



ENSE 405 Ideas and Concepts Implemented.

Project name

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Project sponsor & course facilitator

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In my project, the incorporation of concepts discussed in lectures has been instrumental in shaping our approach and project outcomes.

Gamification: Drawing from the lecture on gamification, the project integrates playful elements to engage and educate grade 5-9 children effectively. The use of input boxes for data entry is designed to resemble a game-like interaction, ensuring an enjoyable and interactive experience while inputting information. Additionally, the provision of tips and guidance based on the calculated carbon footprint fosters engagement and educates users on sustainable practices. Also, the dynamic change in result colors based on the carbon footprint calculation enhances user interaction, making the learning process visually engaging and rewarding.

Knowledge Management: The app functions as a platform for sharing knowledge about carbon footprints, environmental impact, and sustainable practices among children. Aligning with the Knowledge Management concepts discussed in lectures, the app serves as a repository of educational content on sustainability. It disseminates information about carbon footprints in an understandable manner, empowering children with knowledge about their environmental impact. By enabling the sharing and dissemination of relevant information, the app cultivates a learning environment that encourages the understanding and adoption of sustainable practices among its users.

Plan, Do, Study, Act (PDSA): Initially, planning the app aligned with educational objectives and user engagement principles gleaned from lectures. Executing the development involved translating these plans into real solutions, integrating gamified elements and knowledge-sharing features. Studying user interactions and feedback allowed me to assess how these aspects engaged children effectively. Acting upon these insights, I refined the app, aiming for continuous improvement in educational impact.



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By integrating these concepts into the project's conceptualisation and execution, I aim to create an engaging and educational platform that not only educates but also encourages active participation and awareness about sustainability among young users.