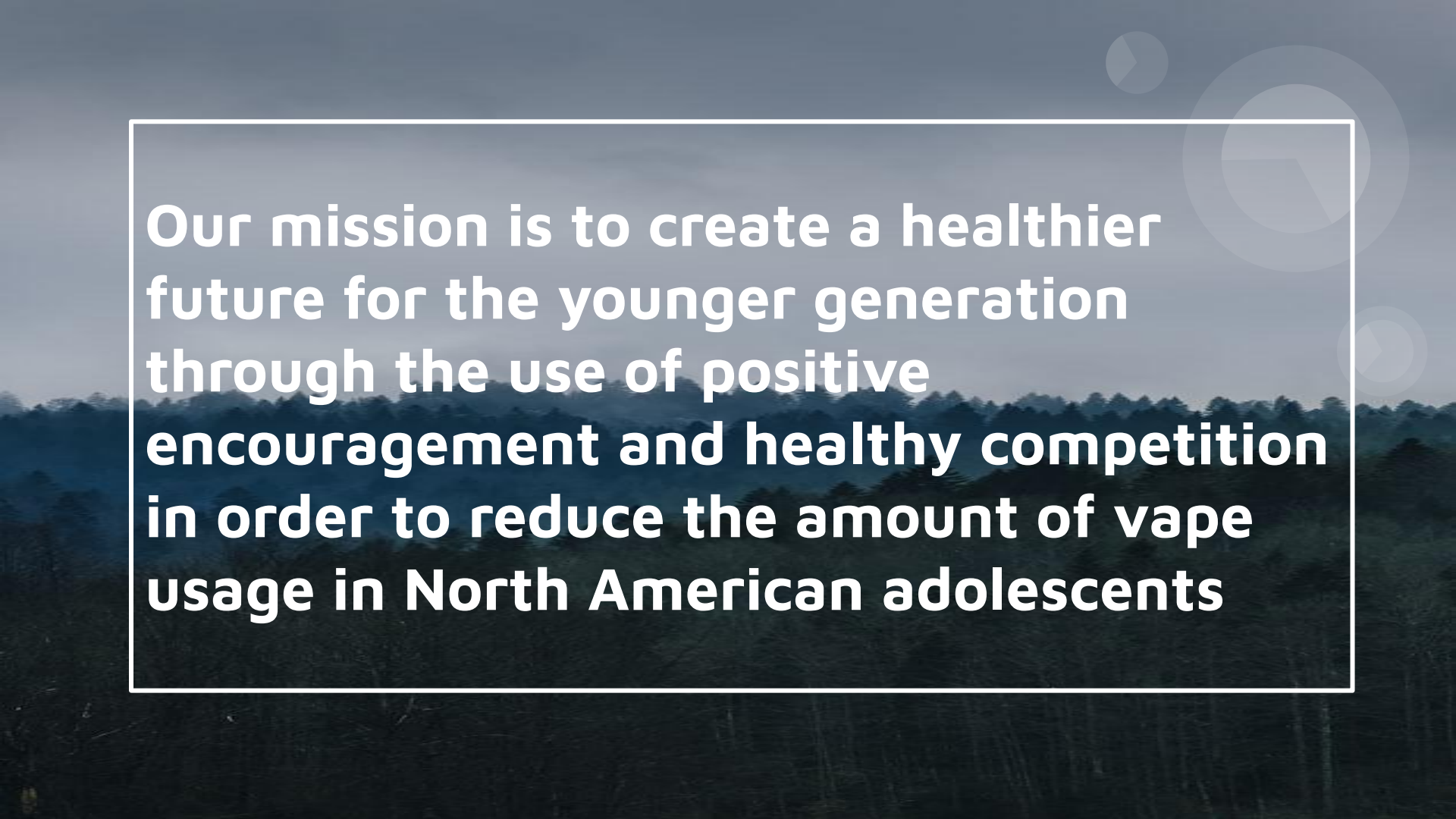


e-halo

Let's quit vaping. Together.

