Enhancing Student Engagement: Designing an Intuitive Platform for Clubs and Organizations

Joven Landeros[1]; Lorenzo Magbanua[2]; Al Denver Pamplona[3]; Angelo Salem[4]; Cedie E. Gabriel[5]; Reginald S. Prudente[6]

[1;2;3;4;5;6]College of Information and Communication Technology, South East Asian Institute of Technology Incorporated, 9505 Crossing Rubber, Tupi, South Cotabato

Abstract: This study explores the impact of modern User Interface (UI) and User Experience (UX) principles on the effectiveness of a digital platform for student club and organization management. With the increasing importance of Human-Computer Interaction (HCI) and user-centered design in educational technology, traditional club platforms—often hindered by poor usability, fragmented communication, and inaccessible interfaces—have limited student engagement. This research identifies key usability issues, including difficult navigation, inconsistent visual elements, and lack of real-time communication, and addresses them through the development of an HCI-based system. The proposed platform features smart club discovery, automated membership workflows, and collaborative tools designed to enhance user interaction and operational efficiency. Through usability testing, interviews, and survey analysis, the findings demonstrate that the integration of intuitive layouts, accessible design features, and centralized communication significantly improves user satisfaction, task efficiency, and participation levels. The study concludes that applying HCI and UX/UI design principles is essential to creating inclusive, efficient, and engaging platforms that foster student involvement and streamline club operations.

Keywords: *Student Engagement, Club Management Platform, Usability Testing, Accessibility, Educational Technology.*

How to Cite: Joven Landeros; Lorenzo Magbanua; Al Denver Pamplona; Angelo Salem; Cedie E. Gabriel; Reginald S. Prudente (2025). Enhancing Student Engagement: Designing an Intuitive Platform for Clubs and Organizations. *International Journal of Innovative Science and Research Technology*, 10(5), 3230-3245. https://doi.org/10.38124/ijisrt/25may1066

I. INTRODUCTION

➢ *Background and Context*

Human-computer interaction (HCI) advancements, which place a strong emphasis on usability, accessibility, and seamless user experiences, have completely changed how people interact with digital platforms. An effective and user-friendly platform may boost engagement and increase communication in the context of student organizations.

Designing intuitive platforms for clubs and organizations involves addressing several challenges to enhance user engagement and functionality. A key issue is accommodating diverse user needs and contexts, as platforms must serve students, faculty, and staff with varying preferences, abilities, and cultural backgrounds. This diversity necessitates a user-centered design approach that considers multilingual support, cultural nuances, and accessibility features to create an inclusive experience. Additionally, establishing a clear visual hierarchy is crucial for guiding users through the platform without overwhelming them, requiring careful attention to layout, typography, and color schemes. Integrating the platform

with existing systems poses another challenge, as seamless compatibility with tools like CRM or accounting software is essential for streamlined operations. FasterCapital, "Education User Experience and Feedback: Designing Intuitive Learning Platforms," FasterCapital, [Online].

Clubs and groups formed by students are vital to campus life. Therefore, the focus of this study will be on developing an easy-to-use platform that allows students to search for clubs, join clubs, receive event notifications, and monitor their activities. The course material was chosen to increase students' participation in clubs and groups, which will enrich the process as they develop relationships through extracurricular activities. Through the creation of a straightforward and user-friendly platform, the study aims to increase student engagement and active participation in campus life.

➢ *Research Problem*

These traditional platforms are frequently very difficult to use, which makes it difficult for students to find the club and discourages them from participating. Students and organizers worry about ineffective membership

administration, and missed chances result from inadequate news coverage and real-time event updates. In conclusion, incorporating HCI and UX/UI concepts into educational technology can result in better user-friendly interfaces, more accessible platforms, and increased student involvement.

➢ *Research Questions and Objectives*

• How do HCI and UX/UI practices affect the ways student organizations communicate with and collaborate on event planning by improving usability?

• How can student clubs and organizations strengthen their platforms using a user-centered design approach to enhance accessibility?

• How do particular usability problems impact the School Clubs and Organization Platform's user experience in terms of engagement and efficiency?

➢ *Objectives*

• To design and implement an engagement-focused, HCI-based platform that improves usability and supports real-time communication and collaboration among student organizations.

• To enhance accessibility for all users by applying user-centered design principles, ensuring that students can easily discover, access, and join student organizations.

• To identify and address usability issues in the existing platform by integrating streamlined, automated systems that enhance engagement and operational efficiency for both students and organizers.

➢ *Justification and Significance*

The fragmentation of traditional communication channels, such as social media and emails, results in ineffective event tracking and communication. In response, this study offers an easy-to-use alternative that reduces administrative burdens for educational institutions while encouraging student involvement. This was then improved upon using HCI and UX/UI principles, with an emphasis on making the design as accessible, useable, and user-centered as feasible. By analyzing user interactions, developers may enhance the platform and improve the management of student organizations, resulting in a more technologically linked campus experience.

II. LITERATURE REVIEW

➢ *Enhancing Campus Engagement with A Secure and Comprehensive Platform for Club Management and Student Participation*

The council club operation serves as a centralized platform designed to grease and streamline the operation of colorful clubs within a council setting. With its primary focus on enhancing the commerce between clubs and scholars, this operation empowers clubs to register, modernize their biographies, and showcase their conditioning and events. It provides scholars with a comprehensive view of all available clubs, their objects, and forthcoming events, allowing flawless enrollment for these events. The core functionalities of this operation include club enrollment and profile operation, enabling clubs to modernize information about their identity, conditioning, and events. Access to these functionalities is eased for club officers, specifically the club chairman and the faculty counsel, icing effective and controlled operation of club related content. Core navigators of the operation, primarily scholars, have the capability to explore a different array of clubs, view club details, and register for club hosted events.

By furnishing a stoner-friendly interface and intuitive navigation, the operation aims to foster increased engagement, participation, and connectivity within the council community. Crucial features of the operation encompass stoner biographies containing essential information, club biographies showcasing club details and events, and a streamlined event enrollment system. These features inclusively aim to produce an interactive ecosystem that encourages pupil involvement in colorful club conditioning and fosters a sense of community within the council terrain. Overall, the council club operation serves as a vital tool that not only simplifies executive tasks for clubs but also enriches the pupil experience by offering a comprehensive platform for club engagement and event participation within the council community. (Khatri, et al., 2024).

➢ *Campus Connect—A Centralized Hub for Club Announcement's and Community Engagement with Analytics*

All-important announcements of various clubs and organizations of college are circulated through mobile messaging app. It is difficult to create a creative announcement on messaging app. There's a chance that a particular message can get ignored by students or they might forget what they have viewed or they may have heard wrong details about club event or also the sender can miss a particular group to send the message. "Campus Connect" is a web-based solution that will serve as a centralized hub where students can easily access college club announcements, ensuring they never miss out on opportunities to participate and contribute to their interests. It also allows Club Admin or club representative to creatively blog an announcement and post it accordingly. Beyond the announcement feature, Campus Connect also allows real-time interaction through its group chat feature. This feature enables students to clear their doubts about anything related to the club events. To further increase the sense of community, Campus Connect will also provide a dedicated section to explore student community social media. This space will benefit students by fostering a positive and encouraging environment that inspires engagement and collective growth. Additionally, a survey was conducted among students to understand the challenges they faced. Based on these results, analytics were generated, and this system was designed. (Navale, et al., 2024).

➢ *Design Architecture of an Integrated Student Activities Management System for Higher Education*

This paper proposes a technological platform that provides a holistic and user-friendly interface for the management of information pertaining to co-curricular activities handled by the student bodies in Universiti Teknologi MARA Cawangan Melaka (UiTMCM). The handling of any students' activities lies in the collective processes of submitting the proposal, securing the budget, getting the approval, promoting and handling the event, collecting feedbacks, reporting and post-mortem discussion. The management of these activities has been a major concern with the involvement of over 100 student clubs that carry out more than 20 events per week that are vying for a budget. Acquiring the approval for the event proposal, tracking the running of the activities and reporting are some of the factors that created a backlog from the management aspect. These procedures require a physical approach. Therefore, an Interactive Student Activities Management System (iSAMS) was designed and developed through the Waterfall methodology as a one-stop center to help the UiTMCM Student Affairs Division facilitate the management of the students' activities. This web-based system is able to track, display and store all the activities information from the proposal application stage until the end which includes tracking of attendance, progress of the event, collecting feedback, reporting of completed activities, storing supporting documents and generating reports for administrative purposes. All of these are done and managed via a secure, online interface in the Student Affairs Division website without physical presence of the students and the administrators. Even though iSAMS is yet to be completely implemented, the study has great potential in the form of a holistic management of students' co-curricular activities. Going by that, in the end it is hoped that there is going to be a more efficient management of students' co-curricular activities. (Aziz, et al., 2021).

➢ *Usability Study of the NDLI Club Website and its Processes*

The National Digital Library of India is a resource-sharing platform meant for schools, colleges, universities, teachers, students, lecturers, differently-abled pupils, and anyone interested in widening their knowledge horizons. NDLI Club is an initiative from the NDLI authorities to popularize learning and knowledge-sharing activities in educational institutions. This study mainly focused on the perceptions of librarians about the effectiveness of the NDLI club website, which is an integral part of uploading club activities, as well as the processes put in place by the Club authorities for its integration with academic institutions. This usability study was conducted among Librarians of selected CBSE schools, and AICTE accredited colleges in Kerala. The methodology adopted was an online survey, and data were collected from the respondents using a questionnaire. The main aim is to find the significant challenges faced by NDLI club users with regard to the initiation of the club and the updating of the website. To popularize NDLI Clubs, smooth transitions in processes are of crucial importance and hindrances, if any, must be managed wisely and promptly. The study focuses on finding

probable solutions for this so that the concept of the NDLI team, 'democratization of education' is achieved smoothly. (Vijesh, et al., 2024).

