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NoiseMApp

Generating Noise Pollution Maps through Gamification in Leuven

Noise in Leuven

Hot topic in Leuven
- *Fakbars'* curfew at 5 o'clock
- Extra stewards & police

Noise pollution has many **disadvantages**:
- Stress
- Aggression
- Sleep disorder

Noise pollution is still an **underestimated problem** and creating **awareness** is a good start to tackle this issue.
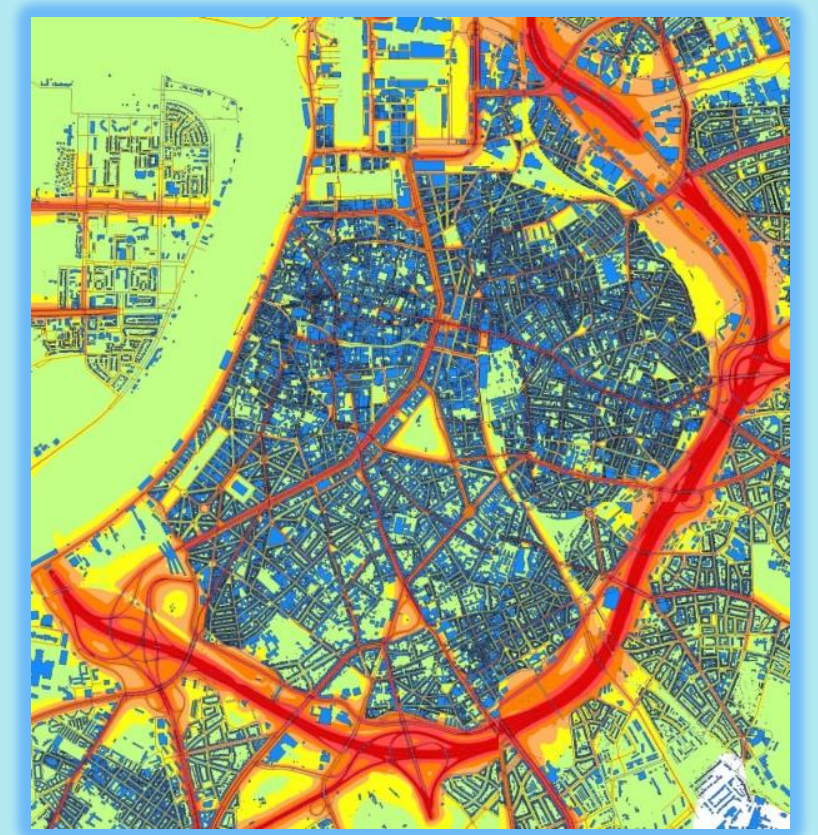
Noise Pollution Maps

Static maps with **color codes** representing **noise level**

Already made for:
- Antwerp
- Bruges
- Ghent

"Why not **Leuven?**" (Jong CD&V Leuven)

Why not generate these maps **cheaply** and **dynamically**?

Gamification

"the use of game elements and techniques in a non-game context"

Game elements

Points
for every recording made
Badges
received occasionally when reaching different goals
Leaderboard
compare yourself to your friends
Profile
check your status and brag about it

Game techniques

Random Record
go outside and record wherever you want
Sound Battle
compete with an opponent to make the best recordings
Noise Hunt
challenge yourself in completing specific tasks
Sound Checkin
check in to bars and discotheques with the sound level

Non-game context

Players have to **record noise** *during 10 seconds in order to* **generate data** *that makes it possible to automatically create a* **noise level map** *of Leuven. With* **NoiseMApp**, *a* **dull task** *like the recording of noise, becomes* **fun**!