**Interim Report**

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## **Description (25%) – 224 words**

### **Background**

The problem this project addresses is the existence of a knowledge-action gap, where society is aware of the threat of climate change but does not take nearly enough meaningful action to tackle this issue. This is evident from Ireland setting their goal of reducing emissions in 2021 by 5% but in fact have increased emissions in 2021 by 5%!

Although several apps exist to motivate pro-environmental behaviour such as Ant Forest and Green Life, there is still room for increased engagement, improvement and action towards reaching our global emission targets.

### **Goals and Objectives**

The goal of this project is to apply a social app implementing gamification frameworks to motivate pro-environmental behavioural change.

The goals and objectives for app design and implementation to be achieved are providing users the ability to track their daily carbon footprint emissions, compete and view position in individual and team leaderboards, view the history of their individual scores over time to analyse progress, view the breakdown of their carbon footprint score and to view suggestions on how to reduce their carbon footprints. Non-functionally speaking, the app should be easy and enjoyable to use.

After collecting data on users’ carbon footprint scores over time through the app, the goal of this project is to analyse the potential impact and success gamification can have on reducing individual carbon footprints.

## **Literature Review (25%) 5-600 words – Bulk of this report**

1209 words so far for this, need to cut!!!

906 words now

739 words now, 742 words

### **Introduction**

This literature review will discuss the three key areas of this project: carbon footprint, behavioural psychology and finally gamification. After discussing the well-known carbon footprint metric tool and the factors contributing to this metric, behavioural psychological factors will be analysed to account for society’s knowledge-action gap towards reducing carbon footprints. Gamification will then be discussed as a promising solution to address this problem, before finally discussing existing solutions to enhance the likelihood of providing a successful implementation for this project, taking inspiration from their success factors and learning from their mistakes.

### **Carbon Footprint**

As (John Mulrow, 2019) mentions, carbon footprints have become the industry norm for calculating individual impact on climate change through greenhouse gas emissions, highlighting the causes of such emissions and providing opportunity to reduce such emissions, where the main factors contributing to carbon footprints are transport (17.7%), agriculture (37.5%) and energy usage (16.7%) (EPA, 2021).

### **Behavioural Psychology**

With the tool of the carbon footprint metric at their disposal, one would wonder why society displays such a large knowledge-action gap. Promising reasons are provided by the inclusion model, social identity and a feeling of a lack of responsibility.

(Dominicis 2017) argues that traditional and historic attempts to promote pro-environmental behaviour have failed because of focusing on highlighting the altruistic benefits on nature or the greater good, where they should have focused more on self-interest or self-enhancement. Dominicis’ work expands that of the Inclusion Model for Environmental Concern (Nolan and Schultz, 2015), which explains how egoistic or self-interest motivated values and altruistic or self-transcendent values are hierarchically structured, whereby altruism is inclusive of self-interest.

From a social aspect, (Bouman 2020) argues that the values individuals perceive their groups to endorse can critically motivate individuals to engage in pro-environmental action. Bouman expands on the work of the “Social Identity” outlined by (Fielding & Hornsey 2016; Jans et al., 2018), whereby groups can provide standards that guide individual actions.

With increasing awareness of the proportion of individual impact being tiny compared to large corporations, society feels a lack of responsibility to tackle climate change and argues that no one individual has the capability to make a meaningful change in global emissions (Anne Schwenkenbecher, 2014).

### **Gamification**

(Deterding, Dixon, et al., 2011, p. 1) define gamification as “the use of game design elements in non-game contexts”, with (Michael Salier 2017) expanding on this definition, saying “to foster human motivation and performance in regard to a given activity.” Applying this logic to this project proposes the potential success of applying gamification principles and design to spark pro-environmental behavioural change.

(Nannan Xi 2019)’s research discovers that among the three broad categories of gamification features of immersion, achievement and social features, achievement had the most significant impact on fulfilling the psychological user needs of autonomy, competence and relatedness, followed by social and then immersive features. This research provides great motivation for this project to prioritise implementing achievement features such as leaderboards, points and progress maps, before progressing on to social features such as chatting and teamwork, to create an effective, environmentally gamified app to reduce individual carbon footprints.

### **Existing Solutions**

The potential success of applying gamification to motivate pro-environmental behaviour is evident from the existing application of “Ant Forest”, a gamified environment-friendly app which has reached a carbon emissions reduction equivalent to saving 29.4 billion kwh of electricity, which is equivalent to one full day of China’s electricity consumption (Cao, 2022).

Contrastingly, “Green Life” is a gamified environmental app which targets financial incentives but has lacklustre performance with an underwhelming user base of 700,000 users in total so far, with a concerning app store rating of only 2.3 out of 5. “Green Life” is the perfect illustration of the danger of assuming any form of gamification will result in effective behavioural change, and that, as (Gartner, 2012) warns, 80% of current gamified applications were estimated to fail to meet their objectives due to poor design. (from “does gamification satisfy needs, Nannan Xi, 2019”).

### **Conclusion**

After identifying the knowledge-action gap problem (the central motivation for this project), the inclusion model, social identity and lack of responsibility put into perspective why such infrequent action is taken. By connecting the ability of gamification to tackle these psychological barriers to pro-environmental behaviour change, and analysing this in practice through existing solutions of “Ant Forest” and “Green Life”, motivations and direction will be taken forward throughout this report, to aid in the design of this project.

## **Plan of Work (Gantt Chart) (25%) <To-Do>**

Original Gantt chart

Updated Gantt chart for semester 2

## **Ethical Issues (25%) – 246 words**

### **Handling Participants’ Data**

Since this project involves users inputting data to calculate to their carbon footprint, ethical concerns of anonymity, security and transparency arise. To provide transparency, participants will be informed of how their data will be handled prior to beginning their involvement in this study through the informed consent form and the participation information sheet. This information is repeated at the beginning of the questionnaire where participants are reminded of how their data will be anonymised before publication, that only the researcher and supervisor will have access to this data providing security and that the data will be kept for 10 years for research integrity purposes, after which point it will be deleted.

Users will be informed that their participation is entirely voluntary and they can withdraw at any time without penalty, up to before the data is anonymised, and that they cannot participant in the study unless they agree with and sign the consent form. To facilitate any desire to withdraw from the study, and to address any other participant(s)’s concerns, participants will be provided with the researcher’s contact details.

### **Selecting Participants**

Participants will be recruited using opportunistic sampling through personal connections. The gamified team aspect of the app will involve grouping members into teams which will be conducted using a random number generator to prevent bias and consequently potentially inaccurate results.

### **Gender, Race and Inclusivity**

There are no ethical concerns with regards to gender, race and inclusivity for this project.

## **References <To-Do>**