III. METHODOLOGY

➢ *Research Design*

This study uses a mixed-method approach combining qualitative data from focus groups, and case studies with students and staff to identify engagement barriers and platform features, and quantitative data from surveys to assess preferences and engagement levels. Pre- and post-implementation metrics, such as participation rates, will also be tracked to evaluate the platform's impact.

➢ *Participants*

The research will cover clubs and organizations from the South East Asian Institute of Technology in Tupi, South Cotabato. Clubs engage with students; administrators can observe how the platform is being used; and leaders analyze events and activities. Leaders and engaged pupils are both represented. Reviewing the literature highlights HCI and UX/UI concepts, resulting in an intuitive and effective platform for student organization management.

➢ *Data Collection*

Data will be gathered through questionnaires using stratified random sampling to ensure representative participation across academic levels, club roles, and platform usage frequency. Survey will give in-depth feedback on students, clubs, and organizations, allowing an understanding of their experience with the system. Direct observation of randomly selected events from stratified categories will be employed to measure real-time system performance and compare it with conventional methods, enabling researchers to determine significant differences in accuracy, speed, and usability. This stratified random sampling approach guarantees comprehensive coverage of all user types and usage scenarios while maintaining research rigor.

➢ *Data Analysis*

The researchers analyzed data gathered from surveys and usability tests related to user experience, accessibility, and engagement. Survey responses were compared to identify common trends in user needs and challenges. The data collected from questionnaires and surveys were summarized and interpreted using an average. Usability testing sessions offered actual behavior users exhibit while interacting with a platform for navigation and areas that need improvements. The evidence derived from all these will guide revision aligned to HCI and Ux/UI in creating a much more user-friendly and efficient platform for student organizations.

➢ *Ethical Considerations*

All procedures for data collection will undertake to uphold ethical standards, that is, involving informed consent and anonymization of participant information according to GDPR standards. The interventions will assure that all participants have an equal opportunity to access the

platform. During informed consent, the study will clearly explain the purpose of the study, procedures to be followed, and their right to withdraw from the study at any time and without any consequences. To keep confidentiality, all data will be stored securely, and no reports will be published using any details that could identify participants. Participation will be voluntary, and all individuals will be informed in detail regarding the nature of any data they will provide. All data collected will be stored on password-protected systems and will be deleted permanently at the end of the study. All findings will be used for academic and research purposes only and will not be exploited commercially.

IV. ADVANCED HCI DESIGN

A. System Architecture

Hyperconverged Infrastructure (HCI) is a software-defined IT platform that converges compute, storage, and networking into one system controlled by a hypervisor. It virtualizes conventional data center resources, making them easier to operate and optimize. The major components are software-defined storage, which aggregates resources for elastic management; software-defined compute, which leverages virtualization to execute several virtual machines on physical servers; and software-defined networking, which offers programmable network management. These components are perfectly integrated into commodity hardware clusters, providing scalability and centralized management under a single platform. HCI makes infrastructure deployment easy, decreases complexity, provides improved performance, and is supportive of multi-cloud environments while dynamically provisioning resources based on workload demands.

B. Detailed Features and Functionalities of the Proposed System

The proposed system is a user-centered, HCI-based digital platform designed specifically for student organizations and club management. It incorporates the following key features:

➢ *Smart Club Discovery & Recommendation System*

• Personalized suggestions based on student interests, and course.

• Filters by category, and popularity.

➢ *Seamless Membership Management*

• Automated approval workflows for joins requests.

• Member role assignments (e.g., member, officer, adviser) with access controls.

• Attendance tracking and activity logs.

➢ *Event Planning and Real-Time Collaboration Tools*

• Built-in scheduling tools with notifications and reminders.

• Collaborative calendars and shared task lists.

• Messaging and discussion boards for internal communication.

➢ *Centralized Communication Hub*

• Unified inbox for announcements, updates, and reminders.

• Push notifications for critical updates.

➢ *Accessible and Inclusive UX Design*

• Responsive design for desktop and mobile.

• ADA-compliant features: high contrast modes, keyboard navigation, screen reader support.

➢ *Discuss how they Address the Research Problem.*

These features are specifically designed to tackle the main research issue, which involves outdated, inaccessible, and inefficient club management systems that hinder student participation. The following explains how the proposed functionalities resolve these challenges.

• *Improving Usability*

The platform is designed to feel natural and simple to navigate. In this way, students do not get lost or overwhelmed. Instead, smart suggestions guide users toward clubs that actually reflect their interests, saving them from endless scrolling.

• *Enhancing Accessibility*

The system ensures accessibility, meaning every student, every type of background, ability, or level of technology familiarity can use it comfortably.

• *Streamlining Membership and Event Management*

Instead of running around with multiple apps or missing important updates. All the automation tools help manage memberships and events so smoothly that it reduces the confusion between students and organizers.

• *Boosting Engagement*

Real-time features and personalized content help the students connect much better with their organizations. The app aims to arouse genuine excitement and retain student participation, not just informed.
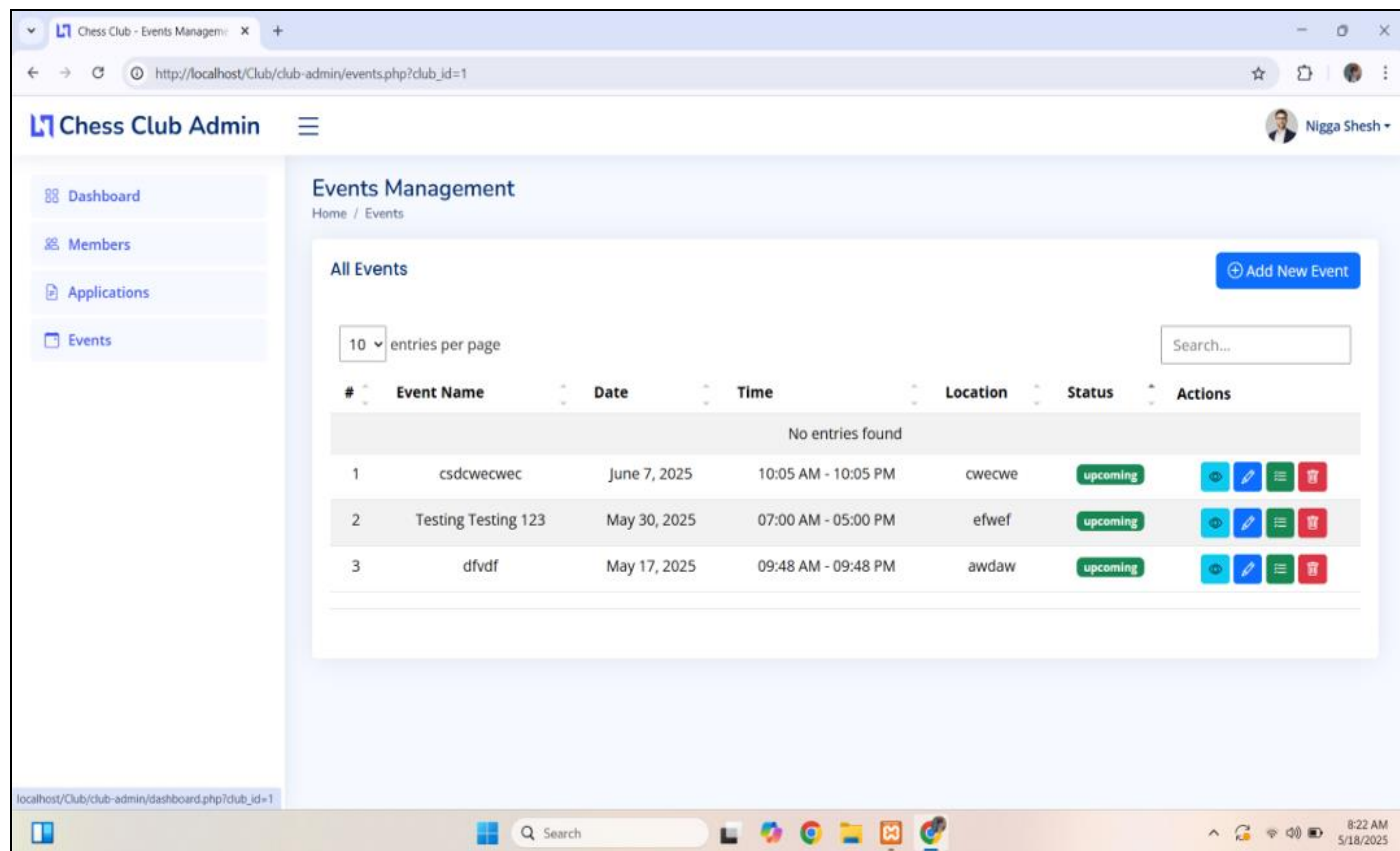
C. User Interface Design
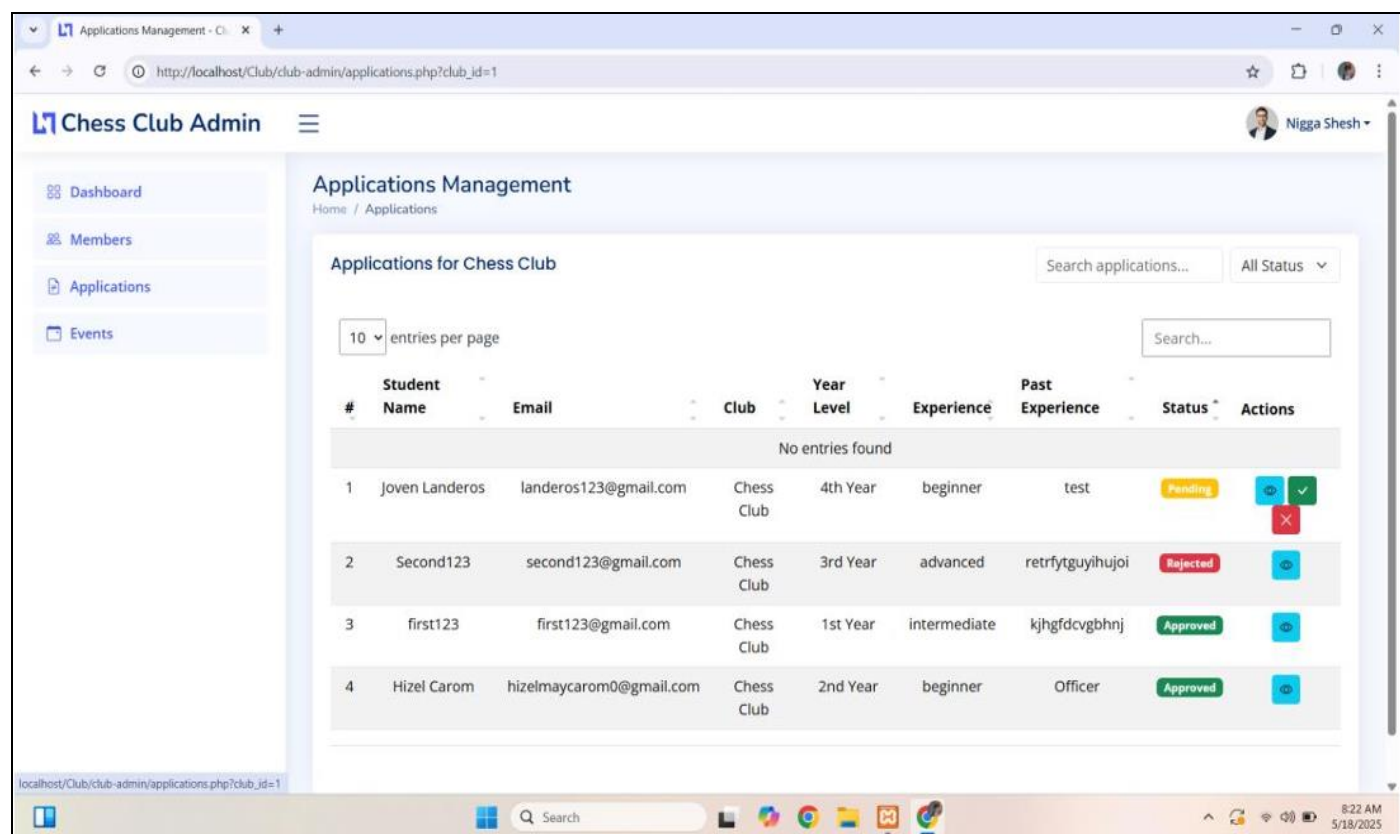
➢ *Admin Dashboard*

