# BeeWise: Online Health Expert Booking Application for College Students

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Abstract: BeeWise an Online Health Expert Booking App for College Students is a mobile application designed to solve the challenges in accessing sexual health education faced by college students in the Philippines. This research proposes a mobile application that has a Chat Module for safe and confidential discussions, and Online Booking of Health Professionals. BeeWise seeks to transform traditional sexual education by offering a detailed, accessible, and engaging platform and create a safe place for college students to avoid stigma, discussing sexual education related topics in a healthy manner. Overall, the findings of this study focus on the user interface and experience of BeeWise app providing further insights for an engaging way of spreading sexual health education to college students.

# Keywords—Sexual Education; College Students; Online Health App; Sexual Health; Health Professionals; UI/UX

# **1. INTRODUCTION**

As the knowledge of sexual education spreads, college students in the Philippines encounter problems accessing information due to societal shyness and the prevailing taboo surrounding the topic. This places them at a higher risk of ignorance and potential risks in terms of health. Sexual education talks about a broad range of topics related to sex and sexuality, it is important for high-quality teaching and learning. Sexual education talks about values and beliefs as it helps individuals gain the skills needed to navigate relationships with themselves, partners, and the community while managing their sexual health. Despite its importance for college students' well-being, current methods usually lack accessibility, confidentiality, and engagement. Traditional ways to sexual education in college universities make it hard to provide students with a confidential, accessible, and interactive way to address their sexual health concerns (Haruna et al., 2018). Privacy issues, a lack of real-time interaction with professionals, and difficulty accessing relevant resources contribute to a gap that could be seen within the naked eye in sexual education (Lameiras-Fernández et al., 2021). [1][2]

This research addresses the challenges faced by college students in accessing sexual education by proposing the development of the 'BeeWise: Online Health Expert Booking App for College Students'. BeeWise is formed through the catch phrase "the birds and the bees" that is an idiom usually used for explaining topics such as sexual education, sexuality, or the basics of reproduction to young individuals. The researchers' proposed solution is a mobile application designed to spread sexual education for college students. The app integrates key features, including a Booking Module for convenient access to certified professionals for discussions or health concerns, and a Chat Module for minor concerns or questions regarding sexual health topics. Through these features, BeeWise Sexual Health Education App for College Students aims to transform the traditional view towards sexual education, offering a detailed, accessible, and engaging way for students experiencing the difficulties of sexual health during their college years.

### 1.1 Statement of the Problem

In college students' sexual education, there's a need for fresh solutions that can solve the issues in effective sharing of information and accessing healthcare resources. This study aims to address these issues by introducing the "BeeWise: Online Health Expert Booking App for College Students." The key problems to be explored include:

1. How can interactive interactions be enhanced to ensure that college students get personalized guidance for their sexual health questions?

2. How can a safe space platform be created for shy students seeking advice and information in the app that reduces their fears of judgement?

3. How can access to information and resources be simplified within the app, letting college students to effectively manage their sexual health?

### 1.2 Objectives of the Study

The objective of the "BeeWise: Online Health Expert Booking App for College Students" is to help college students with sexual education through an easy-to-use platform. This app wants to fill the gaps in traditional sexual health education by providing personalized guidance, and easy access to healthcare services. The plan focuses on a few specific objectives:

1. Make it easy for students to schedule appointments directly through the app, ensuring they can quickly access consultations and follow-up discussions, making healthcare straightforward.

2. Create a safe space for college students to get advice and information on sexual health. This encourages open conversations with health professionals.

3. Empower students with essential knowledge and skills to make informed decisions regarding their sexual well-being.

# **1.3 Significance of the Study**

This study was significant to the following:

CHED. This study will be significant to them as it will serve as a path to take small steps in integrating Sexual Education within the community of college in a unique and modern way. Findings of this study will make it an option for them to be more open on normalizing discussions about Sex Ed.

Health Professionals. This study will be significant to the Health Professionals as it will help them have a new platform to share information with college students curious about Sexual Education. All the findings in this study will guide them on how to approach topics such as Sex Ed through an accessible medium for college students.

