

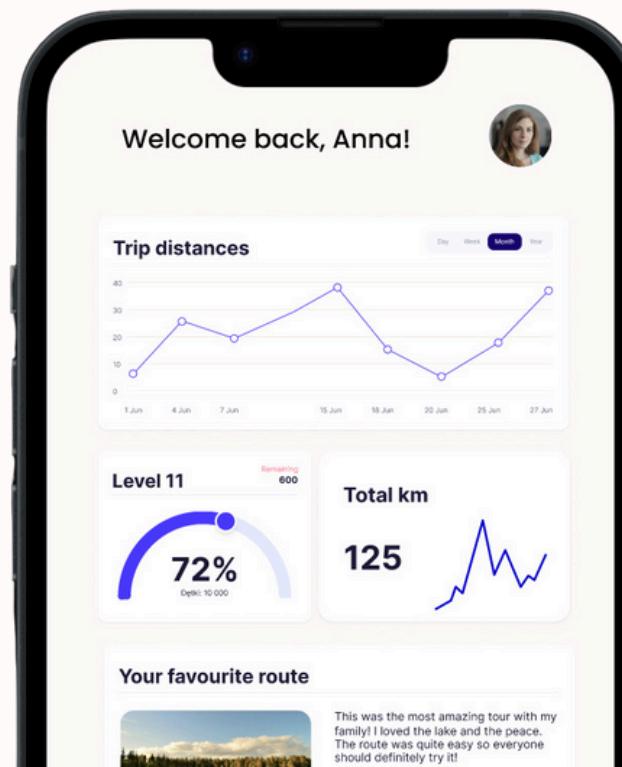
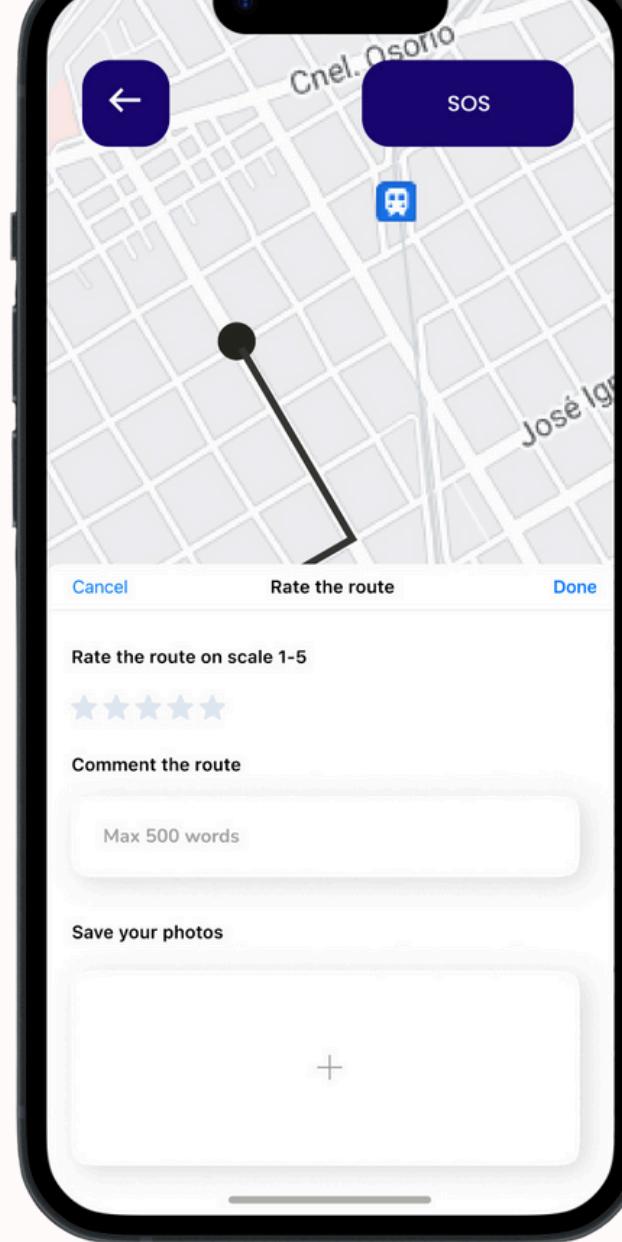
