

**Technological Basics 1 Exam**  
**Leuphana Community App - Project Report**  
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The Leuphana Community App is designed to serve as a tool for enhancing the university experience by fostering a sense of community, providing access to resources, and promoting overall well-being among students. This report outlines the research conducted, highlights the uniqueness of the app, and discusses its potential social impact.

I came up with the idea for the Leuphana Community app during my design thinking seminar with Sabine Remdish. Throughout this seminar, I had the chance to delve into the five phases of design thinking. Starting with the Empathize phase, we gained the perspective of users through interviews. Next came the Define phase, where we described the user's perspectives and transformed our empathy findings into clear user needs. Then, in the Ideate phase, we let our creativity flow, generating different ideas based on those needs. The Prototype phase was incredibly interesting as we brought our ideas to life using different materials and methods. And in the final phase, the Test Feedback, we received some feedback on our work.

During the interviews, we asked questions like these:

- How has your journey at Leuphana University been so far? Can you share any standout moments or experiences that have made an impression on you?
- As a Leuphana student, what are some of the struggles you face in trying to balance your studies, health, and social life? Have you noticed any improvements or strategies that have helped you navigate these challenges?
- When you're feeling alone, what do you typically do to cope with that sense of isolation? Are there specific activities or connections that bring you comfort and support?
- From your perspective, what do you think are the real benefits of building a strong community within our university? How do you think it can positively impact your overall experience?

The result of the interviews and research revealed a common desire among students for a balanced study, health, and social life. This exam gave me the chance to design a better prototype to showcase the potential of the app.

The Leuphana Community App has several key features that addresses the identified needs

- **Information Hub:** Centralized access to university resources, events, and academic programs.
- **Community Forum:** A virtual space for discussions, questions, and sharing information and experiences.
- **Event Management:** Discover, register for, and stay informed about campus events. Students can also curate their events in smaller groups, and people can join based on their interest.
- **Study Groups and Collaboration:** Connect with peers for study groups and collaborative projects.
- **Health and Well-being Resources:** Access mental health, wellness, and fitness resources.
- **Campus Map and Navigation:** An interactive map for easy navigation around the university; this will help new students find their way and avoid getting lost on campus.
- **Community Engagement Initiatives:** This will promote volunteering and more social initiatives.

### **Uniqueness of the Leuphana Community App:**

The app stands out due to its comprehensive approach to addressing the needs of students. By integrating various features into a single platform, it provides a one-stop solution for academic, social, and well-being aspects. The inclusion of a community forum and collaboration tools goes beyond the traditional academic focus, creating a space for meaningful interactions and fostering a sense of belonging.

## **Social Impact of the Leuphana Community App:**

The social impact of the app is evident in its ability to:

- **Enhance Community Connection:** Facilitate meaningful interactions, helping students build connections, share experiences, and support each other.
- **Improve Information Accessibility:** Centralized access to resources and events ensures that students are well-informed, reducing information gaps.
- **Promote Well-being:** Provide resources for mental health, wellness, and fitness, contributing to a healthier and more balanced student life.
- **Encourage Community Engagement:** The app actively promotes volunteerism and social initiatives, fostering a sense of social responsibility among students.
- **Advertising Opportunity and Revenue:** Sponsored advertisements and time-sensitive announcements on the landing page open up opportunities for school sponsors and benefit both current students and alumni.

## **Code Implementation and Prototype Development:**

In creating the prototype for this project, I drew inspiration from the code from lessons in class that showed the basics of creating a GUI with Tkinter. This served as a valuable reference for structuring the application.

I incorporated the code from the lectures where we learned how to create a GUI. This was a valuable guide, and I made a few changes in some variable names, like using `current_frame` instead of `f1`, just for clarity. I placed comments strategically to explain the different sections of the code so it is readable and easy to understand. I set up the main window using Tkinter, then I added a title. Next, I used the `add_image` function so I could add images to the different sections of the app. I also used functions like `home_page`, `login_page`, `about_page`, and `app_content_page` to create a smooth transition between the different app sections. I created some buttons such as `start` and `about` so one can get to the different sections of the app.

I believe the prototype has met its objectives and laid the groundwork to explore further and improve the Leuphana Community App.