College Students. This study will be of significance to them as the researchers aim to provide a study on how an application for Sexual Education specifically for college students can benefit them on learning the importance of practicing sexual health in the future.

Future Researchers. The findings of the study may be used as references in conducting relevant studies to validate related results. This study will be significant to them as it focuses on providing accessible and accurate knowledge about the taboo topic sexual education through an app.

### **1.4 Scope and Limitations**

The study covers the importance of meeting the unique needs of college students in learning about sexual education through an open-minded and user-friendly platform. The study's goal is to provide information of the user through a private platform, that is safe to use by a curious or shy college student without fears of judgement. Simplifying access to sexual health information within the app and providing resources for students to effectively manage their health. It is important to mention that providing sexual education as freely as possible within a conservative country is of great contribution to the growing population of teenage pregnancy cases. The research focuses on developing an application capable of meeting the needs of college students curious about practicing safe sexual health education with health professionals being in hands reach for users to contact and ask for check-ups or advice.

The limitations that were not covered by this study are pointing to potential things to investigate later. Firstly, the study focuses on college students in the Philippines, limiting the generalizability of findings to other populations. Furthermore, cultural norms and values regarding sexual health education may impact the adoption and usage of the app. Assessing the long-term impact and effectiveness of the app on students' sexual health knowledge and behaviors may require extended study beyond the scope of this research.

### 1.5 Definition of Terms

The following terms are hereby defined in the study:

Booking App. A mobile application designed to make organizing and scheduling appointments or bookings easier. Many industries, including healthcare, hospitality, fitness, and beauty use these applications. To go through the available time slots, choose a preferred date and time, and make appointments for services or activities.

Conservative. Holding to traditional ideas and beliefs and reluctant about change or innovation, usually in respect to politics or religion.

Mobile Application. Software application meant for mobile devices such as smartphones or tablets. Online app stores frequently provide program applications that people download and install within one's mobile phone.

Online Health Expert. A person or organization that uses online platforms to offer health-related counsel, education, or advice. They may engage with consumers through written content, webinars, virtual consultations, or other online platforms to help and educate people in taking control of their health and making well-informed decisions. These professionals might be recognized specialists, licensed healthcare workers, or those with specialized knowledge in particular areas of health and well-being.

Sexual Education. The process of learning about and developing attitudes and ideas on relationships, sex, sexuality, and related subjects. It includes instruction received in formal environments like school programs, along with outside school premises like parental advice, media influence, etc.

Taboo. A social or religious tradition that prohibits or restricts a specific behavior or that forbids association with a specific individual, place, or thing. In general, anything that is deemed inappropriate or condemned by society standards.

# 2. REVIEW OF RELATED LITERATURE AND STUDIES

### **Sexual Health Education in the Philippines**

The "Navigating Condom Use among Filipinos: Unpacking Facilitators and Barriers - A Systematic Literature Review," the author delves into a pressing concern. The period between 2010 and 2018 witnessed an alarming 203% surge in new human immunodeficiency virus (HIV) infections in the Philippines. Recognizing the pivotal role of condoms as a practical and effective means to thwart HIV transmission, this study sets out to uncover the factors that either foster or impede condom use among Filipinos. Guided by the Ecological Model of Health Promotion, the research conducted an in-depth exploration through a systematic review of literature, tapping into electronic databases. The search criteria involved the keywords "condom," "Filipinos," and "Philippines." To be included in this compassionate review, papers needed to meet three criteria: (1) being research studies, (2) focusing on condom use, and (3) involving samples of Filipinos residing in the Philippines. This human-centered endeavor aims to illuminate the intricacies surrounding condom use among Filipinos, contributing to a nuanced understanding of the challenges and opportunities in the context of the escalating HIV infections. (De Torres, 2020) [3]