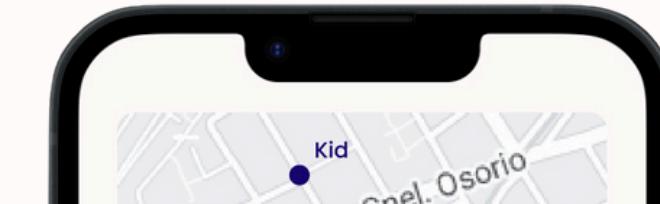
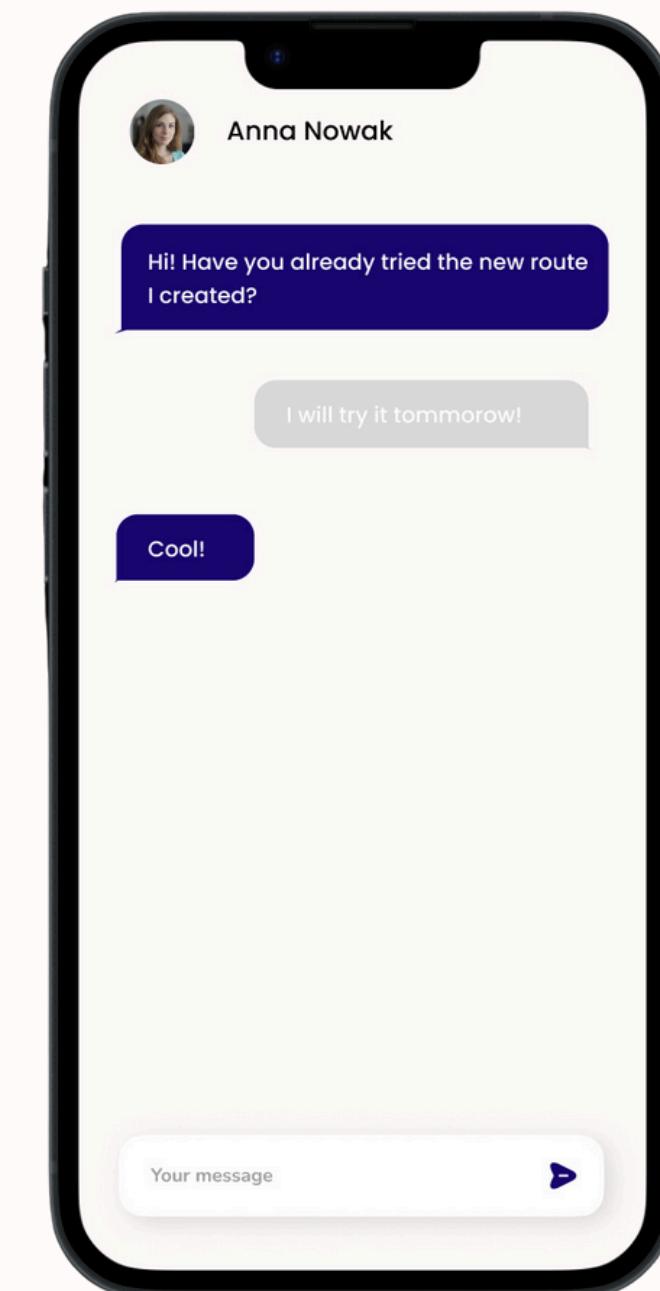
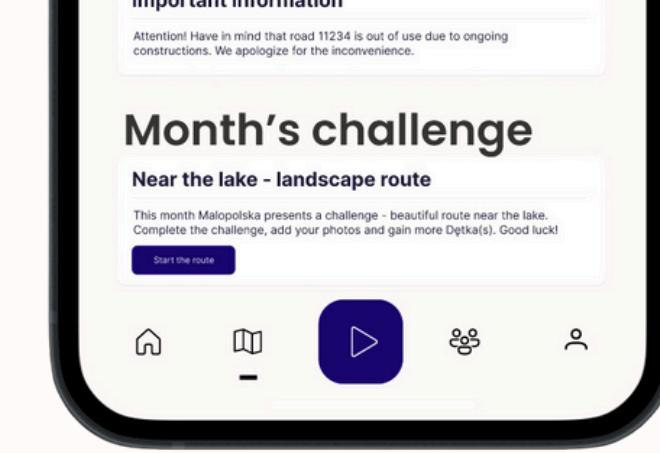
