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**Gamifying Carbon Footprints to Motivate Pro-Environmental Behavioural Change Through A Social Mobile App**

Stephen Davis

B.A.(Mod.) Computer Science and Business

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Supervisor: Dr. Timothy Savage

School of Computer Science and Statistics

O’Reilly Institute, Trinity College, Dublin 2, Ireland

## **Declaration**

I, the undersigned, declare that this work has not previously been submitted as an exercise for a degree at this, or any other University, and that unless otherwise stated, is my own work.

Stephen Davis\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ 11/03/23\_\_\_

Name Date

## **Acknowledgements**

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# **Introduction (1,500 words)**

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## **Goals and Objectives**

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# **Literature Review (3,000 words, 6-8 pages)**

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### **Scenarios**

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### **Functional Requirements**

### **Non-functional Requirements**

## **Design Decisions Rationale**

## **Prototyping**

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# **Evaluation & Discussion (3,000)**

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