According to "Exploring Adolescent Sexual Initiation and Pregnancy: Unveiling Insights from Further Analysis of Demographic and Health Surveys in the Philippines," the human quest for knowledge becomes evident. Faced with a scarcity of reliable and easily accessible data on adolescent Sexual and Reproductive Health (SRH), the study turns to the valuable resource of Demographic and Health Surveys (DHS) to glean essential insights into adolescent reproductive transitions, including the aspects of sexual initiation and the occurrence of first pregnancy. While the DHS data proves to be a valuable source, the article underscores its limitations, particularly in capturing other crucial social determinants linked to adolescent SRH outcomes. The narrative emphasizes an ongoing need for the timely and targeted collection of both quantitative and qualitative data on adolescent SRH. Such comprehensive data collection is seen as essential to inform programming and policy initiatives that aim to foster positive health outcomes during this pivotal transition period to adulthood. This human-centered endeavor reflects the dedication to understanding and addressing the multifaceted aspects of adolescent sexual and reproductive health. (Habito et al., 2019) [4]

The "Exploring Beliefs and Practices on Sexuality and Reproductive Health among Students at Samar College," delves into the discourse surrounding sexuality and reproductive health emphasizes the need to upfront recognize the diverse factors shaping perspectives. Global variations in cultural norms, religious beliefs, social structures, school environments, and economic considerations significantly influence how educational institutions and communities address these concerns. Given the pervasive gendered and sexualized aspects within the school environment, it becomes paramount for educators to possess a comprehensive understanding of how systems of sex, gender, and sexuality operate in the classroom. This human-centric approach aims to adeptly navigate the complexities inherent in discussing sexuality and reproductive health across various educational and cultural contexts. (Bollido and Cayabo, 2020) [5]

According to "Exploring the Current State and Challenges of Sexual Health Education by School Nurses in Muntinlupa City, Philippines," it is evident that many students, dealing with diverse health issues, rely on the health services provided by School Nurses (SNs). However, the existing sex education scenario in the Philippines falls short in addressing the rising concerns of teenage pregnancy and sexually transmitted infections (STIs) among students. A significant socio-cultural barrier impedes adolescents from accessing crucial sexual information in the country. To tackle this issue effectively, SNs need to assume a vital role not only in public health nursing but also as health educators in schools. Empowering SNs with competency in sexual health education is essential. Collaborative efforts between city health centers and the City Education Division are crucial to creating an environment conducive to providing comprehensive sex and health education for all SNs, enabling them to acquire the necessary knowledge and teaching skills. (Tanaka, 2020) [6]

In "Should sex education in the Philippines remain taboo?" delves into the challenges surrounding sex education in the Philippines, a Christian country where discussions on the topic are often considered inappropriate. The literature review explores the existing knowledge on sex education in the Philippines, highlighting the influence of religious beliefs on limited discourse and the perpetuation of misinformation. It stresses the importance of comprehensive sex education, extending beyond physical aspects to include self-expression, individual views, and reproductive health. The review suggests that addressing challenges and providing sexuality education to children and youth can help mitigate issues like teenage pregnancy and sex-related diseases. Overall, it emphasizes the need to overcome societal taboos and challenges to ensure the holistic well-being of the youth through a comprehensive and empowering approach to sex education. (Yamat et al., 2023) [7]

# **Importance of Sexual Health Education**

A study investigated that the intricate dynamics between family sexual attitudes and socioeconomic status (SES) and their influence on the sexual and reproductive health (SRH) of a substantial group of Chinese young adults. A thorough examination involved 53,508 participants aged 15 to 24 who actively participated in an online survey from November 2019 to February 2020. Through the application of multivariable logistic regression analyses, the research aimed to elucidate the relationships among SRH, family sexual attitudes, and SES. Following adjustments for potential confounding variables, the analysis was stratified based on gender. (Zou et al., 2021) [8]

The "Improving Insight into Adolescent Sexual Behavior: A Thorough Review of Peer Education," looks further into the analysis of how peer education influences teenagers' understanding and sexual behavior views. This study is especially concerned with examining research articles. The main goal is to obtain a thorough grasp of how peer-led programs affect teens' awareness and attitudes of concerns about sexual behavior. (Elisa et al., 2022) [9]