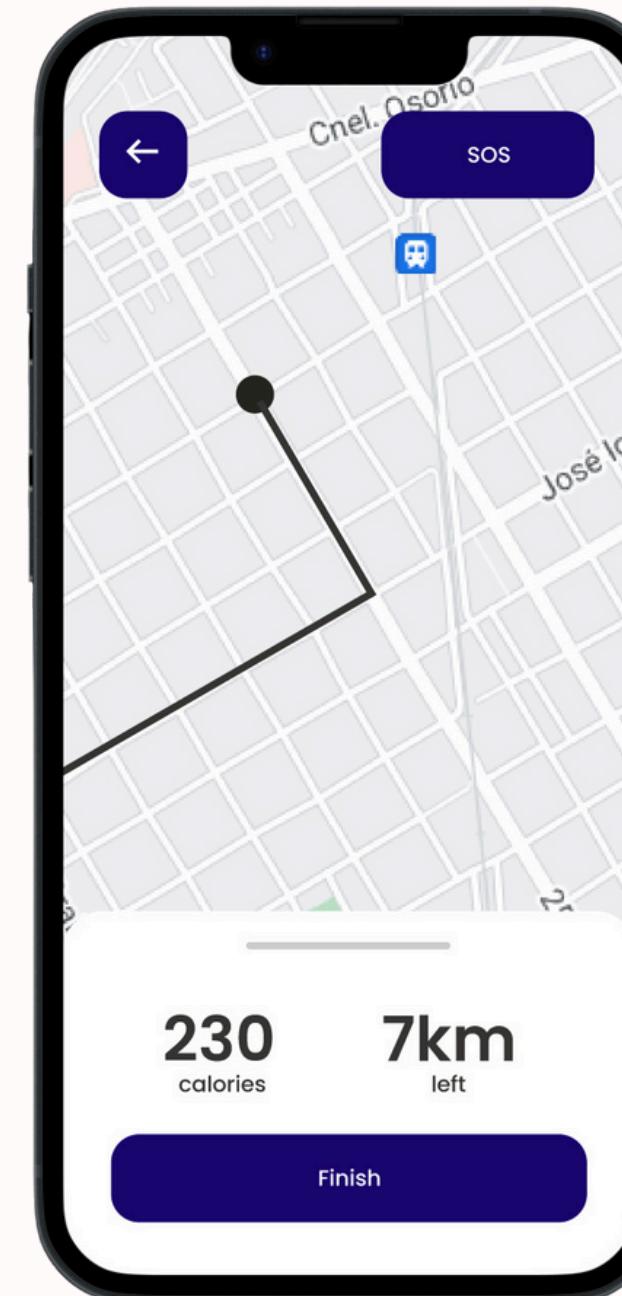
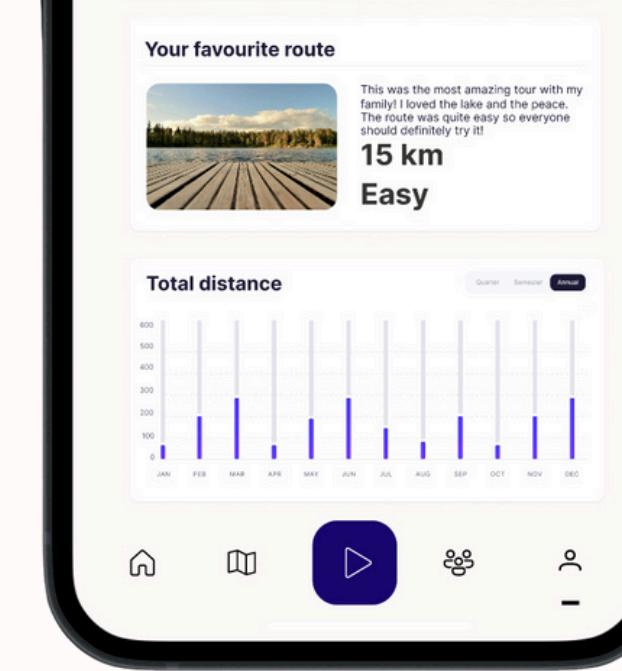