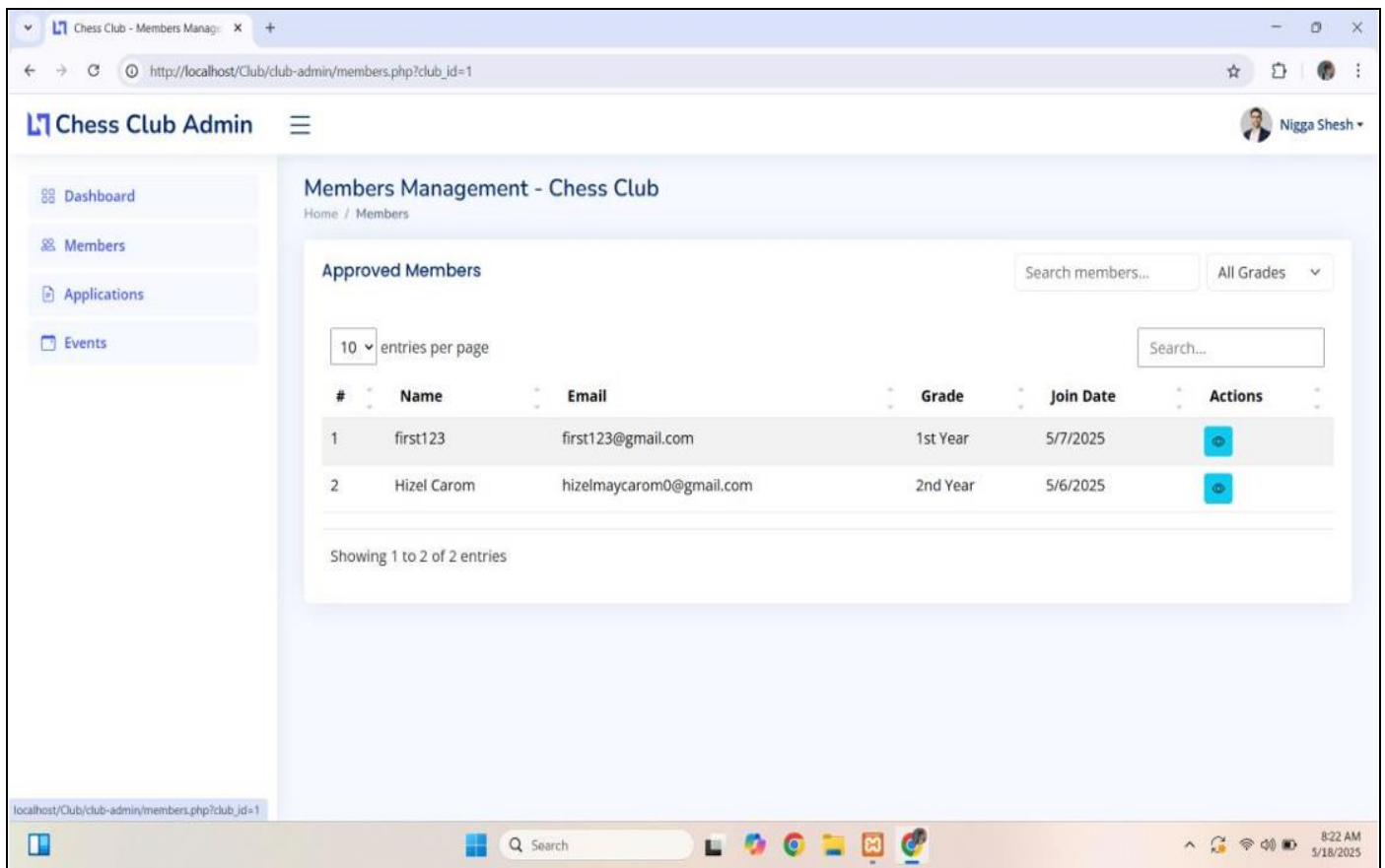Fig 1 Events Management Page

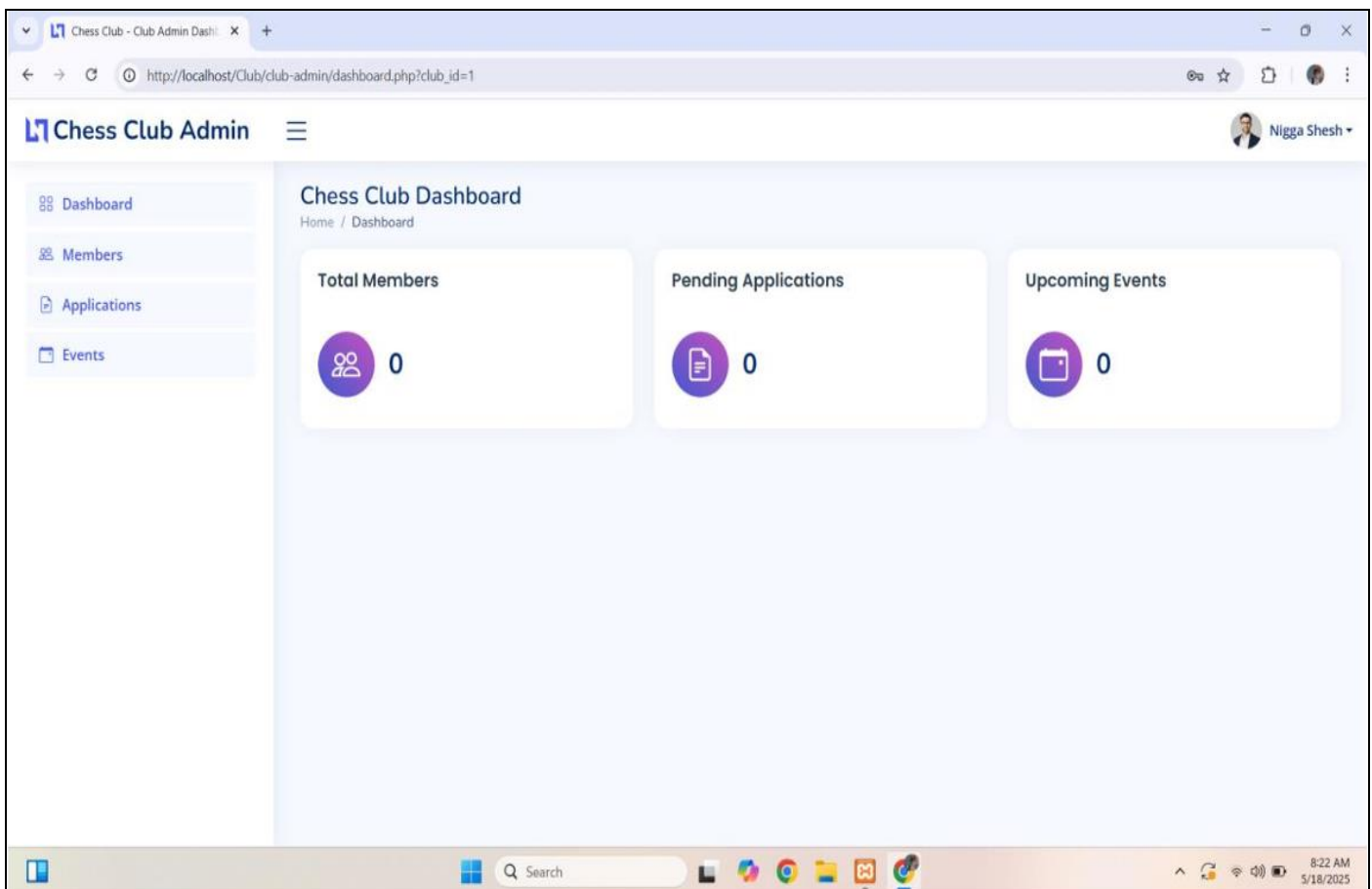Fig 2 Applications Management Page

Fig 3 Manage Members Page

Fig 4 Admin Main Dashboard