The "Why Pleasure Matters: Its Global Relevance for Sexual Health, Sexual Rights, and Wellbeing" delves into the disproportionate attention dedicated to the adverse effects of sexual activity on health, encompassing issues like HIV, unintended pregnancies, and sexual assault. Acknowledging these as crucial challenges, the study recognizes their alignment with a prevailing global trend that predominantly highlights the negative facets of sexual health. In contrast, the recognition of sexual pleasure as a fundamental aspect of human sexuality lacks acknowledgment in health promotion, policy, and programming. This article centers on emphasizing the significance of sexual pleasure concerning sexual rights and health from a human perspective. The primary goal is to present a comprehensive framework that tackles the subject of sexual pleasure in various contexts, including public health, clinical practice, advocacy, legal scenarios, and policy. The ultimate intention is to contribute towards lessening the burden of disease through a more holistic consideration of human experiences. (Ford et al., 2019) [10]

In "Sex Education in the Spotlight: What Is Working?" published in the International Journal of Environmental Research and Public Health, provides a comprehensive overview of the dissemination and effectiveness of sex education programs aimed at adolescents. The study highlights the importance of addressing sexual and reproductive health to achieve sustainable and equitable societies as per the 2030 Agenda. The systematic review covers interventions in school settings, digital platforms, and blended learning programs, emphasizing the need for a more rigorous assessment of the effectiveness of sexual education programs, especially considering new technologies and the challenges posed by the COVID-19 pandemic. The literature presents valuable insights into the promotion of healthy relationships and the reduction of risk behaviors among adolescents, shedding light on the potential of digital interventions and blended learning programs in addressing the evolving needs of adolescents in the context of sexual health education. (Fernandez et al., 2021) [11]

### **Sexual Health Education Apps**

The implementation study evaluated In the Know (ITK), an in-person sexual health education curriculum that incorporates technology-based content accessible through a mobile app or website, including a resource locator, videos, and games. Participants also indicated that technological difficulties had an impact on implementation 87% of the time in the first year and 47% of the time in the third year. Problems with technology were also more prevalent outside of schools. 3 areas of success and difficulty were identified: youth engagement, ITK app usability, and technology management. To make the most of technology as a tool for interacting with youth and disseminating sensitive information, health educators need training and support. Educational programs should consider the technological needs and limitations of participants, educators, and settings, even if technology is frequently used to reach underprivileged people. (Decker et al., 2022b) [12]

The "Evaluating the Impact of an Intervention: Protocol for a Cluster Randomized Controlled Trial (In the Know)," is a human-focused initiative unfolds, examining the integration of technology into sexual health education for American adolescents. Despite widespread smartphone use and online health information seeking among adolescents, there's a notable lack of rigorous studies assessing the effectiveness of such interventions. This study zeroes in on In the Know (ITK), a program that combines in-person and technologybased sexual health education for underserved adolescents, potentially enhancing contraceptive use and clinic engagement. The trial seeks to offer insights for future health interventions targeting youth, reflecting a commitment to advancing human-centered approaches in sexual health education through a thoughtful blend of in-person and digital strategies. (Decker et al., 2020) [13]

According to Haruna et al. (2018) it has been determined that the use of Information Technology (IT) in education is innovative in enabling effective change of behavior and acquiring knowledge. The results of the study wherein students in the gamification and game-based learning (GBL) groups appeared generally satisfied with the new method of teaching in conveying information about sexual health than those group using traditional teaching methods. Sociocultural norms can be considered and provide more opportunity in teaching sexual health education when developed in collaboration with several stakeholders. Participatory design approaches have a societal influence on sexual health education, especially in educating teenagers in areas affected by years of sexual health challenges, including HIV/AIDS prevention. [14]

