

## CSIT535\_01FA23 HUMAN-COMPUTER INTERACTN(HCI)

Project Part IV

**PROJECT TITLE:** Deforestation Awareness App

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Project Implementation (Project Part IV)

### **DEFORESTING APP**

The Deforestation Forest app provides essential information about the National Forests from Minnesota to Maine, and from Missouri to West Virginia. The recreational locations and activities, trail permit information, notifications, maps, news, events, directions, and contact details are all included in this app. Utilize the many fantastic tools and features, like "Things to Know," "Things to See," "Things to Do," and "Near Me.

There are twelve congressional study rivers, twenty wild and scenic rivers, five national recreation areas, four national scenic trails, and fifty-five designated wilderness areas in the Eastern Region.

These places, set aside by Congress, are an important and distinctive resource. Apart from providing leisure activities, they hold significance for their scientific and pedagogical applications.

# **Document describing**

### 1. Forest Mapping

#### **Potential Remedies:**

- Integrate with mapping APIs and make use of satellite imagery.
- For reliable statistics, work together with environmental organizations.
- Provide a capability for crowdsourced mapping so that users can participate.

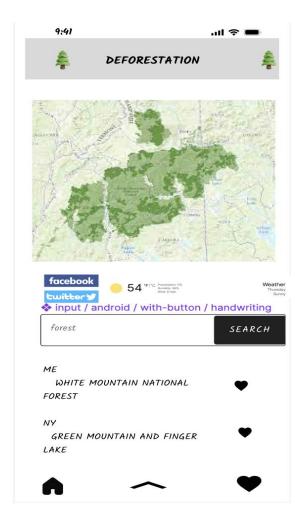
### **Physical/Technical Restrictions:**

- restricted availability of high-resolution satellite photos.
- Reliance on external APIs may give rise to licensing concerns.

### **Proposed Solution:**

• Combine OpenStreetMap APIs with publicly accessible satellite images.

Provide a user-friendly interface that has been approved by environmental specialists so that users can input data.



### 2. Favorite Bar:

#### **Possible Solutions:**

- User-device-only local storage that is basic.
- cloud-based storage to enable smooth device syncing.
- Integration with well-known bookmarking or note-taking apps.

## **Physical/Implementation Limitations:**

- issues with cloud-based storage privacy.
- problems with compatibility across different platforms and devices.

### **Proposed Solution:**

- both cloud-based and local storage choices based on user preferences.
- Give users' privacy a priority by letting them select the storage option.
- To achieve smooth synchronization, use platform-neutral methods.



## **3.**Social Media Integration (Facebook and Twitter):

#### **Possible Solutions:**

- Utilize official SDKs for Facebook and Twitter.
- Implement custom OAuth authentication for each platform.

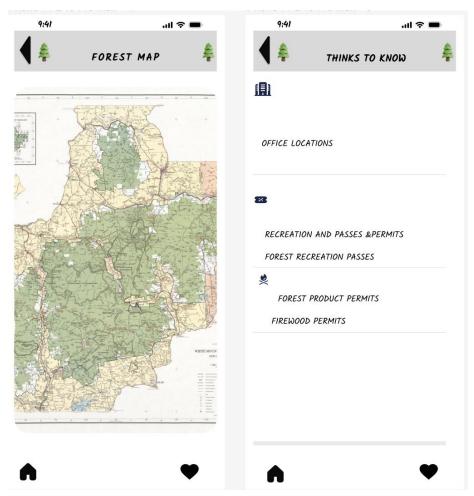
### **Physical/Implementation Limitations:**

• User data security concerns with OAuth.

• Frequent changes in social media APIs.

#### **Proposed Solution:**

- Use official SDKs with robust authentication mechanisms.
- Regularly update the app to accommodate changes in social media APIs.



## 4. Things to Know About Deforestation:

#### **Possible Solutions:**

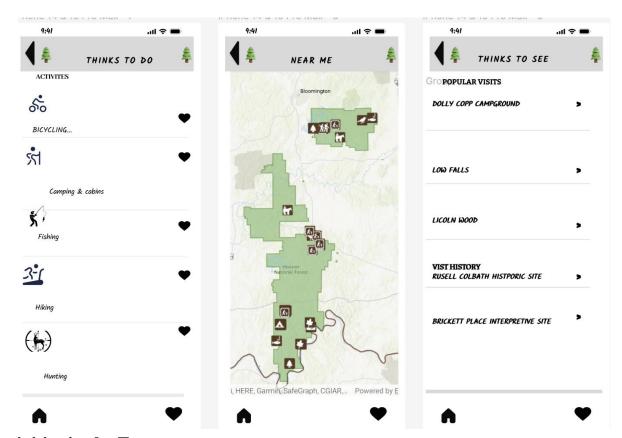
- Curate content from reputable environmental sources.
- Collaborate with environmental experts for exclusive content.
- Implement a notification system for real-time updates.

## **Physical/Implementation Limitations:**

- Copyright issues with curated content.
- Dependence on external sources for exclusive content.

### **Proposed Solution:**

- Seek permissions for content usage or focus on open-access materials.
- Collaborate with environmental organizations for exclusive content.
- Implement a push notification system for timely updates.



#### **5.** Activities in the Forest:

#### **Possible Solutions:**

- Integrate with existing outdoor activity apps.
- Implement a user-generated content platform for sharing experiences.

### **Physical/Implementation Limitations:**

- Limited API access from existing outdoor activity apps.
- Moderation challenges with user-generated content.

### **Proposed Solution:**

- Prioritize integration with popular outdoor activity platforms.
- Implement a robust moderation system for user-generated content.

### IMPLEMENTATION OF PROTOTYPE DESIGN



### **Conclusion for the Deforestation Awareness App:**

The Deforestation Awareness App stands as a powerful tool designed to address the global challenge of deforestation and empower users to make informed decisions for a sustainable future. Throughout the development process, key considerations were given to user experience, engagement, and accessibility, resulting in a comprehensive solution that caters to diverse audiences. Here are the key points and conclusions:

### Educational Empowerment:

- The app serves as an educational platform, delivering clear and concise information about deforestation and its far-reaching impacts.
- o Users, ranging from individuals to company owners, are empowered with knowledge to understand the complexities of deforestation.

## • User-Centric Design:

- The interface is designed with a user-centric approach, ensuring accessibility and ease of navigation for individuals with varying levels of technological proficiency.
- Inclusion of features like forest mapping, "Things to Know," and "Things to Do" enhances user engagement and provides a holistic experience.

#### • Interactive Features:

O The incorporation of interactive features, such as forest mapping and favorite bars, adds a dynamic element to the app, encouraging users to explore and engage actively with the content.

### • Social Advocacy:

- o Integration of social media logins and sharing functionalities amplifies the app's impact by leveraging users' networks to spread awareness about deforestation.
- o The "Events and Alerts" feature ensures users stay updated on critical information, fostering a sense of community and shared responsibility.

### • Continuous Improvement:

- The design and features of the app are not static; instead, they are adaptable to user feedback and evolving needs.
- Regular updates, guided by user input, will ensure the app remains relevant and continues to make a meaningful impact in the fight against deforestation.

## • Challenges and Considerations:

o Balancing the frequency of notifications and maintaining a userfriendly experience are ongoing challenges that will be addressed through user feedback and iterative improvements.