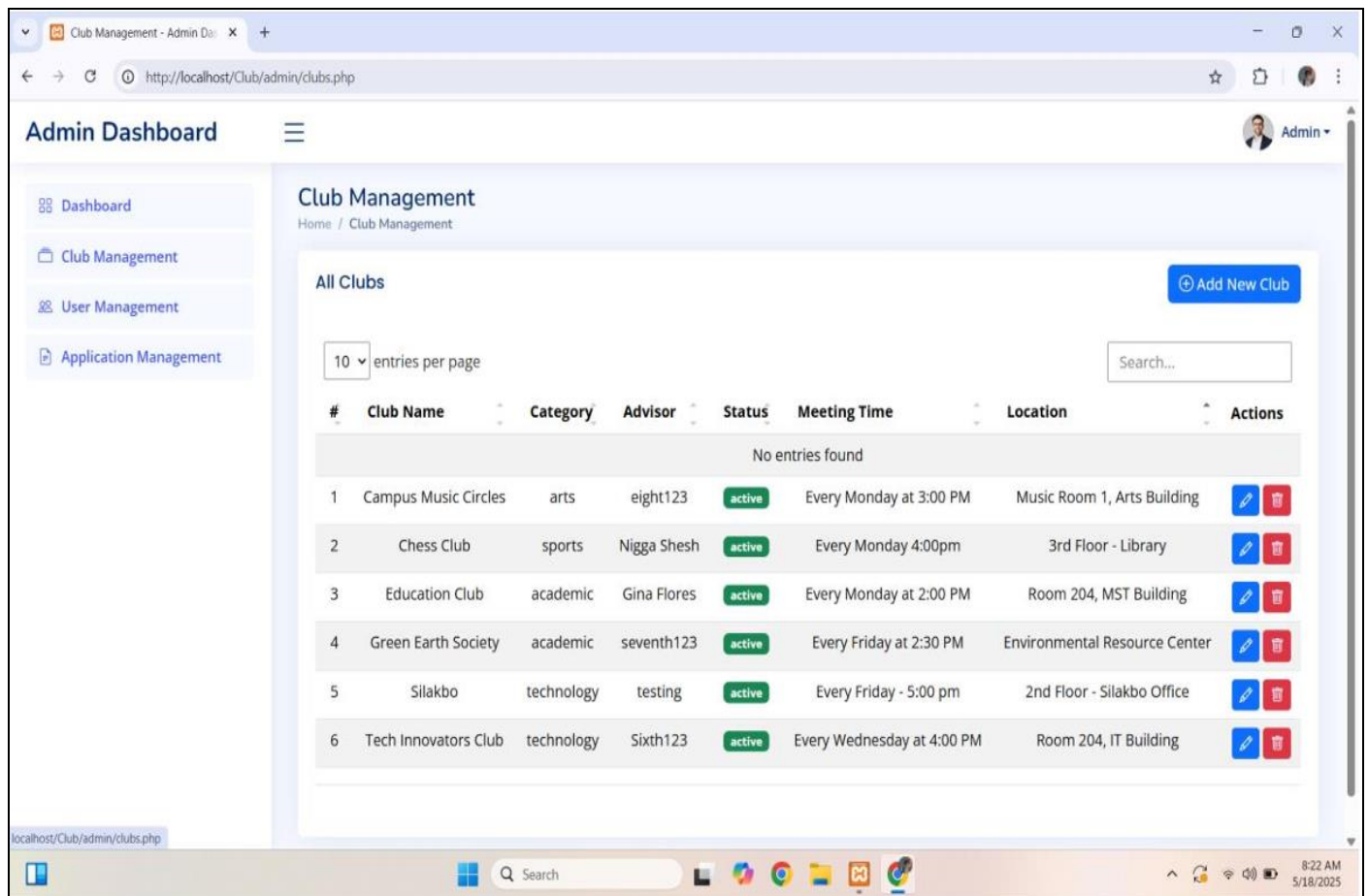Fig 5 Application Management Page

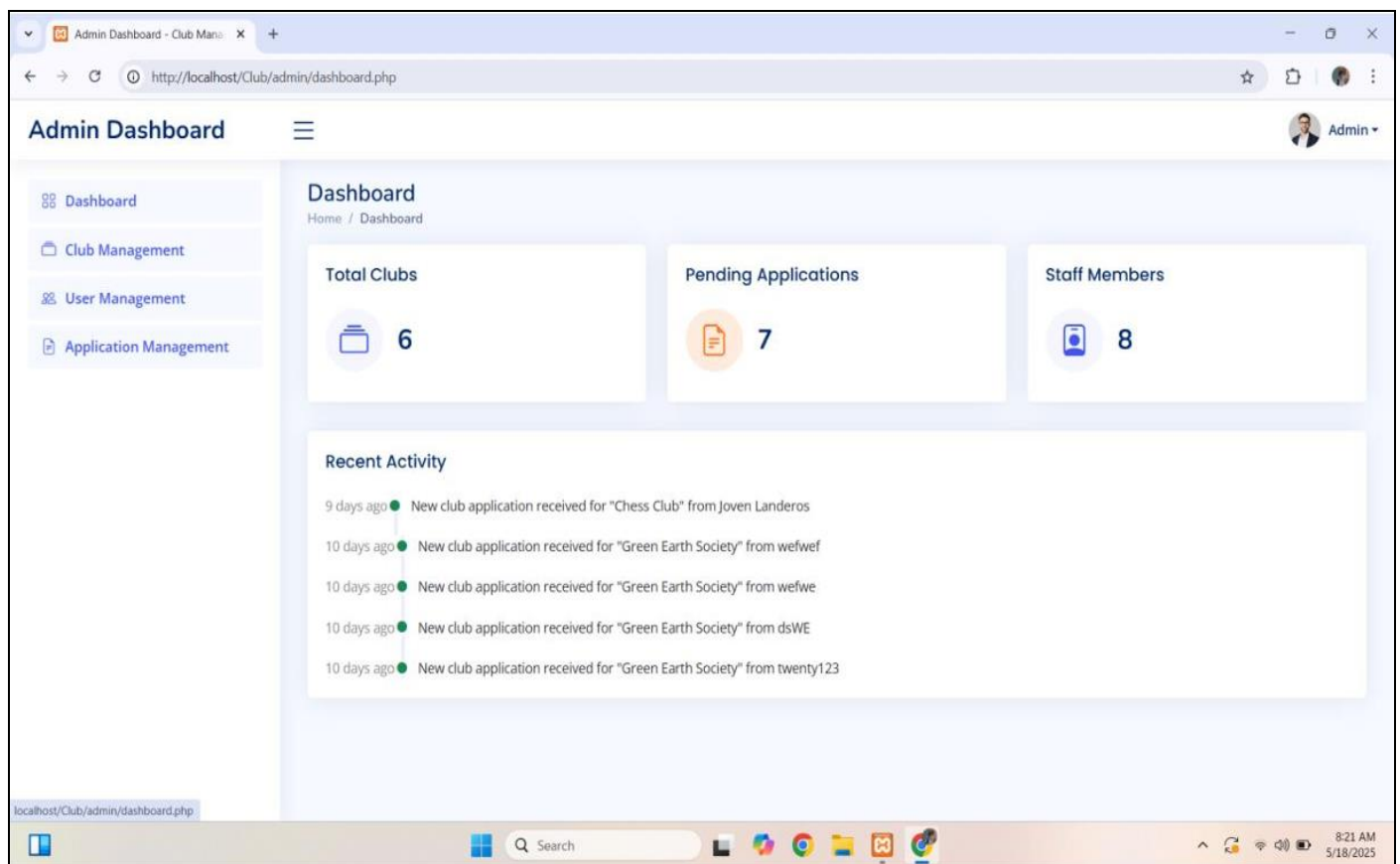Fig 6 User Management Page

Fig 7 View All Clubs Page

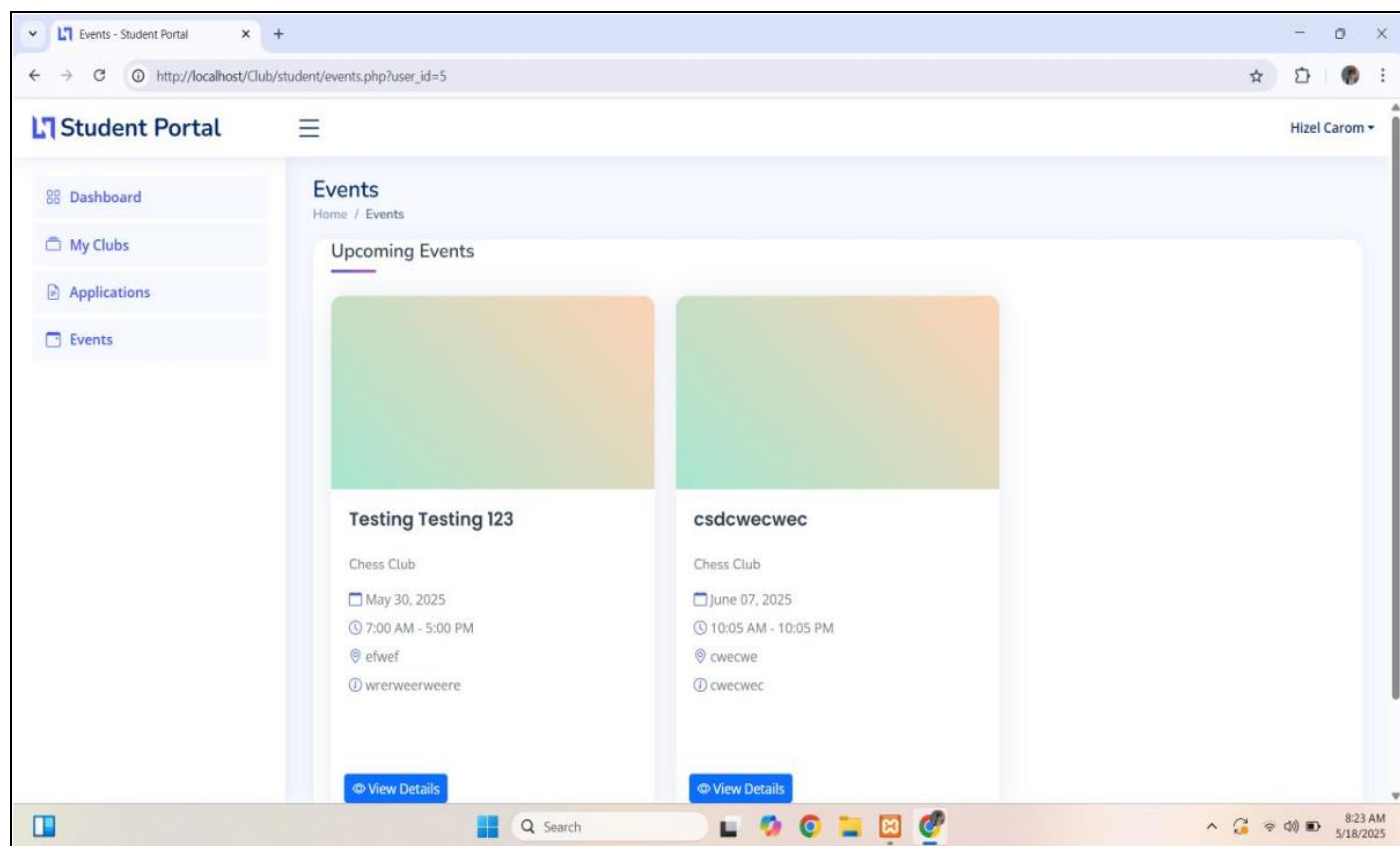Fig 8 Main Dashboard Page

