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## Privacy and Data Security

- **Location Tracking:** The reason that the app will detect the users when they enter the smoking area, it may use location tracking data. It is a must to ensure the users are aware of how the location data will be used securely and will be solely used to achieve the expected outcome. The system should notify the users what data is being collected and how will be used.
- **Data Collection:** Collecting user smoking habits or quitting progress may interfere with data sensitivity. Ensure all user personal data is encrypted and not shared without explicit consent.
- **Anonymity and Confidentiality:** Ensure the users using the system under the prerequisite of personal data are protected, especially those who do not want their smoking status known to others.

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## Consent and Autonomy

- **Voluntary Participation:** Especially for peer-reviewed courses, user participation should be completely voluntary. Users should be fully in control to share their quitting progress or receive notifications when entering the smoking area.
- **Informed Consent:** Users should fully comprehend the system's working mechanism, data collected, and potential consequences of these actions. Before any tracking or fellow supervision, all must acquire clear informed consent.

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## Peer Pressure and Responsibility

- **Balanced Peer Supervision:** Though learning with others can be motivating, there are risks of over-dependence or peer pressure. The system should ensure one won't feel overly responsible for another's success or failure.
- **Mental and Emotional Well-being:** Failure to quit smoking or repetitive smoking area warnings may lead to user pressure, guilt, or shame. The system should incorporate supportive, positive reinforcement rather than punishments or approaches that may cause guilt.

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## Effectiveness and Accessibility

- **Equity in Access:** Ensure the system can be equally utilised by users coming with various backgrounds or digital media capabilities. The system should take conditions where have no access to technology or face stigma when using a quitting app.
- **Evidence-based Design:** The courses and rewards should be provided based on proven, ethical strategies. The system must avoid using manipulative tactics to achieve behaviour change.

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## Reward Structure

- **Fairness and Transparency:** Ensure the rewards system is transparent and fair, with clear criteria for the rewards route. Unfair designs may cause discouragements and unfairness.
- **Non-coercive Motivation:** The rewards should tend to create healthier behaviour change. Rather than using extrinsic motivations to coerce users.

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## Avoiding Addiction to the App

- **Healthy Use of Technology:** The design should promote the balance of using technology to monitor behaviour. It can be meaningless to replace one addictive behaviour (smoking) with another (excessive use of apps).