


# Glapped

**Saving the Environment - In style**


The **Green cLothes APP**

**The Lovebugs**

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# Introduction

- Reducing the waste of clothing
  - Engaging users with sustainability
  - Soft educating through subconscious design
  - Preventing the harm caused by large industry
  - Advocating for better sustainability choices
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# Who Are We?

## The Lovebugs


- Why are we passionate about clothing sustainability?
  - Why did we chose to implement it this way?
  - Why Glapped?
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# Goals

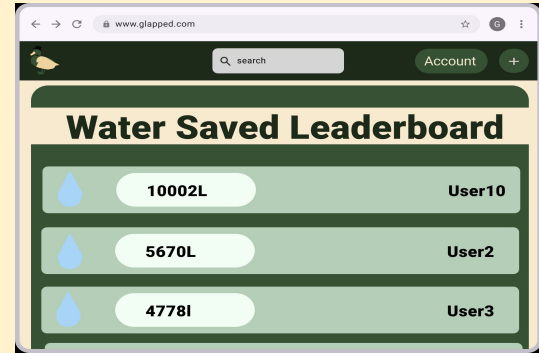
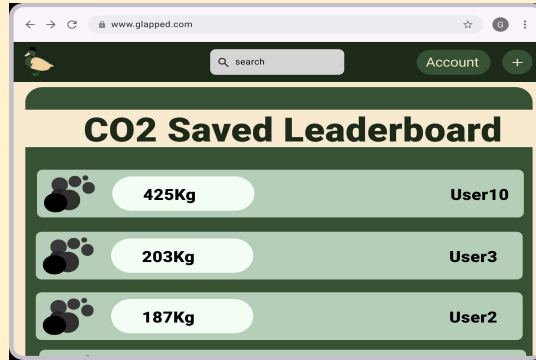
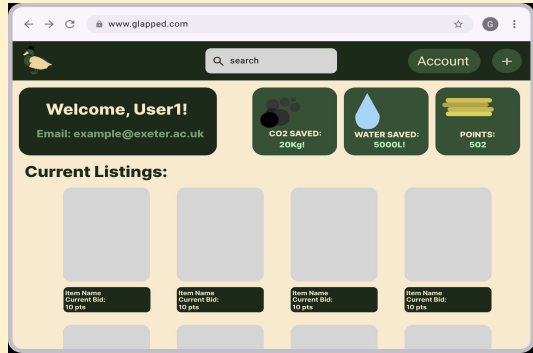
- Measurable and Attainable environmental impact
- Aimed for actual use by students (gamification and practicality)
- Genuine potential to be rolled out across various universities
- Cost effective to run and maintain



# Our product - Glapped

- Student Exchange for unused items
  - “Points” system used to maintain relative value
  - Gamification used to drive deeper participation
  - Safety and Convenience – all exchanges to be completed on campus
  - Price – genuine nonprofit aims
  - Strong and impassioned environmental focus
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# Glapped - Gamification



## (Mockups)

- To encourage users engagement we will make use of our in app currency "Points". They can be spent by buying clothes. We will also have permanent statistics and leaderboards for competition.
- These are CO2 and water saved by a user while using glapped, helping to educate them on the impact the fashion industry has.

# Impact


- Students can reduce carbon footprint
- Monitoring environmental impact to be added in next sprint
- Raises awareness of the issues around clothes and consumerism

Clothing Type	Average Co2 use (kg)	Average Water use (L)
T Shirt (all materials)	7	3000
Button up/Cotton shirt	8	4000
Vest	6	2600
Knitted Jumper/Sweater (wool)	23	40,000
Hoodie	14	7000
Cardigan(wool)	10	30,000
Denim Jacket	20	2000
Leather jacket	78	36,000
Polyester Jacket/winter	19	2700
Trainers	14	8000




# Development Process - Sprint 1

During the first sprint we implemented most of the core features of Glapped:

- User system and database
  - Ability to list items and a rough buying process
  - Location based validation - determines whether user is on campus
  - Basic UI design
  - Leaderboards for points
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# Development Process - Sprint 2

For sprint 2 we focused on some more specific features aimed at improving user experience