Android Mobile Application
UofT Hacks VII



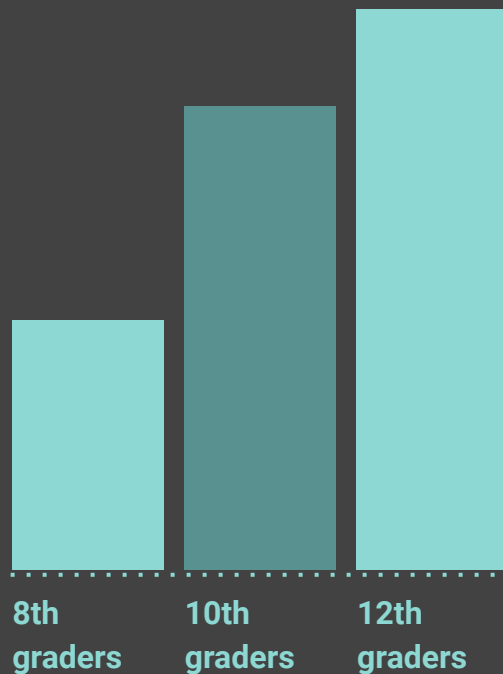
The background of the image is a dark, atmospheric photograph of a forest. The trees are silhouetted against a lighter, hazy sky. In the upper right corner, there are several faint, semi-transparent geometric shapes, including circles and a triangle, which appear to be part of a design or logo. A white rectangular border frames the text, which is centered within it.

Our mission is to create a healthier future for the younger generation through the use of positive encouragement and healthy competition in order to reduce the amount of vape usage in North American adolescents

The Problem

- Vaping usage amongst North American adolescents is rapidly increasing
- Teens who use vapes are more likely to start smoking cigarettes
- Vaping can:
 - Lead to nicotine dependence
 - Affect memory, concentration, and alter teen brain development
 - Reduce impulse control and cause behavioural and cognitive problems

Past-Year Vaping in
Adolescents
(National Institute on Drug Abuse)



The background of the slide is a photograph of a sunset over the ocean. The sun is a bright white circle partially obscured by the horizon, casting a warm orange glow across the sky. The ocean below is dark blue with white-capped waves. A white rectangular box is superimposed on the lower half of the image, containing the text 'The Solution' in a bold, white, sans-serif font.

The Solution

We created **e-halo**, a mobile application intended to positively guide the youth to stop vaping.

Derived and combined from the words “exhale” and “halo”, **e-halo** is a guiding application to encourage adolescents to stop inhaling and start seeing towards a brighter future.



How e-halo works

Gamification

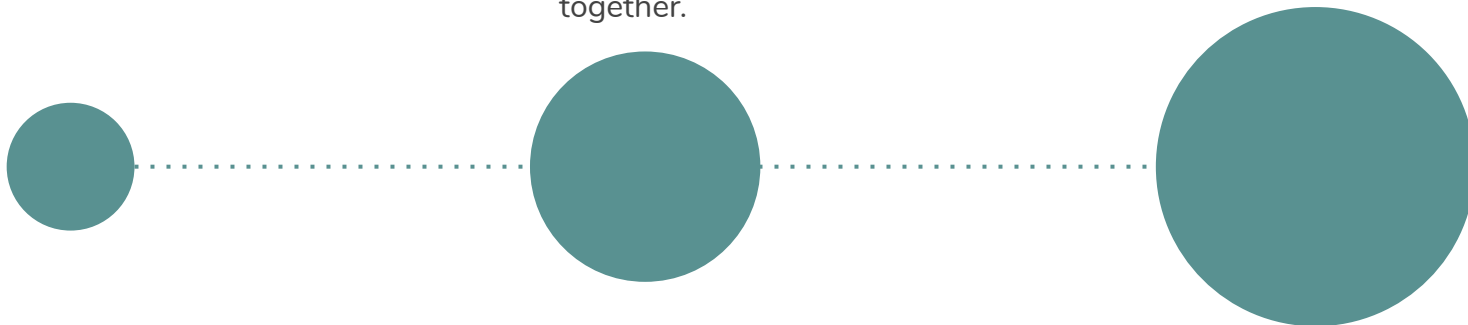
Using daily streaks and weekly goals, the app encourages staying clean from vaping on a daily, consistent basis.

Friendly Competition

Using leaderboards, ranks, and friend rosters, the friendly competition adds more excitement for friends quitting together.

Positive Encouragement

Using positive words and helpful tips, users are encouraged to stop vaping for their own health benefit.