➢ *Student Dashboard*
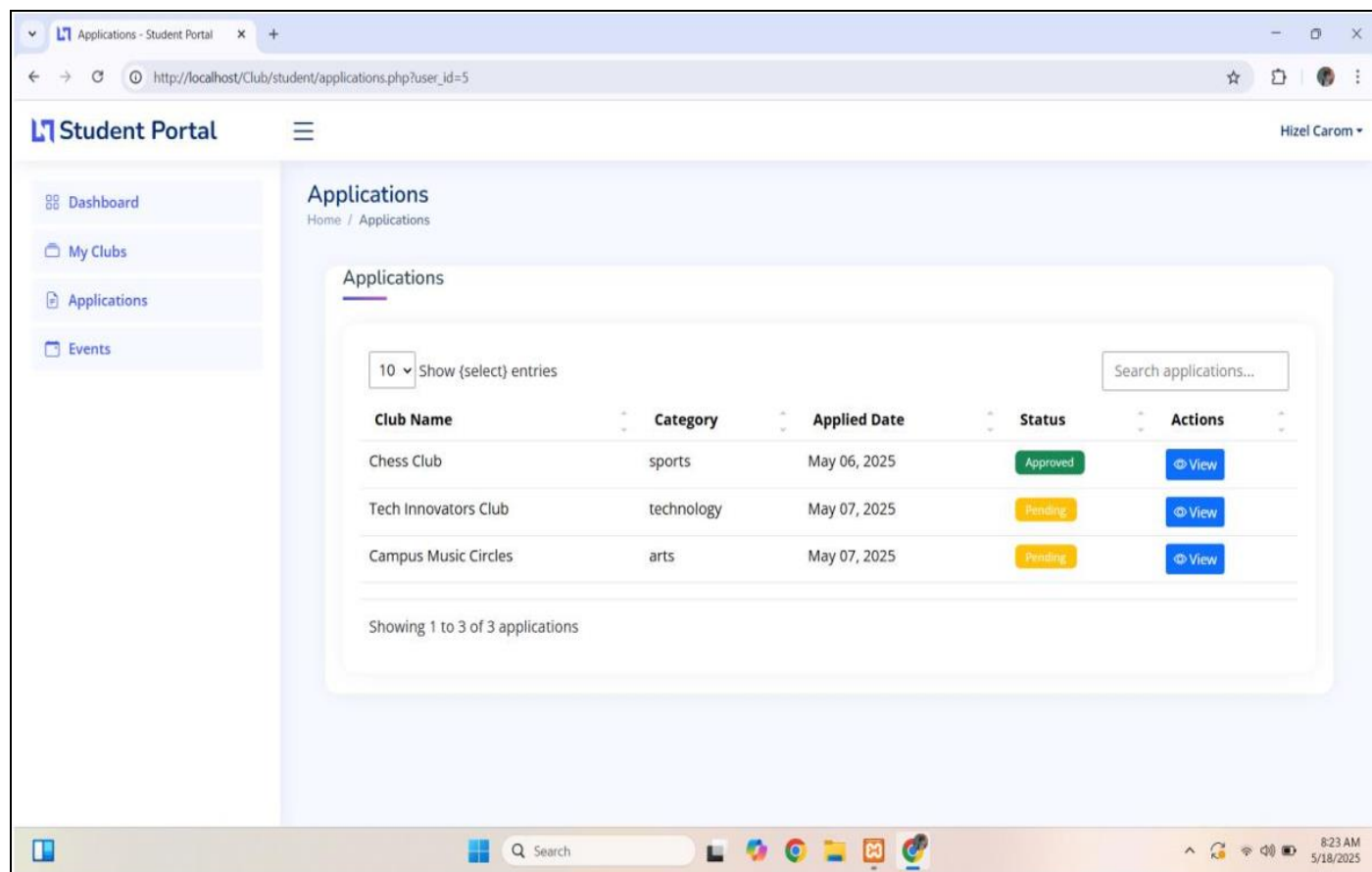

Fig 9 Student Main Dashboard
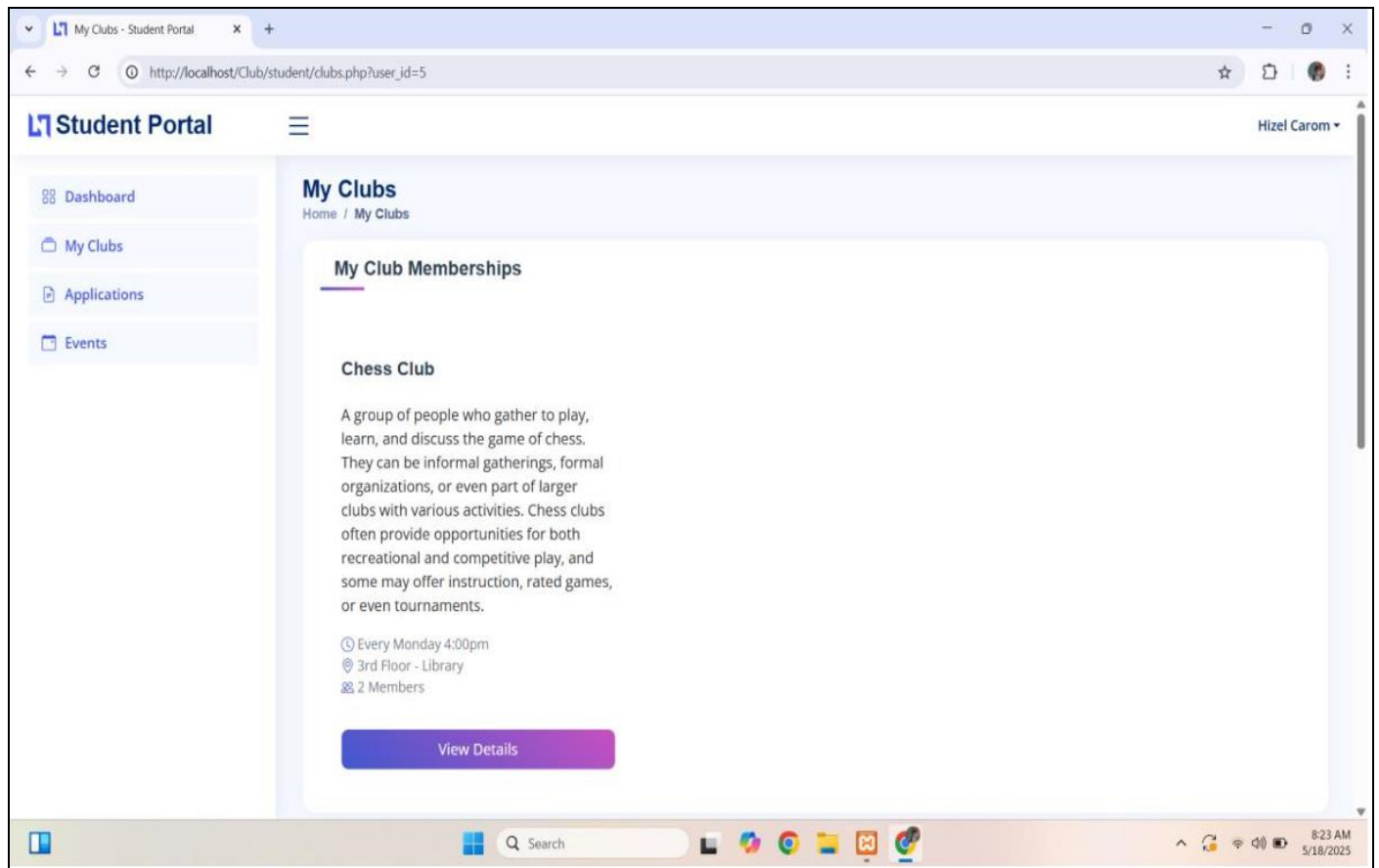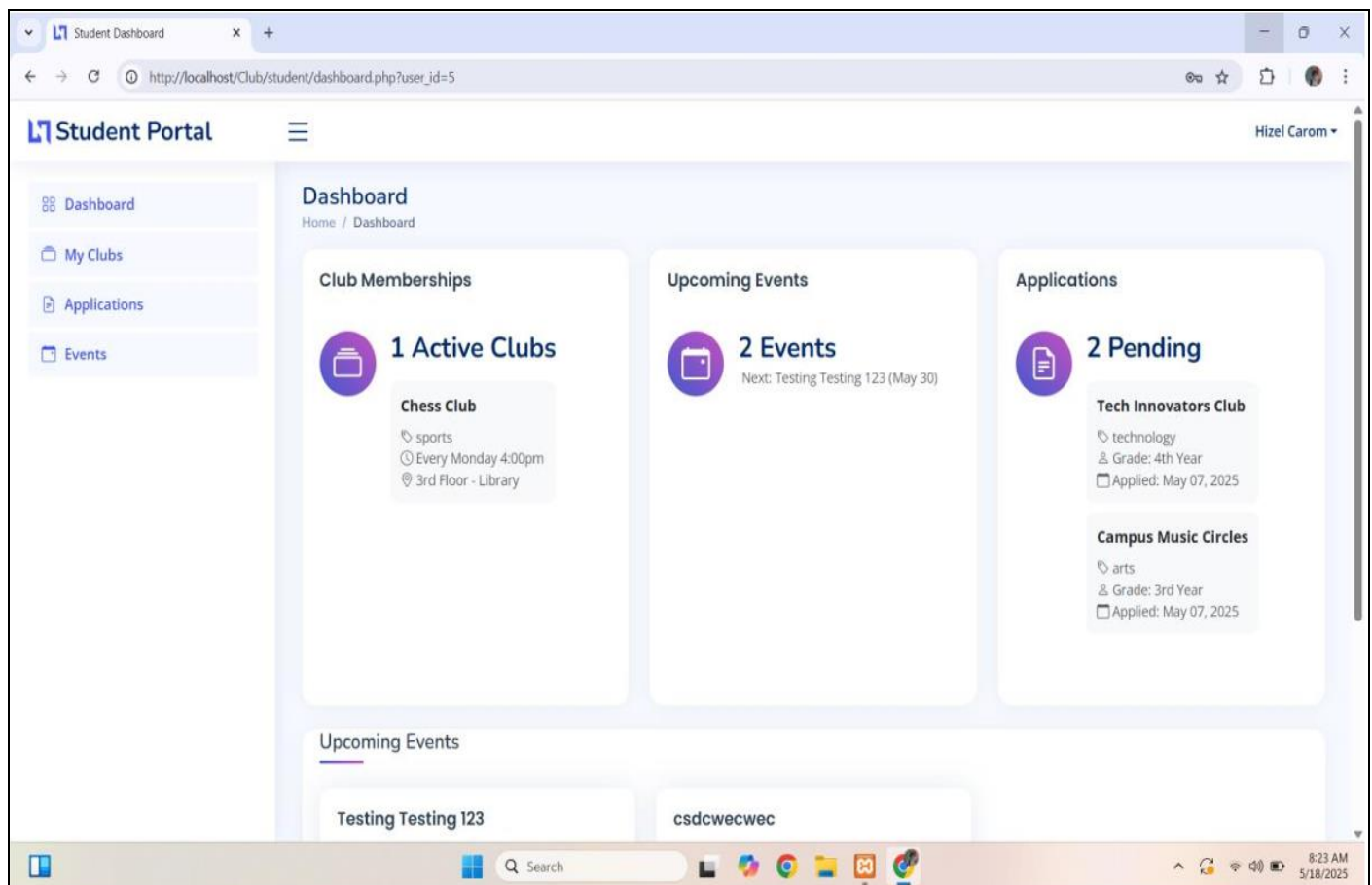