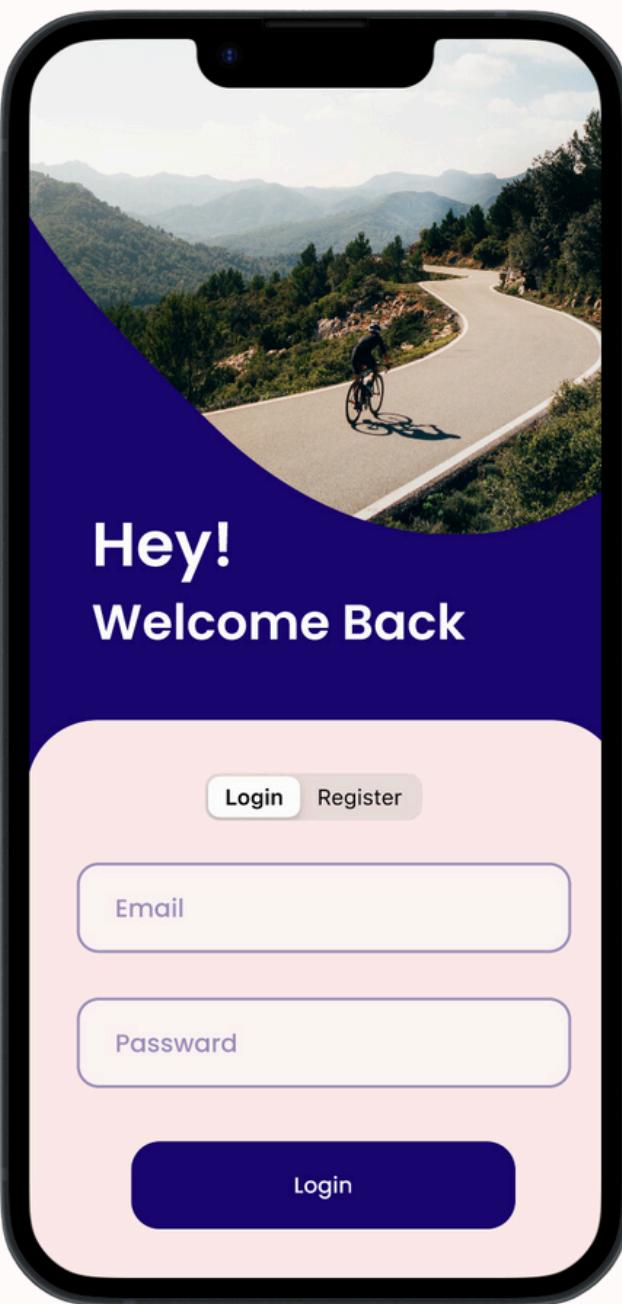
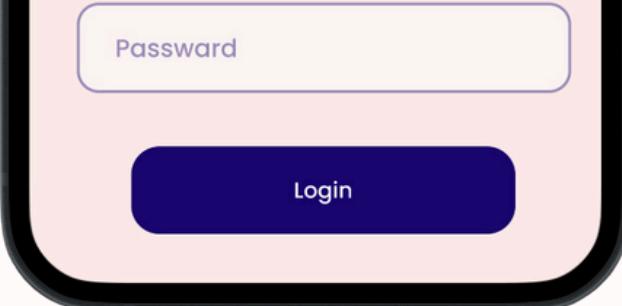
Exception Handlers