### Students Behavior in Q&A Forums

According to "Student Usage of Q&A Forums: Signs of Discomfort?", Q&A forums are increasingly popular in large educational settings to provide scalable support and foster community engagement. However, prior research shows that students' participation in these forums varies widely, with many being passive observers. A study focusing on a CS1 course investigated students' forum behavior and opinions, revealing that despite some highly engaged students, most did not actively participate, either by posting or reading. Students' survey responses highlighted barriers to visible participation, such as fear of lacking knowledge and concerns about repercussions. The literature review suggests that while Q&A forums are valuable for support and community building, addressing these barriers is crucial for educators to design interventions that encourage increased and inclusive student engagement in these platforms. (Sibia et al., 2023) [15]

# **Online Health Expert Booking Apps**

In the systematic literature review titled "Exploring Barriers and Enablers of Telemedicine-Based, Real-Time, Online Consultations at Patients' Homes," healthcare providers are increasingly integrating information and communication technologies (ICTs) to enhance their services. Among these technologies, telemedicine stands out as a service heavily relying on ICTs, facilitating remote between patients and communication healthcare professionals. This paper specifically focuses on econsultations, where patients engage in real-time communication with healthcare professionals, often for follow-ups or discussions about their health conditions. Telemedicine services, as discussed here, utilize ICTs to enable patients to share, transfer, and communicate data or information synchronously from their homes with a care provider, typically a physician at a clinical site. However, the effectiveness of e-consultation services can be shaped by various factors, whether external (pertaining to the system and its environment) or internal (involving user behavior and motivation). (Almathami et al., 2020) [16]

In a study on the "Acceptability of artificial intelligence (AI)-enabled chatbots, video consultations, and live webchats as online platforms for sexual health advice," it was found that these platforms, like Skype or FaceTime, typically provide a sense of anonymity and professional sexual and reproductive health (SRH) advice, catering to individuals dealing with heightened anxiety and concerns. Users may receive recommendations to utilize SRH services when it becomes evident that they require screening or treatment. This type of intervention proves especially effective in addressing sensitive and stigmatized high-risk behaviors like same-sex intercourse, condomless sex, or drug use (chemsex), where patients may prefer not to disclose their identity. (Nadarzynski et al., 2020) [17]

The "Design and Implementation of Hospital Reservation System on Android" project aims to create an Android app for convenient appointment booking at hospitals. Patients can schedule appointments with preferred doctors, and the system helps distribute the workload. The app allows patients to cancel appointments before confirmation, and doctors can confirm appointments and respond to patient messages. The goal is to improve patient satisfaction by reducing queues and addressing manual assignment issues. Future recommendations include an iOS version, a feature for sharing medical reports, and the addition of voice and video call features for enhanced communication between patients and doctors. (Patamia, 2021) [18]

In the "A mobile based medical appointment and consultation (MMAC) system" project, the focus is on streamlining medical appointments and consultations. Traditional research mainly covers appointment booking, prompting the researcher to introduce a real-time scheduling system. Patients choose a time, and the system assigns an available doctor, managing rescheduling as well. The project also features live online consultations. Developed with an object-oriented approach, the mobile application uses Android Studio, JAVA for logic and frontend, and PHP/MySQL for backend. This work significantly improves real-time appointment scheduling and facilitates online interactions between patients and doctors. (Olajide, 2019) [19]

The "Investigating Patient Use and Experience of Online Appointment Booking in Primary Care: A Mixed Methods Study." investigates how patients in England use online appointment booking in general practice and their views on it. The research uses a mix of methods, including analyzing responses from the 2018 and 2019 general practice patient survey and conducting interviews with patients from 11 practices. The findings suggest that while online booking offers benefits like convenience and appointment tracking, there are challenges, especially for certain patient groups. The study emphasizes the importance of understanding patients' experiences to optimize the benefits and address challenges in healthcare settings. The insights gained could help healthcare providers and policymakers enhance online appointment booking, ensuring it meets diverse patient needs. (Atherton et al., 2023) [20]

# 2.1 Instrumentation/Evaluation Tool

The standard that places a specific emphasis on usability for user-centered design principles for interactive systems is ISO 14915:2002. The design principles provided by ISO 14915-1:2002 are specific to multimedia user interfaces and provide a thorough foundation for managing the complexities of the app. This standard was developed specifically for application user interfaces that smoothly include various media components. It pays close attention to design factors in every medium, especially when such factors have a big impact on a user's ergonomics.