Fig 10 Application Page

Fig 11 View My Club Page
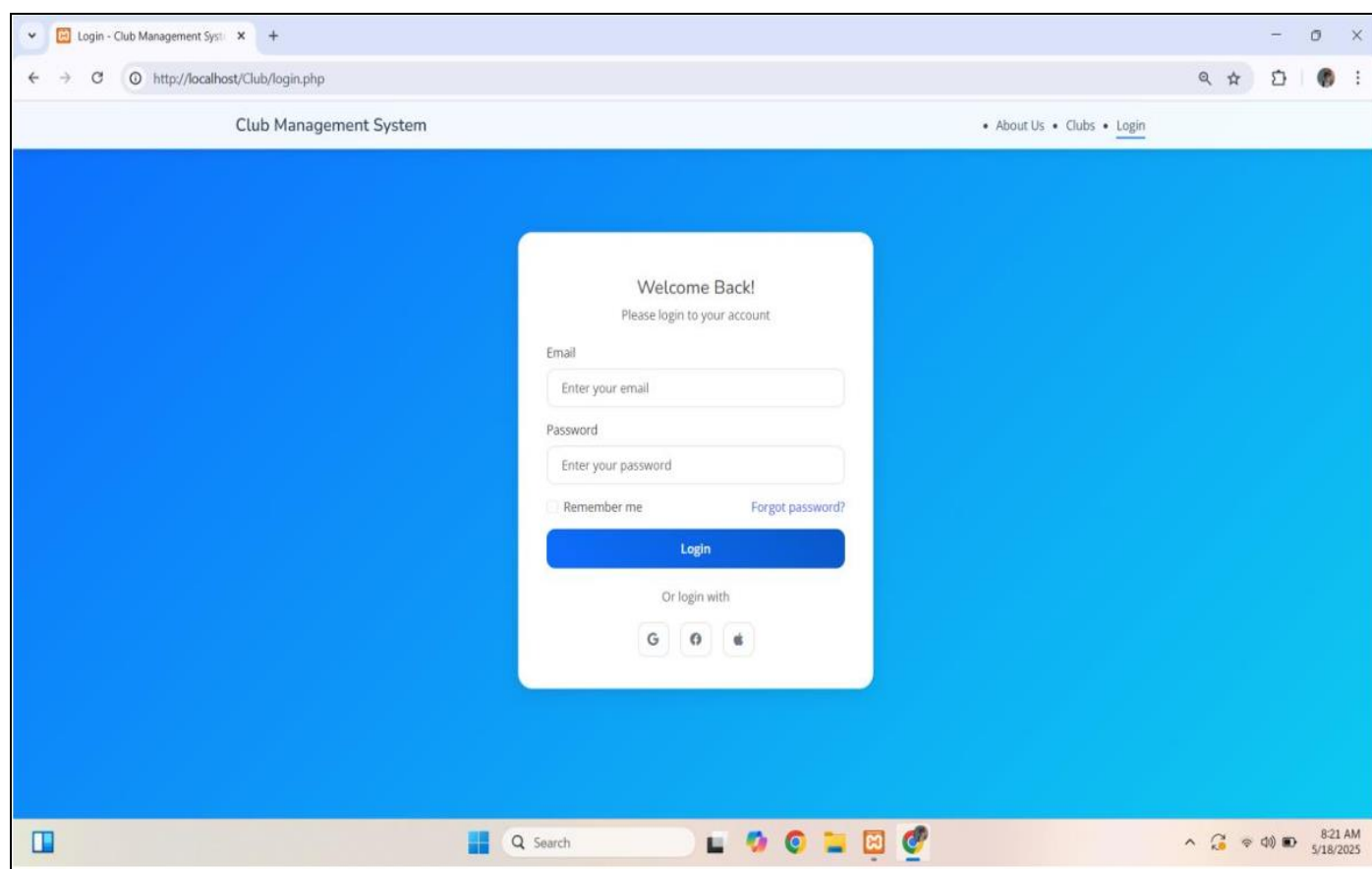

Fig 12 Student Dashboard Page
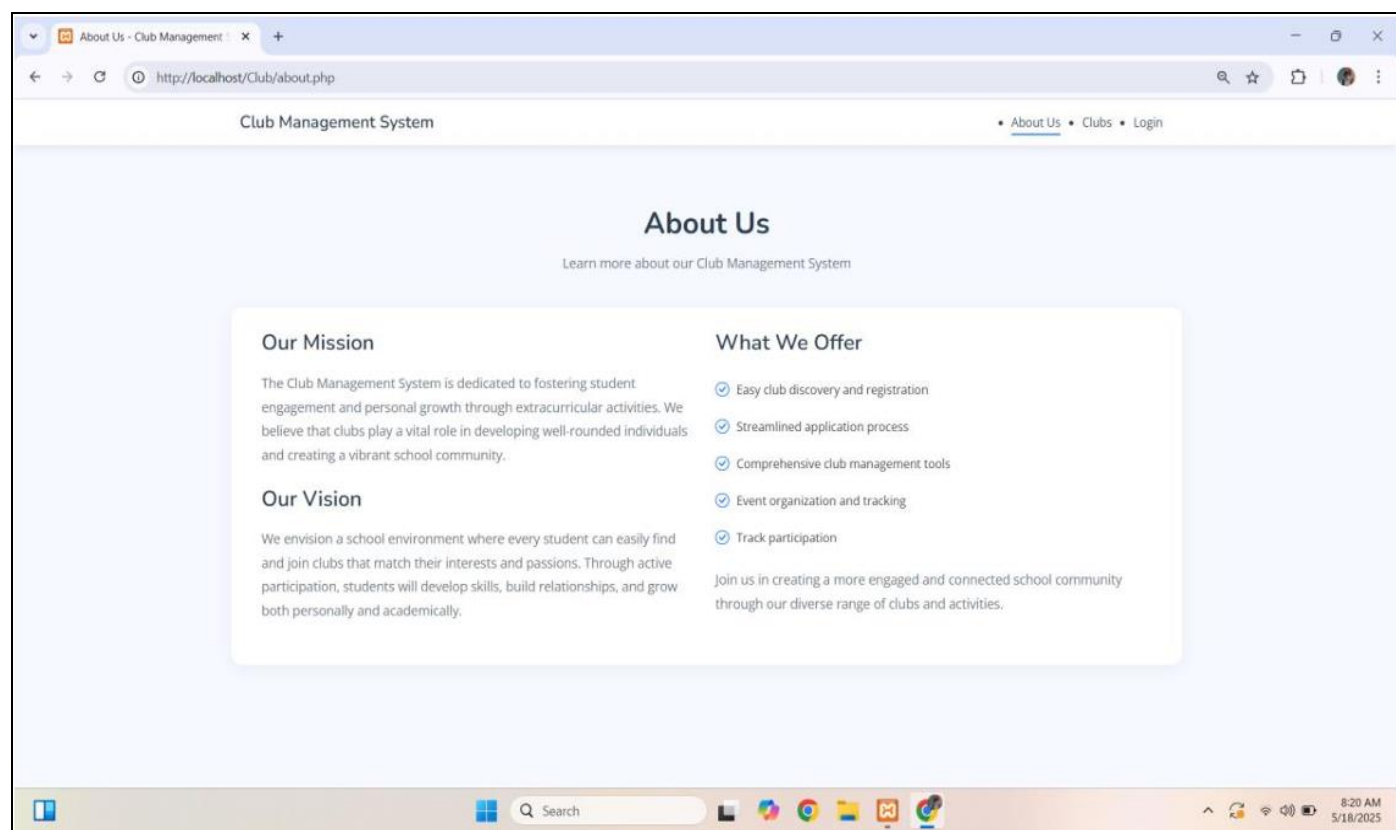
➢ *Login Page*

Fig 13 Login Page

➢ *Information Page*
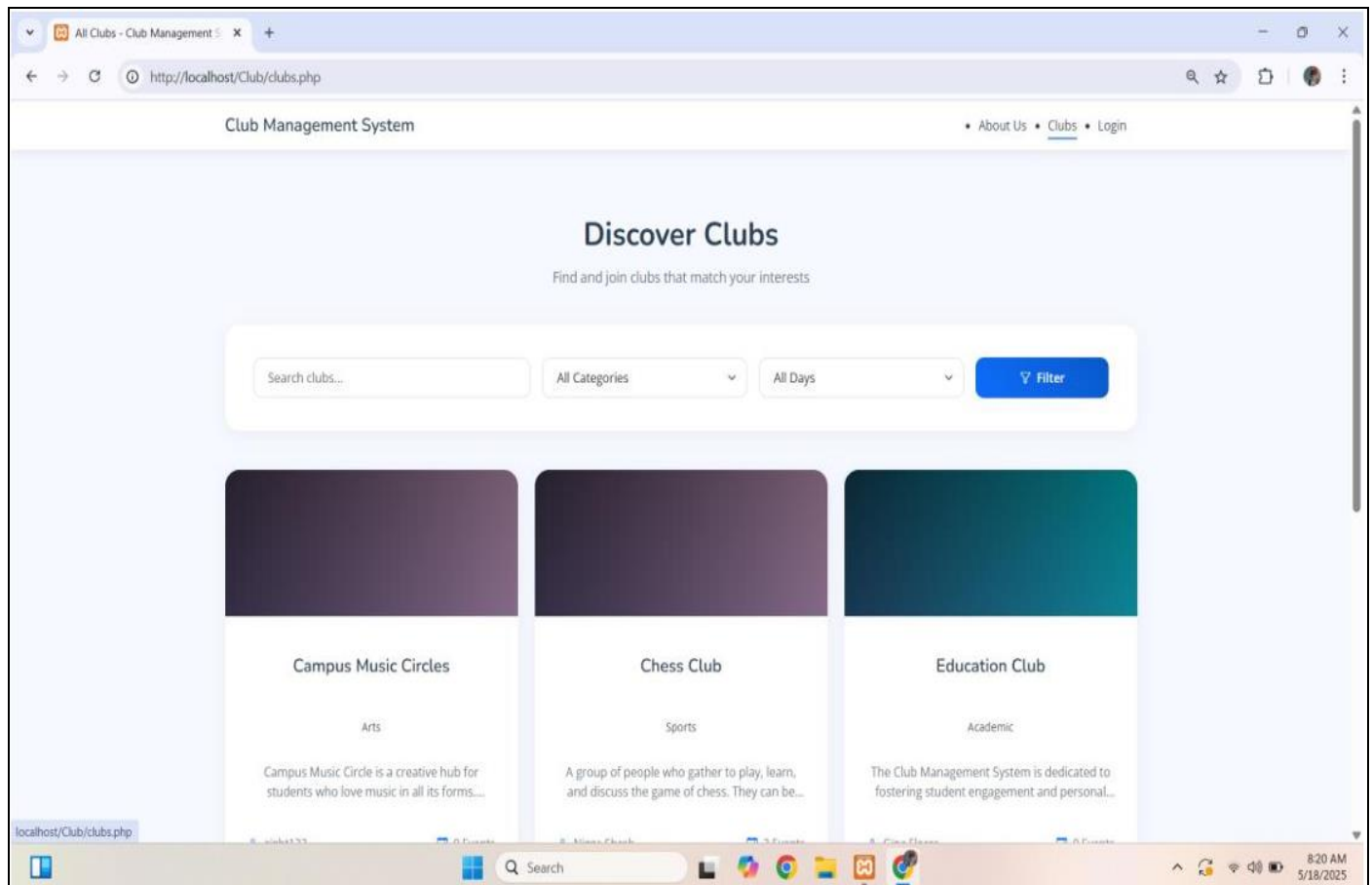

Fig 14 About the System Page

Fig 15 Discover Clubs Page

V.   EVALUATION AND RESULTS

➢ *Usability Testing*

Usability testing was conducted with a diverse group of student users, covering different academic levels and involvement in student clubs. Respondents evaluated the system based on ease of use, navigation, responsiveness, and overall satisfaction.

• *The Results of the Usability Questionnaire Showed:*

✓ A high percentage of respondents agreed that the platform was easy to navigate and user-friendly.
✓ Students found it simple to discover clubs, join them, and stay updated on activities.
✓ Many expressed confidences in using the platform without external assistance.
✓ Mobile and desktop compatibility received positive feedback.

➢ *Performance Metrics*

The system was evaluated on various performance aspects such as speed, reliability, and response time during real-world scenarios.

• *Measured Metrics:*

✓ **Average Page Load Time**: 1.8 seconds
✓ **System Downtime**: < 1% during testing period

✓ **Concurrent Users Supported**: 100+ without degradation
✓ **Notification Delivery Speed**: Instant (<1 second delay)

These performance outcomes demonstrate the platform's capability to handle real-time updates and multiple user interactions efficiently, which is crucial during busy periods like club registration weeks or event announcements.

➢ *Comparative Analysis*

To evaluate the effectiveness of the platform, a comparative analysis was conducted between the traditional method of club engagement, which involved manual sign-ups, paper advertisements, and face-to-face coordination, and the newly deployed platform. The findings indicated substantial enhancement in innumerable fronts. With reference to club discovery, the old school became limited with visibility, depending mostly on posters or word of mouth, while the new digital platform furnished an interactive and elaborate interface by which students could conveniently scroll through different organizations. In joining, what used to be a manual and cumbersome process was minimized through fast and automated registration. Furthermore, communication improved a lot, going from flyers with a long delay or irregular verbal announcement to real-time notifications and updates. Along with that, as the entry barriers were lowered and the new environment became more welcoming to new members, student engagement increased. Record-keeping, which used to be