HackYeah 2024

Roweroo



Roweroo



Roweroo

MISSION: TOGETHER FOR SAFER CYCLING ROADES - PROJECT DESCRIPTION



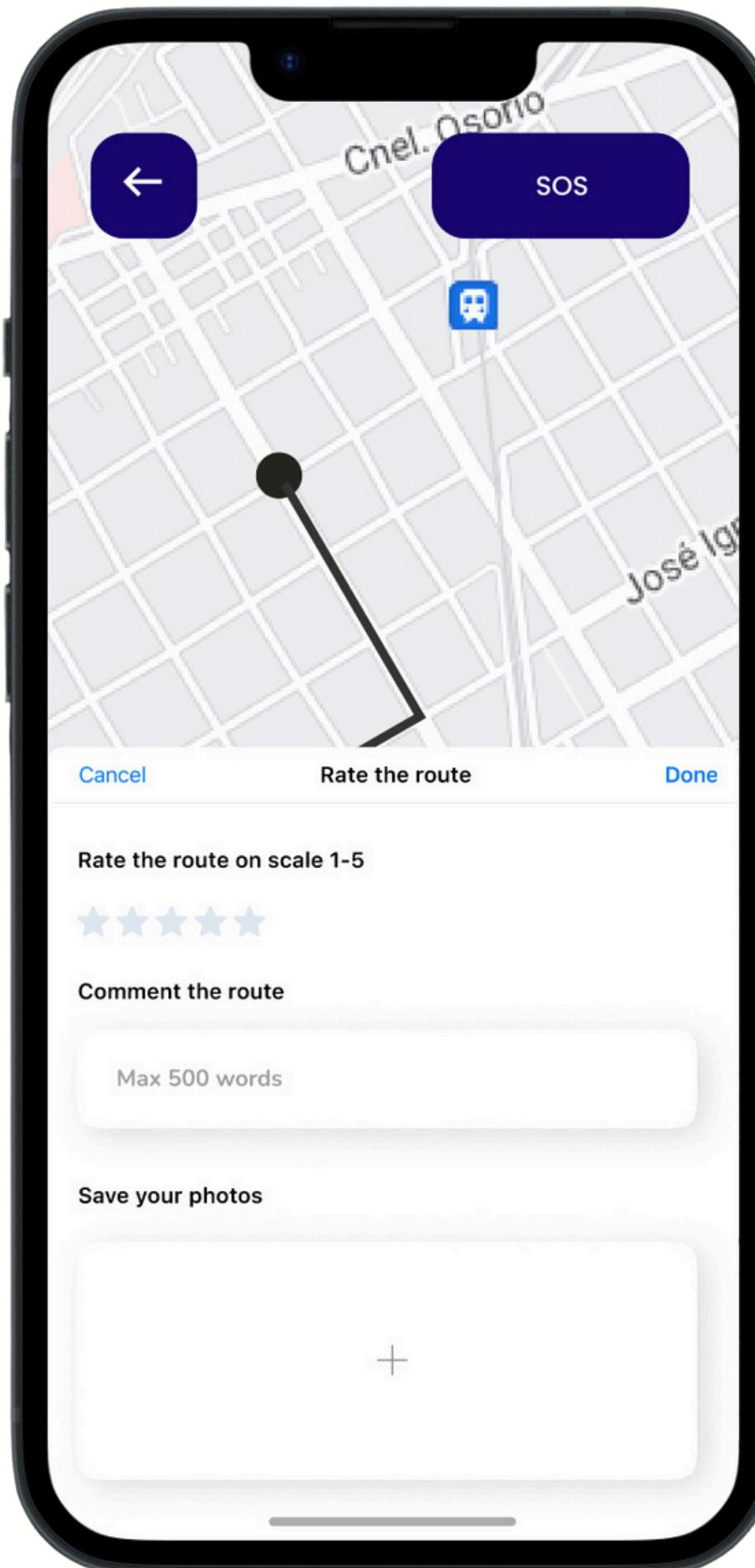
Our main goal was to improve cyclist safety by implementing a route selection system that takes into account user preferences about road conditions, risks and traffic. It uses AI to analyze the history of bike accidents and recommend the most optimal and safe routes.

What affects cyclists' sense of security?

- road infrastructure
- traffic volume and speed
- road conditions
- personal experience and confidence
- environmental factors (example: air quality)
- being concerned about parents/kids' safety

Features

After completing each route the user is obligated to fill out the short survey. Thanks to that, the app can propose the users the most accurate routes according to their preferences.



- **SOS Button**

Automatic notifications with coordinates sent to family in case of emergency.