By following ISO 14915:2002 principles, the use of various methods to evaluate usability of multimedia products by gathering feedback from users to further help the app to be better. This evaluation tool gauges how user-friendly multimedia interfaces are. In addition to providing elements like accessibility, multimedia content, interaction, content organization, technical functionality, and design aesthetics, it also provides criteria and guidelines for evaluating usability. The results of the assessment help in identifying areas of weakness and provide direction to the researchers to improve the app's user experience.

A Likert scale questionnaire is used to help with evaluation as it gives users a numerical way to indicate how much the participants agree or disagree. Using the scale of 1 (strongly disagree) to 5 (strongly agree), this approach contributes to satisfying ISO 14915:2002's evaluation objectives.

# **3. METHODOLOGIES**

This chapter aims to provide an overview of the methodology that the researchers used to develop and design the mobile app prototype, including how the data was gathered, the instruments utilized, and analysis done to further the study.

#### 3.1 Research Instrument

ISO 14915:2002 is the standard assessment that focuses on establishing design principles for multimedia user interfaces, which the researchers used to prepare an evaluation form following its guidelines. The UI Design of BeeWise Prototype was presented to each respondent and was given a questionnaire for the participants to rate the system. The instrument has several categories and attributes that the UI Design is required to meet. These serve as the basis and criterion for its usefulness. Upon the data gathering that was done, the researchers compiled the assessment forms to summarize the findings.

### 3.2 Multimedia Development Methodology

To further help in designing BeeWise: Online Health Expert Booking App for College Students, the researchers used the Multimedia Development Methodology (MDM), a structured approach or framework used in the development of multimedia projects. It provides a systematic and organized process for designing, creating, and delivering multimedia content.

Initialization: The first phase focuses on the planning required for product development. Tasks include the determination of the overall strategy which mainly focused on the user interface and usability features of BeeWise mobile app. The researchers gathered references of existing booking applications and considered potential features from the gaps of the existing literatures, mainly focusing on the user interface and interactions. During this phase, the researchers conceptualized and gathered data to consider in the designing of the mobile app.

Blueprint Design: After the initial planning, the researchers began to design the structural flowchart and input other professional processes within the BeeWise mobile app. The flowchart served as guide for the researchers to visualize and produce the prototype of the app. The structure of BeeWise shows the processes of account creation, booking consultations with health professionals, access to information and guidance about sexual education for users to interact without the fear of feeling exposed.

Assets Preparation: The researchers collected the necessary resources to design BeeWise: Online Health Expert Booking App for College Students. Existing booking apps, e-libraries, and online communities were visited and explored to gain inspiration and insights to study the design, features, and functionalities. This process gave way for the researchers to gather ideas and references that further developed the mobile

app, ensuring familiarity with existing flowcharts and usability features.

Product Development: After thorough app planning and data gathering the researchers proceeded to bring them to life through an actual prototype using Figma. Interactive user interfaces were integrated to create BeeWise prototype. The researchers used a flowchart to visualize and follow the process of BeeWise in wireframing the connections in Figma.

Testing and Validation: To validate the prototype, BeeWise: Online Health Expert Booking Application will undergo usability testing and evaluation. The researchers would collect feedback from users and stakeholders through the validated research questionnaire. That will help the researchers to make improvements and refinements on the prototype)

#### 4. PRESENTATIONS, DISCUSSION, AND INTEPRETATION OF DATA

This chapter covers the discussion of the potential and limitations of the project along with the results of the project assessment that was answered by the evaluators to further strengthen and assess "BeeWise: Online Health Expert Booking App for College Students" as a prototype.

#### 4.1 Project Capabilities and Limitations

The following are the potential of the mobile app prototype:

1. BeeWise helps simplify the process of booking schedules and follow up discussions for college students.

2. It can provide the comfort of anonymity to college students for minor concerns related to sexual education.

3. BeeWise makes raising awareness about sexual education much easier to access with professional help easily accessible to college students.

