

CSCI 499 User Feedback

Users we talked to:

- USC Students - friends, classmates, students near RTH (undergrad and graduate students)
- 3 person group interview
- 7 individual interviews

Feedback Summary (positive and negative/suggestions):

- Like the idea of gamifying
- Like the idea of community based platform
 - Focus on community where people are sharing how they are being sustainable - balance between knowledge and the social aspect of the platform
- Most people thought that being sustainable is expensive - difficult to make drastic changes in daily lives especially as college students
 - Didn't want to disrupt how they lived their lives or pay for more sustainable alternatives
- Wanted a point system to redeem for rewards as an incentive
- Wanted to learn more about sustainability challenges they are doing

Changes we made:

- Added photo upload option for levels
- Created a community page
- Created a dashboard page where they can see their progress on levels
- Created popups to explain more about the challenges