

## Final Project Presentation

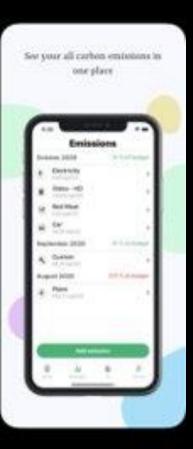
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### Overview of Digital habitat

- Selected Sustainable Development Goal is 13 (Climate action)
- ▶ What exists ?







#### Overview of Digital habitat Cont

- Technology configuration
  - Gaps determine user carbon footprint, showing personalized tips, allowing users to share useful contents
  - ► My solution I wanted to rebuild design of what is currently exists and include more functionality as the current state of application lacks interactive design.
    - ► Chatting capabilities
    - Content sharing amongst users
    - ► Monitor user's carbon footprint
    - ► Allow user to share ride to work, school, etc.

### Overview of Digital habitat Cont

- Community domain Education about climate crisis and spread awareness
- Community practice
- Community orientation
  - Content as the app will be used to educate and spread awareness, I wanted to make content sharing to be accessible and useful to others in the community.

#### Project background

► This project focuses on the sustainable development goal number 13: Climate Action under the sub-category: target 13.3 improve education, awareness-raising and human and institutional capacity on climate change mitigation, adaptation, impact reduction and early warning.

Why: this project is intended to spread awareness through educating community so that they can improve their lifestyles and come to together to change the world.

How: by allowing users to participate questionnaires to determine their carbon footprint then showing personalized tips

What: providing knowledge base content, monitor user's carbon footprint and ability to carpool as well as allowing the community to communicate via chat and forum post

#### Technology stack

- ► Flutter- because flutter has faster development, save time in developing and having one codebase across all your platforms. This allows me to validate my idea of this app as I develope more MVPs.
- Firebase I used firebase to do authentication, store and querying data as well as Realtime streaming

# demo

#### Self-Reflections

- ► How did you/your team feel about this project? Do you think you/your team was successful, or? What did you/your team like about the project? What did you/your team dislike about the project?
- What did you/your team feel most proud of throughout the entire project experience?
- What did you/your team learn about yourself(ves) as you/your team worked on this project?
- ► How will you/your team use (or not use) what you have learned/experienced in this project going forward?
- ▶ Future work and assorted ideas for evolution



Thank you