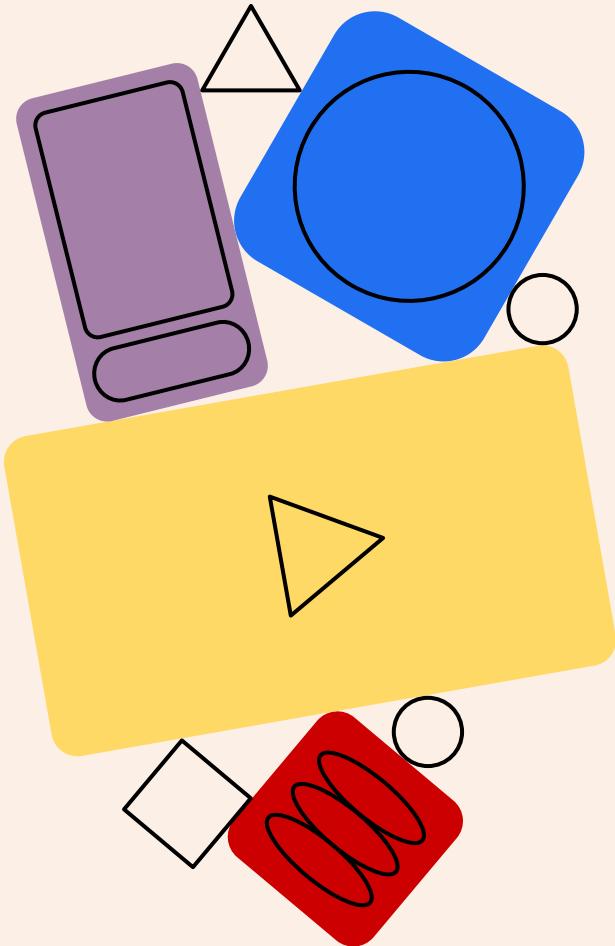




CLOVE

By Zak Macejka



App Overview

Target Audience~~

Students ranging from elementary to high school.



The Purpose~~

To help students limit procrastination and increase productivity while positively reinforcing success.

How~~

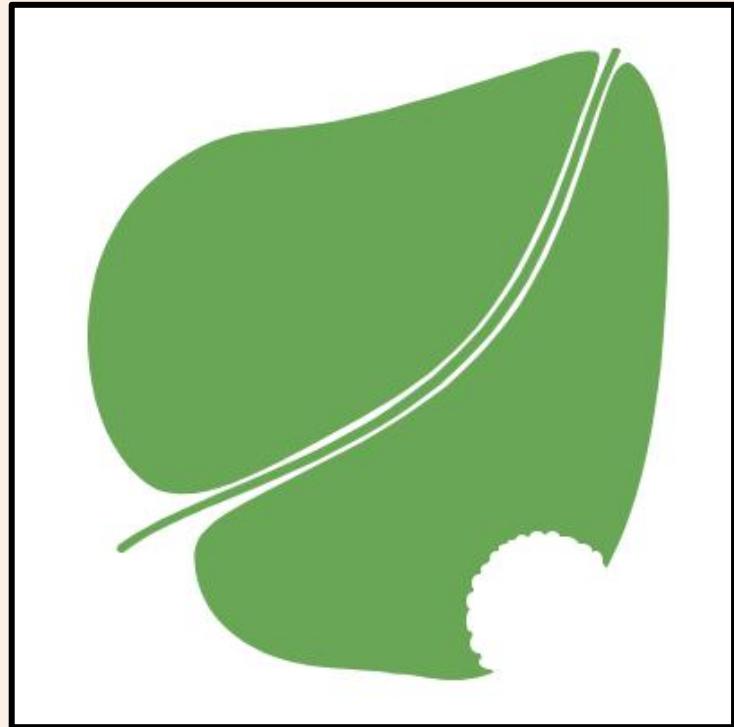
The app is intended to simultaneously be used by parents, students, teachers and faculty such as guidance counselors. The app provides a point based system that can be spent to grow and/or customize the in app virtual plant. Teachers decide how many points are rewarded for each complete assignment while students decide on how and when to spend those points. However these points can not be spent until they turn into "Grow Points." The user is given a single Grow Point each time the blue progress bar is filled reaching fifty points and is then reset.

App Background

Through my own experience in school my teachers and guidance counselors felt very disconnected from their students except for a few exceptions.

After conducting interviews with my cousins that are currently in middle and high school, it was brought to my attention that they are having similar experiences.

This is what inspired me to come up with this concept which aims to create a better learning environment.



Home Page



My Clove Page



My Guidance Page