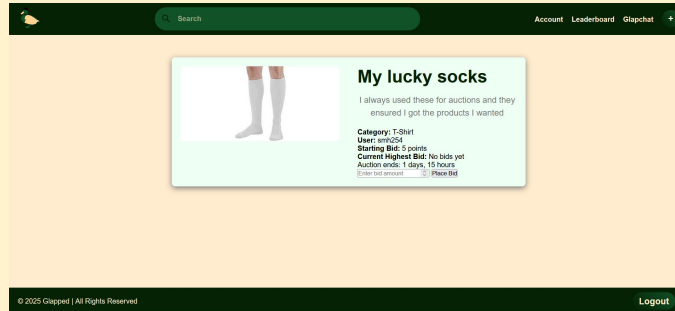
- Glapchat - messaging between buyers and sellers
  - Moderation - report forms with account/listing removal
  - Auctions - including live updates and debt protection
  - Data Protection and Security to comply with legislation
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# Auctions

Auctioned items are displayed differently

Users can bid on items and are prevented from going into debt

Auctions will automatically update who is winning and manage conflicts

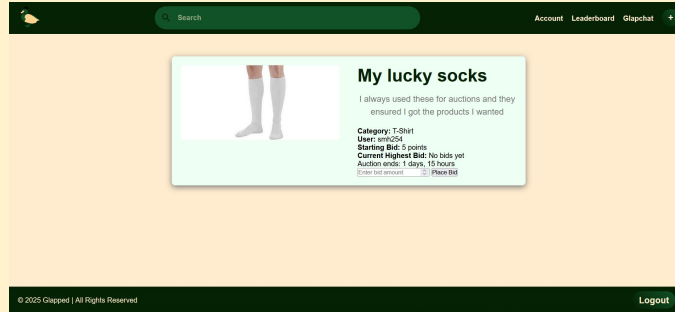


# Glapchat

Glapchat allows users to communicate over items for their prices

It's accessible from a number of places on the site

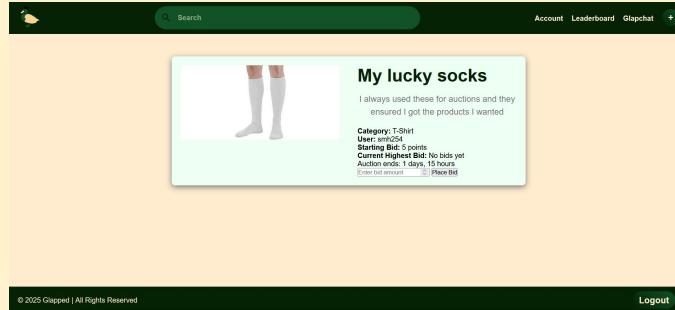
Users can respond to many chats at once and this allows for a better user experience



# Moderation

Moderation is provided with a number of reporting systems

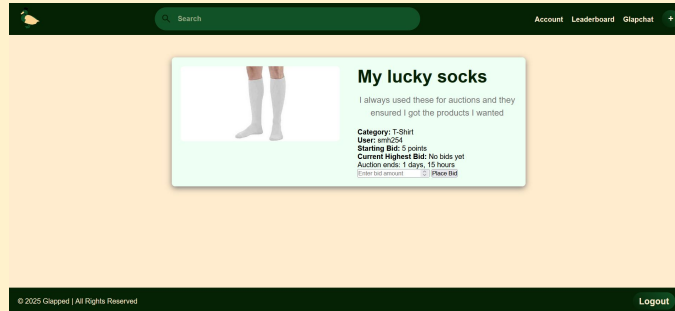
It also allows for posts to be automatically hidden before administrators manage it.



# Data Protection

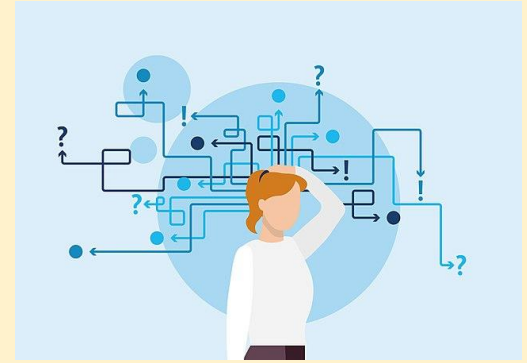
Users are required to read a comprehensive guide to their data before creating an account

All data is stored in accordance to our data policies and users are able to terminate their accounts to help with this




# Production issues

- Organising a team of 7 - we used meeting recaps
- No long lasting bugs but plenty during production
- There was a potential for system exploits that was need to be addressed in the second sprint
- Testing with unfamiliar specifics
- Health Issues - Hospital Visit



# Results

- Final sprint has been completed
  - All features have been implemented
  - Demo to be done later in this presentation
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# Kanban

# **Github**

# Demo

**Q&A**