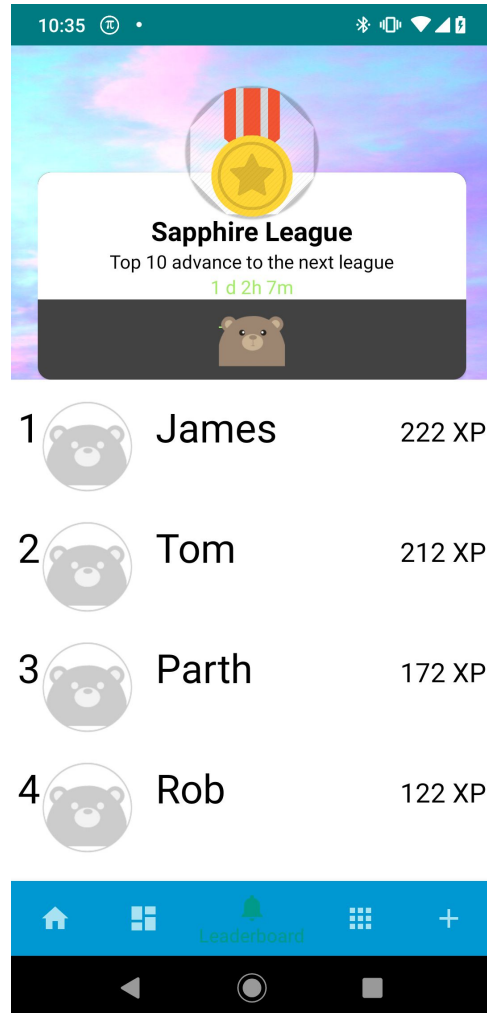
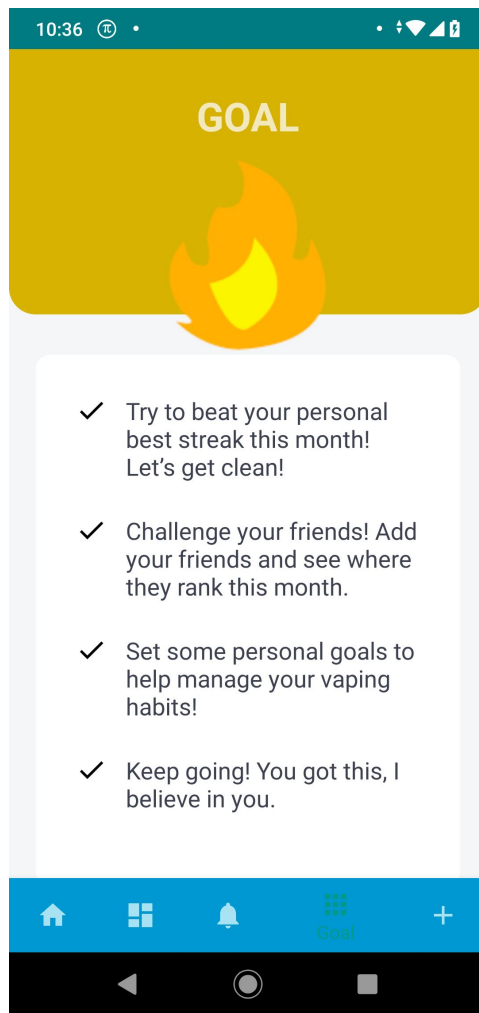


