

Lab Practical 02 – SDG Selection & UX roles

Each UX team should select one of the UN SDGs and assign UX roles to group members

Fill the following table to show your findings

Group ID	SE-S2-WE-11
Group Name:	SeaSavers
SDG	SDG No:14 SDG Name: Conserve and sustainably use the oceans, seas and marine resources for sustainable development.
Mini Project Title	Coastal Cleanup Coordination System (CCCS)
Stakeholders	Community members, Tourists, Local Businesses
Individual components	<p>Member 1: IT21809088 UX Designer, UX Developer</p> <p>Components:</p> <ol style="list-style-type: none"> 1. Competition: Users can register for cleanup competitions and participate in challenges to earn points. Novelty: Leaderboard: Allow users to see rankings based on total points they earn.
	<p>Member 2: IT21220760 UX Designer, UX Developer</p> <p>Components:</p> <ol style="list-style-type: none"> 2. Blog: Articles about the impact of beach pollution, benefits of beach cleaning, and tips for effective beach cleanups. Novelty: Commenting System: Allow users to comment on blog posts to share their thoughts.
	<p>Member 3: IT19211688 UX Designer, UX Developer</p>

	<p>Components:</p> <ol style="list-style-type: none"> 1. Event & Workshop: Display a list of upcoming events and workshops. <p>Novelty: Organizations can request for event & workshop approval for publications in the home page while admins can approve them or discard them.</p>
	<p>Member 4: IT21816086</p> <p>UX Designer, UX Developer</p> <p>Components:</p> <p>Posts and Discussions: Users can create posts, share updates, photos and videos from their beach cleaning activities.</p> <p>Novelty: Component itself is a novelty.</p>
Competitive mobile apps	Clean Swell