difficult because of its paper-based format and hence prone to errors and loss of data, is now centralized and digitized, enhancing accuracy and management of data. Additionally, the platform being available on both mobile and desktop, it

is very convenient where the current method does not match.

➤ *Results and Findings*

Table 1 Shows data on platform usability and navigation. It covers ease of use, layout, loading speed, and user confidence. Results indicate the platform is user-friendly and easy to navigate.

Statement	Average Score	Interpretation
The platform was easy to use.	4.6	Strongly Agree
I had no problem finding what I needed.	4.5	Strongly Agree
The layout and design were clean and organized.	4.4	Agree
It was easy to learn how to use the platform.	4.5	Strongly Agree
I could quickly understand how to join a club or browse events.	4.3	Agree
The navigation buttons or links were clearly labeled.	4.4	Agree
I felt confident using the platform without needing help.	4.2	Agree
The loading time of pages was fast and smooth.	4.6	Strongly Agree
I could use the platform easily on both mobile and desktop.	4.5	Strongly Agree
The overall experience of using the platform was satisfying.	4.7	Strongly Agree

Table 2 Presents findings on student engagement and club participation. It highlights how the platform helps students discover, join, and learn about clubs, showing increased interest and ease of access.

Statement	Average Score	Interpretation
I discovered new clubs through the platform.	4.4	Agree
It was simple to join a club through the platform.	4.5	Strongly Agree
I was able to browse club details easily.	4.3	Agree
The platform helped me understand what each club does.	4.4	Agree
I felt more interested in joining a club because of the platform.	4.1	Agree
I found clubs that matched my interests.	4.3	Agree
I joined a club because of the platform.	4.2	Agree
I think the platform encourages more students to join organizations.	4.6	Strongly Agree
The platform made the joining process less intimidating.	4.5	Strongly Agree
I would recommend this platform to other students.	4.7	Strongly Agree

Table 3 Displays data on communication and feature satisfaction. It assesses how the platform supports announcements, updates, and club organization. Responses show it improves communication and saves time.

