selected. A loading spinner or message should be added so users know the app is working in the background.

2. Match Between System and the Real World
The app uses real jeepney route codes and familiar landmarks, which align well with what local users expect. This helps users easily relate to the content and understand how the app works.

3. User Control and Freedom
There is limited ability to undo or reset actions, such as clearing a selected route. Adding a "clear route" button or a back function would give users better control when navigating the app.

4. Consistency and Standards
The app mostly follows common UI patterns (like showing routes on a map), but route display, icons, and labels should remain consistent across all screens to avoid user confusion.

5. Error Prevention
There are currently no obvious checks to prevent users from selecting invalid or empty options. Adding input validation and route availability checks would help avoid user mistakes.

6. Recognition Rather Than Recall
The app could improve in this area. Instead of relying on users to remember route codes, it should display full route names, show landmarks visually, or suggest routes based on location.

7. Flexibility and Efficiency of Use
The app is beginner-friendly but could be more efficient for experienced users. Adding features like "favorite routes" or search filters would make repeated use faster and more convenient.

8. Aesthetic and Minimalist Design
The design is simple and map-focused, which works well. To maintain clarity, the interface

should only show necessary elements—such as the map, a clean route list, and minimal buttons.

9. Help Users Recognize, Diagnose, and Recover from Errors
Currently, the app lacks clear error messages. If a map fails to load or no routes are found, the app should explain the issue in simple language and guide the user on what to do next.

10. Help and Documentation

Since the app is simple, extensive help might not be necessary, but a short guide or “How to Use” section would support first-time users. Even a one-screen walkthrough or tooltip explanation can make a difference in helping users understand the app’s purpose and features.

Design Implications:

Does your prototype need to be altered in order to address the results of the analysis, or was it completely successful?

The prototype was mostly successful in achieving its goals, especially with the inclusion of basic help documentation that supports new users. However, the analysis revealed that some improvements are still needed such as adding clearer system feedback when routes are loading or selected, and ensuring consistent labeling and error prevention.

What improvements could be made to the design to address any shortcomings?

To improve the app’s design, several enhancements can be made based on the evaluation findings. First, adding visual feedback such as loading indicators or confirmation messages when a route is selected will improve visibility of system status. Next, including a “clear route” or back button will give users more control and freedom while navigating the app.

Critique and Summary:

What were the advantages and disadvantages of your evaluation?

One major advantage of the evaluation is that it helped identify key usability issues early, such as the lack of feedback when selecting routes and the need for clearer visual cues. It also provided structured guidance for improving the user experience based on established usability principles. However, a limitation of the evaluation was that it was conducted by only one person (the developer), which may introduce personal bias and overlook some usability problems that

real users might face. Without external participants, it is harder to assess how well the app performs in real-world usage.

What would you have done differently knowing what you know now (both designwise 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).

Knowing what I know now, I would have made a few design and evaluation changes early on. Design-wise, I would have included clearer system feedback (like loading indicators), more interactive map features, and better visual organization of route information to reduce confusion. I also would have prioritized consistency in labels and icons from the beginning to ensure a smoother user experience. Evaluation-wise, I would have involved actual users—such as students or commuters in Davao—to test the prototype and gather real feedback. Their input could have revealed usability issues I might have missed. Given more resources, I would conduct usability testing sessions, create a more polished and interactive prototype (possibly with route suggestions or fare estimates), and use tools like screen recording or task analytics to gain deeper insights into user behavior.

Summary of the Project:

The UnsayJeep App is a mobile application designed to help users in Davao City identify which jeepney routes pass through specific locations. Its main goal is to make local commuting easier by displaying jeepney route paths on an interactive map, allowing users to visually check if a jeep travels to their desired destination. The app simplifies the process for commuters who may not be familiar with all jeepney codes or routes.

The prototype was developed with a focus on usability and simplicity, offering features such as map-based route viewing and basic help documentation. Through a heuristic evaluation, several usability strengths and weaknesses were identified, such as the need for clearer feedback, consistent labeling, and more user control. While the prototype meets its basic goals, minor improvements in user interface and interaction design will enhance the overall experience. With further development and user testing, the app has strong potential to become a useful tool for daily commuters in Davao City.