4. BeeWise will serve its purpose of spreading sexual health education with its user-friendly UI/UX. Making knowledge and professional help easy and accessible to college students.

The following are the limitations of the mobile app prototype:

1. BeeWise mobile app prototype is only a design with interactive pages for the user interface and experience.

2. While BeeWise simplifies the booking process and follow-discussions, it may not be equipped to handle serious health issues that require immediate medical attention.

### 4.2 Project Evaluation Result

The mobile app's prototype demonstration was evaluated in terms of Visual Design, Usability, Content, User Centered Design, and Interactivity of UI Design.

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The following is the interpretation for the range of Mean scores gathered from the evaluation answered by its end users and IT professionals:

| Scale | Description | Range       |
|-------|-------------|-------------|
| 1     | Excellent   | 4.51 - 5.00 |
| 2     | Very Good   | 3.51 - 4.50 |
| 3     | Good        | 2.51 - 3.50 |
| 4     | Fair        | 1.51 - 2.50 |
| 5     | Poor        | 1.00 - 1.50 |

 Table 1. Mean range interpretation scale.

| <b></b>                          |               |           |  |  |  |
|----------------------------------|---------------|-----------|--|--|--|
| INDICATORS                       | MEA           | DESCRIPTI |  |  |  |
|                                  | Ν             | VE RATING |  |  |  |
| A. NAVIGATION                    | A. NAVIGATION |           |  |  |  |
| 1. How intuitive do you find     | 4.60          | Excellent |  |  |  |
| the navigation system of the     |               |           |  |  |  |
| UI design?                       |               |           |  |  |  |
| 2. Rate the ease of finding and  | 4.50          | Very Good |  |  |  |
| accessing different features or  |               | -         |  |  |  |
| sections within the UI design.   |               |           |  |  |  |
| 3. Evaluate the clarity of       | 4.40          | Very Good |  |  |  |
| navigation cues or labels        |               | -         |  |  |  |
| provided to guide users          |               |           |  |  |  |
| through the interface.           |               |           |  |  |  |
| B. VISUAL DESIGN                 |               |           |  |  |  |
| 1. Rate the visual appeal of the | 4.40          | Very Good |  |  |  |
| UI design, including the use of  |               | -         |  |  |  |
| colors, typography, and          |               |           |  |  |  |
| imagery.                         |               |           |  |  |  |
| 2. How well do you think the     | 4.40          | Very Good |  |  |  |
| visual design reflects the       |               | -         |  |  |  |
| intended theme or purpose of     |               |           |  |  |  |
| app?                             |               |           |  |  |  |
| 3. There is consistency and      | 4.30          | Very Good |  |  |  |
| clarity of visual elements       |               | -         |  |  |  |
| throughout the UI design.        |               |           |  |  |  |
| C. INTERACTION                   |               |           |  |  |  |
| 1. Rate the responsiveness of    | 4.70          | Excellent |  |  |  |
| interactive elements within      |               |           |  |  |  |
| the UI design, such as buttons,  |               |           |  |  |  |
| menus, and forms.                |               |           |  |  |  |
| 2. How engaging do you find      | 4.30          | Very Good |  |  |  |
| the interactive features of the  |               | -         |  |  |  |
| app?                             |               |           |  |  |  |
| 3. Evaluate the overall user     | 4.40          | Very Good |  |  |  |
| experience in terms of           |               | -         |  |  |  |
| interacting with the UI design.  |               |           |  |  |  |
| D. INFORMATION ARCHITECTURE      |               |           |  |  |  |
|                                  |               |           |  |  |  |