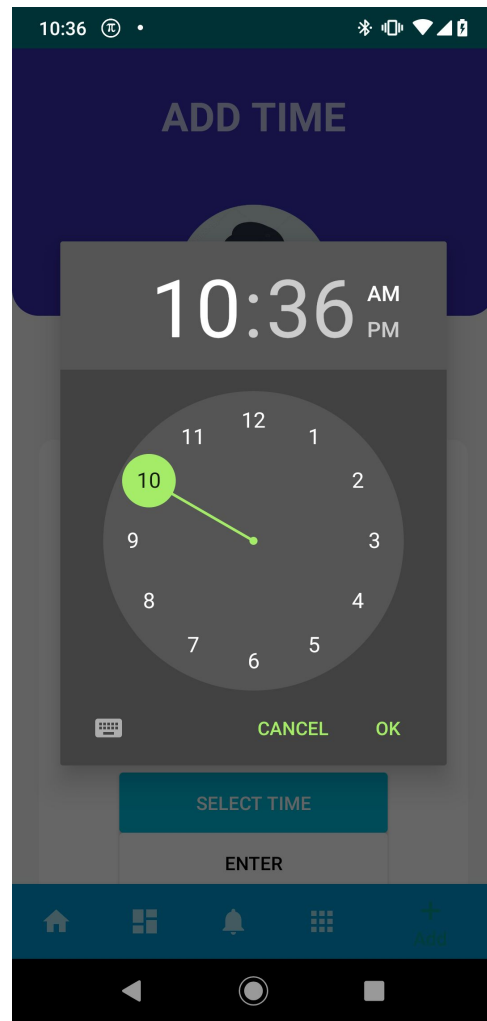
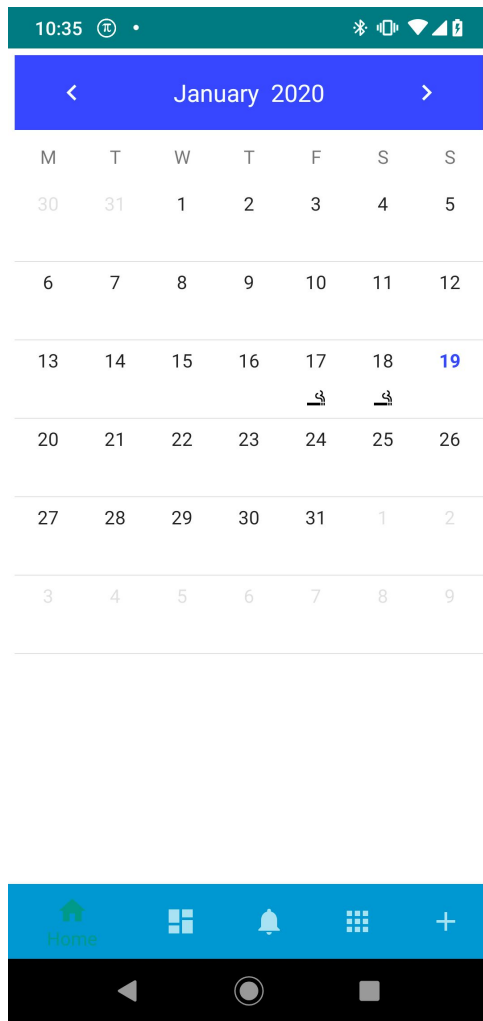
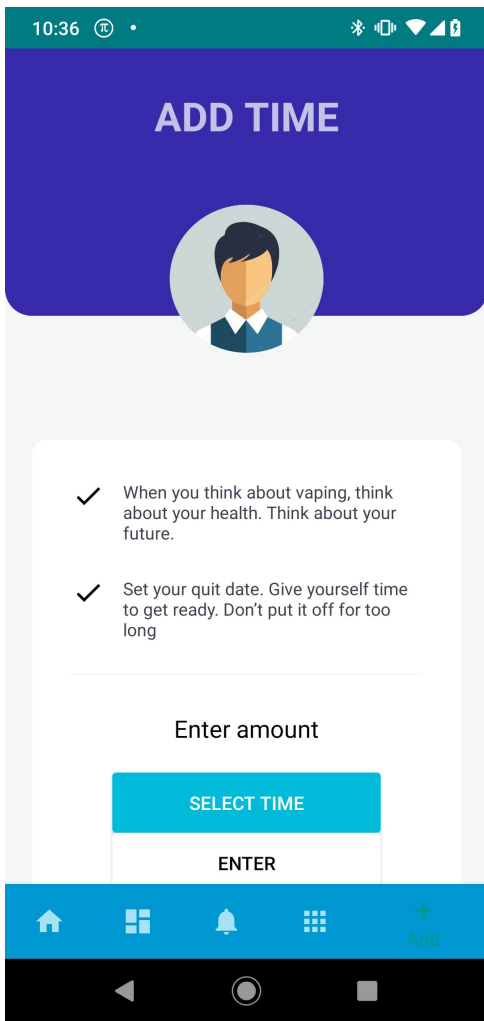
Mobile Application Features

- **Daily Streaks**
Amount of consistent days vape-clean
- **Friend Roster**
Add friends and support each other
- **Leaderboard**
Compete with others around the world
- **Ranking**
Get a higher streak in order to unlock bronze, silver, and gold ranks
- **Goals**
Set weekly and monthly goals for yourself

Mobile Application User Interface







The background of the slide is a dark, atmospheric photograph of a forest with many trees. In the upper right corner, there are three decorative, semi-transparent circles of varying sizes, each containing a small, light-colored triangle pointing towards the top right.

Technology Used:

Mobile Application:

Java, Android Studio, Firebase, Illustrator

Website:

Domain.com



How we created the project

Our team developed this project this weekend during the UofT Hacks VII. The back-end development consisted of a user database created through Firebase. The front-end development was created through Android Studio and Java. The graphic design and user experience was created through Adobe Illustrator.

Back-end

Front-end

User Experience

Our Team

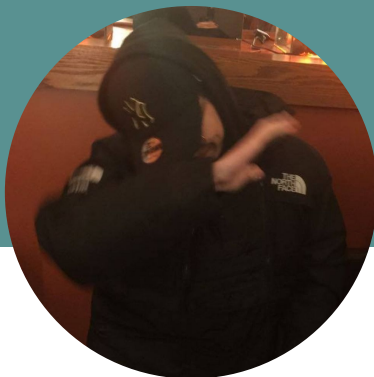
As youth, we must help other youth, in order to create a brighter future for all.



Robert Ciborowski

Back-end Developer

Year 2 Computer Science
University of Toronto



James Tang

Front-end Developer

Year 2 Computer Science
Ryerson University



Parth Patel

Front-end Developer

Year 2 Computer Science
Ryerson University



Vanessa Landayan

Front-end Developer

Year 2 Computer Science
Ryerson University

Website

<http://www.e-halo.tech/>





Thank you for your support!