Statement	Average Score	Interpretation
I received timely updates about club activities or events.	4.4	Agree
Club announcements were clearly visible on the platform.	4.3	Agree
The platform helped organize club meetings or activities.	4.2	Agree
It's easier to manage or follow club activities with the platform.	4.5	Strongly Agree
I prefer this platform over flyers or verbal announcements.	4.4	Agree
I didn't miss any important club news because of this system.	4.3	Agree
Club leaders were able to post updates quickly and clearly.	4.5	Strongly Agree
I believe this platform helped improve communication between members.	4.6	Strongly Agree
The features (notifications, calendar, etc.) were useful.	4.4	Agree
The platform saves time for both students and club leaders.	4.6	Strongly Agree

VI. DISCUSSION

➤ *Interpretation of Findings*

Table 4 Shows data on platform usability and navigation. It covers ease of use, layout, loading speed, and user confidence. Results indicate the platform is user-friendly and easy to navigate.

Statement	Average Score	Interpretation
The platform was easy to use.	4.6	Strongly Agree
I had no problem finding what I needed.	4.5	Strongly Agree
The layout and design were clean and organized.	4.4	Agree
It was easy to learn how to use the platform.	4.5	Strongly Agree
I could quickly understand how to join a club or browse events.	4.3	Agree

The navigation buttons or links were clearly labeled.	4.4	Agree
I felt confident using the platform without needing help.	4.2	Agree
The loading time of pages was fast and smooth.	4.6	Strongly Agree
I could use the platform easily on both mobile and desktop.	4.5	Strongly Agree
The overall experience of using the platform was satisfying.	4.7	Strongly Agree

In table 4: Using the Platform (Usability & Navigation), the platform received high ratings for ease of use, with most students agreeing that it was intuitive, well-organized, and fast-loading. The average score of 4.7 on the measure for general satisfaction means the platform does well, confirming its effectiveness in meeting students' needs for navigation efficiency. This high score was also supported by a measurement on compatibility related to use on mobile vs. desktop platforms, which scored high at an average of 4.5.

Table 5 Presents findings on student engagement and club participation. It highlights how the platform helps students discover, join, and learn about clubs, showing increased interest and ease of access.

Statement	Average Score	Interpretation
I discovered new clubs through the platform.	4.4	Agree
It was simple to join a club through the platform.	4.5	Strongly Agree
I was able to browse club details easily.	4.3	Agree
The platform helped me understand what each club does.	4.4	Agree
I felt more interested in joining a club because of the platform.	4.1	Agree
I found clubs that matched my interests.	4.3	Agree
I joined a club because of the platform.	4.2	Agree
I think the platform encourages more students to join organizations.	4.6	Strongly Agree
The platform made the joining process less intimidating.	4.5	Strongly Agree
I would recommend this platform to other students.	4.7	Strongly Agree

In table 5: Joining and Discovering Clubs (Engagement & Participation), responses from the polls reflected the fact that the platform significantly improved students' abilities to discover and join clubs. With an average score of 4.6, students strongly agreed that the platform encourages participation and makes the process of joining less intimidating. This demonstrates the platform's success in encouraging student involvement and simplifying the process of joining clubs.

Table 6 Displays data on communication and feature satisfaction. It assesses how the platform supports announcements, updates, and club organization. Responses show it improves communication and saves time.

Statement	Average Score	Interpretation
I received timely updates about club activities or events.	4.4	Agree
Club announcements were clearly visible on the platform.	4.3	Agree
The platform helped organize club meetings or activities.	4.2	Agree
It's easier to manage or follow club activities with the platform.	4.5	Strongly Agree
I prefer this platform over flyers or verbal announcements.	4.4	Agree
I didn't miss any important club news because of this system.	4.3	Agree
Club leaders were able to post updates quickly and clearly.	4.5	Strongly Agree
I believe this platform helped improve communication between members.	4.6	Strongly Agree
The features (notifications, calendar, etc.) were useful.	4.4	Agree
The platform saves time for both students and club leaders.	4.6	Strongly Agree

Table 6 Communication and Features (Effectiveness & Satisfaction) also showed strong affirmation concerning the ability of the platform in facilitating efficacy in communication and organization of events. Average score of 4.6 in improving communication among club members and a similar score gain in less time, students liked features of the platform such as notifications, calendar tools, and quick update releases from club leaders. Thus, the implication is that such a platform is meant to enhance organizational efficiency that ensures students and club leaders continue to stay informed and remain connected.

➢ *Contributions and Innovation*

This study contributes to engaging students and managing clubs by offering a platform for discovering, registering, and communicating about clubs. The problems represented in traditional club management-like sign-ups or advertisements on paper-are solved to enhance student engagement in digital methods through notifications, event calendars, and real-time updates. This digital solution creates opportunities for streamlining communication between club leaders and members, thereby providing better engagement. Other values arising from the comparative analysis of traditional versus online methods illustrate better usability and communication, creating prospects for this platform to be used as a reference by other educational

institutions wishing to modernize their club management system.

> *Limitations and Future Work*

Despite its promising aspects, had apparent shortcomings such as the sample size, which was completely adequate for the study but could not be representative of the overall student population. Future studies may increase the sample size so that it would represent a more diverse population and really focus on students' experiences with deleting the views of club leaders and administrator such as would have complemented the measurement of overall impact of the platform. Studies were conducted in a short span, thus limiting the analysis to short-term engagement and sustainability; future research should look at long-term studies to establish the effect of the platform over time. Emerging features like AI club recommendations or linking the platform with social media are sure to make it more engaging with a broadened catchment area.

VII. CONCLUSION

A. Summary of Key Findings

The study aimed to evaluate the effectiveness of a centralized digital platform in improving student engagement and club participation within an academic setting. After collecting and analyzing data through surveys, interviews, and observations, several key findings emerged:

> *How do HCI and UX/UI practices affect the ways student organizations communicate with and collaborate on event planning by improving usability?*

Preliminary data showed that students found the platform easy to use, organized, and accessible through various devices. A multitude of respondents agreed that the interface was intuitive, navigation clear, and features worked seamlessly. These findings speak to the platform satisfying fundamental usability requirements, which are an integral component in fostering continued use.

> *How can student clubs and organizations strengthen their platforms using a user-centered design approach to enhance accessibility?*

Surveys were sent out to students asking their opinions about the platform, and students agreed that the platform does indeed help in discovering and joining clubs, understanding club activities, and feels motivated to participate in campus organizations. One of the great advantages was having all the details available in one location for students to view clubs and events, hence reducing the intimidation factor of joining new groups.

> *How do particular usability problems impact the School Clubs and Organization Platform's user experience in terms of engagement and efficiency?*

Communication features of the platform, such as notifications and announcements, were highly rated. Students noted that these features kept them informed on club activities and events, and many chose them over traditional verbal or paper announcements. Overall, the platform provided crucial communication links to unite the members and club leaders.

REFERENCES

[1]. FasterCapital. (2025, April 11). Education user experience and feedback: Designing intuitive learning platforms: Lessons from user experience. https://fastercapital.com/content/Education-user-experience-and-feedback--Designing-Intuitive-Learning-Platforms--Lessons-from-User-Experience.html

[2]. Navale, A. S., Sharma, R., Jadhav, R., David, A., & Singh, A. (2024). Campus Connect—A centralized hub for club announcements and community engagement with analytics. In M. Tuba, S. Akashe, & A. Joshi (Eds.), ICT systems and sustainability. ICT4SD 2024. Lecture notes in networks and systems (Vol. 1163). Springer. https://doi.org/10.1007/978-981-97-8537-7_33

[3]. Aziz, A. A. (2021). Design architecture of an integrated student activities management system for higher education. Turkish Journal of Computer and Mathematics Education (TURCOMAT), 12(5), 1676–1683. https://doi.org/10.17762/turcomat.v12i5.2158

[4]. Vijesh, P. V., Anitha, B., & Thomas, P. D. (2024). Usability study of the NDLI Club website and its processes: Perceptions of librarians in selected CBSE schools and AICTE affiliated colleges in Kerala state, India. [Journal Name], 13(2).

APPENDICES

A. Appendix A: Survey Questions

➤ *Using the Platform (Usability & Navigation)*

- The platform was easy to use.
- I had no problem finding what I needed.
- The layout and design were clean and organized.
- It was easy to learn how to use the platform.
- I could quickly understand how to join a club or browse events.
- The navigation buttons or links were clearly labeled.
- I felt confident using the platform without needing help.
- The loading time of pages was fast and smooth.
- I could use the platform easily on both mobile and desktop.
- The overall experience of using the platform was satisfying.

➤ *Joining and Discovering Clubs (Engagement & Participation)*

- I discovered new clubs through the platform.
- It was simple to join a club through the platform.
- I was able to browse club details (events, members, officers) easily.
- The platform helped me understand what each club does.
- I felt more interested in joining a club because of the platform.
- I found clubs that matched my interests.
- I joined a club because of the platform.
- I think the platform encourages more students to join organizations.
- The platform made the joining process less intimidating.
- I would recommend this platform to other students looking to join clubs.

➤ *Communication and Features (Effectiveness & Satisfaction)*

- I received timely updates about club activities or events.
- Club announcements were clearly visible on the platform.
- The platform helped organize club meetings or activities.
- It's easier to manage or follow club activities with the platform.
- I prefer this platform over flyers or verbal announcements.
- I didn't miss any important club news because of this system.
- Club leaders were able to post updates quickly and clearly.
- I believe this platform helped improve communication between members.
- The features (notifications, calendar, etc.) were useful.
- The platform saves time for both students and club leaders.