| 1. Rate the organization and structure of content within the | 4.60 | Excellent                     |  |  |
|--|------|-------------------------------|--|--|
| UI design.   |      |                               |  |  |
| 2. How well do the   | 4.60 | Excellent                     |  |  |
| information layers facilitate                                |      |                               |  |  |
| easy comprehension and                                       |      |                               |  |  |
|  |      |                               |  |  |
| navigation?  |      |                               |  |  |
| 3. The grouping of similar                                   | 4.60 | Excellent                     |  |  |
| content or functions together                                |      |                               |  |  |
| within the UI design was                                     |      |                               |  |  |
| effective.   |      |                               |  |  |
| E. ACCESSIBILITY   |      |                               |  |  |
| 1. How inclusive do you find                                 | 4.00 | Very Good                     |  |  |
|  | т.00 | very 000d                     |  |  |
| the UI design in terms of                                    |      |                               |  |  |
| catering to users with diverse                               |      |                               |  |  |
| abilities or needs?  |      |                               |  |  |
| 2. Rate the ease of access to                                | 3.90 | Very Good                     |  |  |
| content and features for users                               |      |                               |  |  |
| with disabilities or   |      |                               |  |  |
|  |      |                               |  |  |
| impairments.   | 4.20 | $\mathbf{V} = \mathbf{C} = 1$ |  |  |
| 3. The UI design complied                                    | 4.20 | Very Good                     |  |  |
| with accessibility standards                                 |      |                               |  |  |
| and guidelines.  |      |                               |  |  |
| F. USER TESTING  |      |                               |  |  |
| 1. Users found the application                               | 4.60 | Excellent                     |  |  |
| easy to use.   |      |                               |  |  |
| 2. Users were able to schedule                               | 4.40 | Very Good                     |  |  |
|  | 4.40 | very Good                     |  |  |
| appointments effectively.                                    |      |                               |  |  |
| 3. The prototype has no                                      | 4.30 | Very Good                     |  |  |
| significant usability issues                                 |      |                               |  |  |
| were found.  |      |                               |  |  |
| OVERALL  | 4.40 | Very Good                     |  |  |
|  |      | , <b></b> ) 0004              |  |  |

Table 2 presents the mean range computation of the evaluation handed out by the researchers. The overall mean was 4.4 which indicates that BeeWise' mobile app's prototype executed a "Very Good" performance in terms of rating.

# 5. SUMMARY OF FINDINGS CONCLUSION AND RECOMMENDATION

# 5.1 Summary of Findings

The researchers conducted a survey with 30 target users in perspective of (15) College students, (5) Health Professionals, and (10) IT Professionals, to evaluate the strengths, weaknesses, and potential of the application. The following are the findings of the evaluation that was utilized to gauge the capabilities of the BeeWise mobile app prototype.

Firstly, the Navigation, Visual Design, and Interactive part of the BeeWise prototype all resulted with the descriptive rate of Very Good, meaning there could be more improvements in terms of navigating, color scheme, and interactivity of the application. Whereas in the Information Architecture part the assessment resulted with an Excellent, as the application showcased a structured and organized UI design making it easy for users to navigate BeeWise. While both the Accessibility and User Testing part of the evaluation resulted with a Very Good rating on its features for booking and chat module that simplifies the process of accessing sexual health education.

# 5.2 Conclusion

In consideration of the objectives of the study, the following conclusions were reached after testing the prototype and assessment were completed.

1. The Beewise mobile app has the potential to greatly enhance user experience when it comes to scheduling appointments, streamlining healthcare processes, and promoting proactive sexual health management.

2. Provides a secure and safe space for students to seek advice on sexual health topics, creating a supportive platform to address their concerns or seek guidance without the fear of judgement.

3. Improved user experience by offering personalized guidance and information related to sexual health.

# 5.3 Recommendations

Based on the conclusion and results of the evaluation of this study's prototype, the following recommendations for BeeWise: Online Health Expert Booking Application are:

1. Add features that allow for more personalized guidance and information related to sexual health. This could include tailored resources based on user profiles or preferences, providing a more targeted approach to addressing users' specific needs and concerns.

2. To further enhance the app's value and impact, consider expanding the range of content and resources related to sexual health education. This could involve partnering with a wider range of certified professionals to offer diverse expertise and perspectives on sexual health topics.

3. It is recommended to establish continuous user feedback mechanisms that will allow for improvements, ensuring that the app remains relevant and effective in meeting user expectations.

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