



Shared



What will be covered

Project motivations

- UN sustainability goal & community characteristics
- Technology configurations

Technical

- About App & Technology stack
- Addressed ideas
- Development history
- Project demo

Closing remarks

- Reflection
- Q&A



UN Sustainability goal 10 Reduced Inequalities

Key Take-Aways:

- Dignity for all
- Enhanced representation
- Promote social, economic and political inclusion of all





Community Characteristics

Community Characteristics

- Growing Restless
- Asynchronous Participation


Chosen orientations

- Content
- Relationships

Technology configuration

dek[®]
koo





Similar apps and innovation

- Similar apps provide safe spaces
- Still lack of real experiences
- Education of systemic discrimination



About the Shared app

A mobile App to share interactive stories from local homosexual men

To humanize the unique narratives of homosexual men

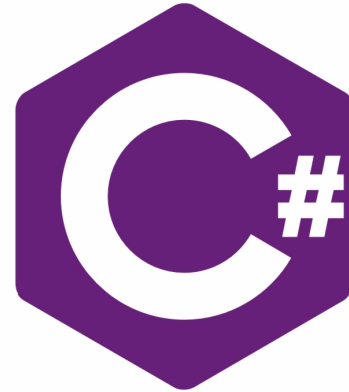
To share and learn from past experiences

Learn about systemic injustices





Technology stack





Addressed ideas concepts

Content & Dis/information (Re)Design & Strategy

Providing different types of content for users to practice literacies

Supporting Learning & Collaboration with Gamification

Providing a soft progression system to prioritize different stories

Data, Information, & Knowledge Management

Synthesize information with the PDSA cynefin framework





Development History

1st MVP

Nov. 2

Create Base app

2nd MVP

Nov. 23

Add podcast like UI

3rd MVP

Dec. 2

Learn about
injustices

Project demo

A demonstration of my working MVP 3



Reflection

- How did you/your team feel about this project?
- What did you/your team feel most proud of throughout the entire project experience?
- What did you/your team learn about yourself 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

Questions & answers