- **Survey after completing the route**

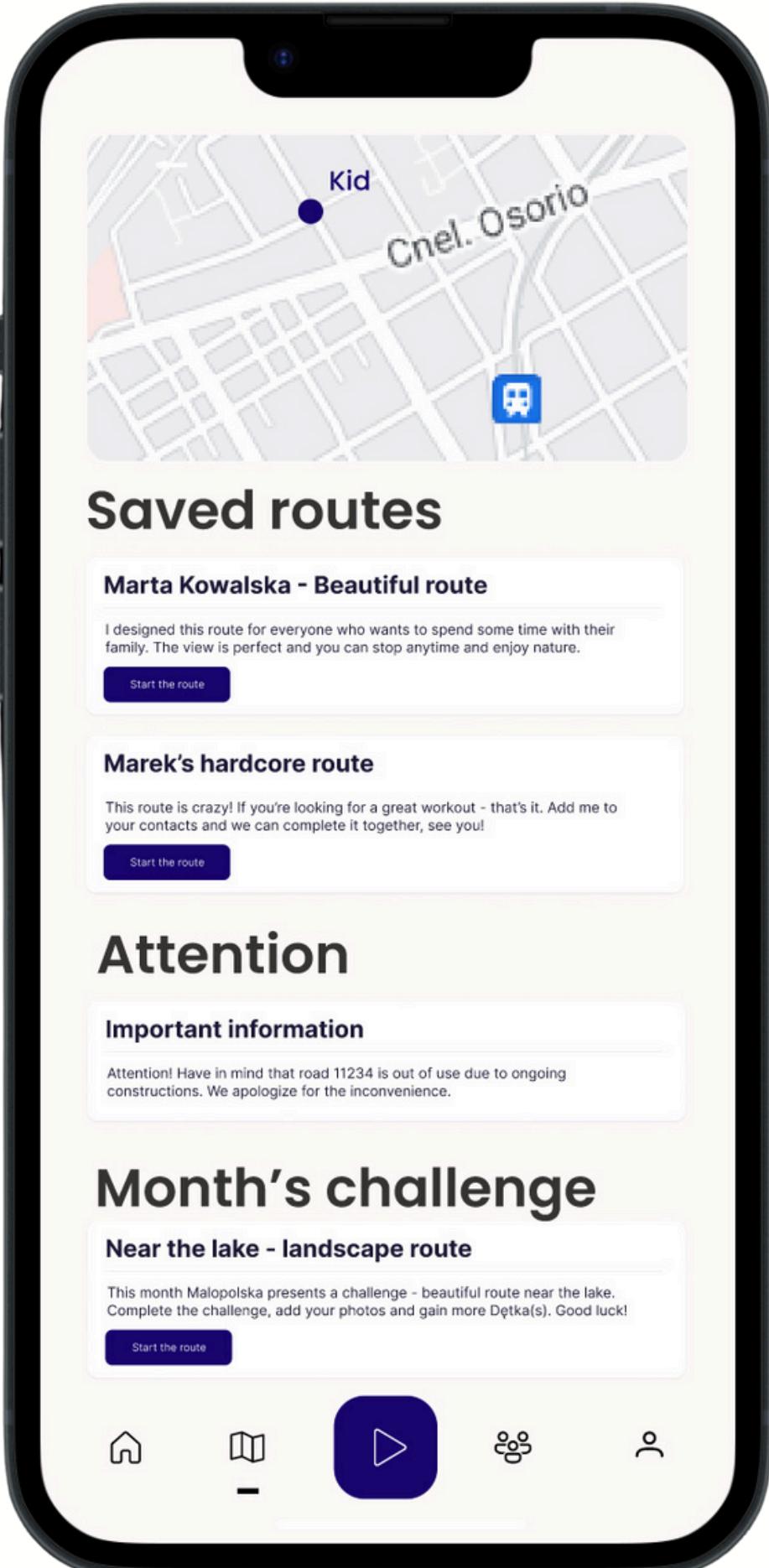
Launch the app in different languages depending on location.

- **Adding photos to your gallery**

Share photos with community or keep them to yourself - either way keep the memories alive!

Features

After completing each route the user is obligated to fill out the short survey. Thanks to that, the app can propose the users the most accurate routes according to their preferences.



● Map preview

User can easily access the information about relatives' location.

● Saved routes

User can save the routes they like so when they like to go on a trip (and don't want to explore new route), they can choose something they know well.

● Important informations

Important informations offered by the Administrator that can impact the riders route

● Month's challenge

Challenge for the month is designed by Malopolska to promote their routes and support the most inexperienced users.

Route preferences

User can choose their preferences so the proposed route will meet their needs.

Main preferences user can choose

- Important informations that can impact the riders route

The screenshot shows a mobile application interface for route planning. At the top, there are three buttons: 'Cancel' (blue), 'Design your perfect route' (black), and 'I'm ready' (blue). Below this, the text 'How long should the route be?' is followed by a dropdown menu set to '10 km'. The next section, 'I am fine with commuting by (if necessary):', contains three checkboxes for 'train', 'tram', and 'bus', all of which are unchecked. The following section, 'I want this route to be:', includes four checkboxes: 'super easy, landscape' (unchecked), 'easy' (unchecked), 'medium' (unchecked), 'hard' (unchecked), and 'extreme' (unchecked). The next section, 'Are you travelling with a kid?', has two checkboxes: 'yes' (unchecked) and 'no' (unchecked). Finally, the section 'If so, how old are they?' shows a dropdown menu set to '5'.

Cancel Design your perfect route I'm ready

How long should the route be? 10 km

I am fine with commuting by (if necessary):

train

tram

bus

I want this route to be:

super easy, landscape hard

easy extreme

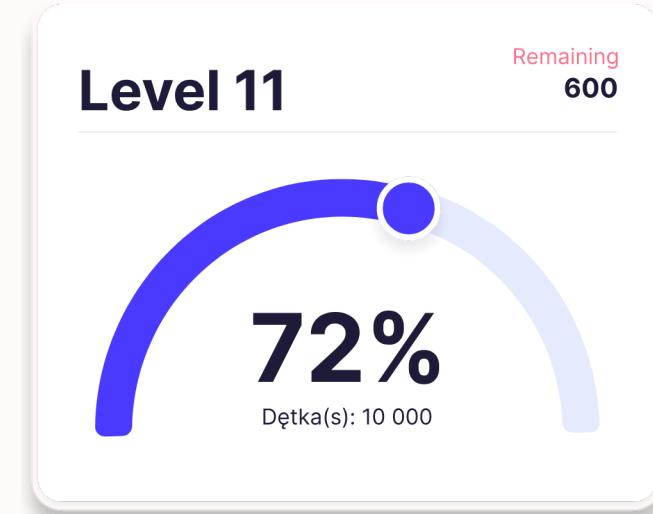
medium

Are you travelling with a kid?

yes no

If so, how old are they? 5

Gamified app - collecting Dętka(s) and leveling up



Especially for younger users we added the levels and Dętka(s). Dętka is a currency and can be gained by completing the route, creating your own route, connecting with friends, sharing app with a friend and many others. The studies state it clear - our brains love the instant award and gamified approach.

[Healthcare \(Basel\)](#). 2024 Jan; 12(2): 124.

Published online 2024 Jan 5. doi: [10.3390/healthcare12020124](https://doi.org/10.3390/healthcare12020124)

PMCID: PMC10815218

PMID: [38255013](#)

The Relationship between Gamified Physical Exercise and Mental Health in Adolescence:
An Example of Open Innovation in Gamified Learning

6. Conclusions

Go to: ►

Gamified physical exercise allows for improvements in the mental health of adolescent students as it produces effects such as well-being, fun, sociability, satisfaction, motivation, autonomy, an improvement in mood, creativity, a decreased feeling of shame, and the avoidance of depression and stress. The relationship between adolescent mental health and physical activity being mediated by gamification and exergames has been revealed. In this sense, it is concluded that the following steps are necessary:

Review > J Med Internet Res. 2022 Jan 4;24(1):e26779. doi: 10.2196/26779.

Evaluating the Effectiveness of Gamification on Physical Activity: Systematic Review and Meta-analysis of Randomized Controlled Trials

Conclusions: This meta-analysis confirms that gamified interventions are promising for promoting PA in various populations. Additional analyses revealed that this effect persists after the follow-up period, suggesting that it is not just a novelty effect caused by the playful nature of gamification, and that gamified products appear effective compared with equivalent nongamified PA interventions. Future rigorous trials are required to confirm these findings.



Roweroo

Exception Handlers

HackYeah 2024

Thank You

Repository:

<https://github.com/Konoracix/Roweroo>

Resources and tools used:

PubMed Central

<https://pixabay.com/music/main-title-frosted-dawn-244252/>

pexels.com

Canva

freepik.com

Figma and Figma Community

ChatGPT

