



Spark lets you post about acts of kindness that happened to you and how you can pass it on!

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Initial Topic Choice

Peiyi: Conversation Starter
Amy: Donation App

TOPIC CHOICE: CONVERSATION STARTER

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I plan to make a web or mobile app about communications between family members. Drawing inspiration from the Perspective App, I am thinking about making something that would spark conversations between people, especially family members, motivating the user to ask their family members questions about their past living experience, values, spirituality, why do they play on their phone, etc. Learning from the Forest App, where people are rewarded for leaving their phone alone, I could add a reward system into the app. For example, after user has completed a set of questions, they are encouraged to leave their phone alone and to have more conversation with their family members or friends. Once they lock their phone, they would be rewarded a star or a leave or something like that. The max time of getting rewarded is three hours, in case people just go to sleep.

Topic Choice

Donation App

My project will be creating an app that consolidates reliable non-profits and makes it easy to donate or find information about their donation process easily. Some features I want to include:

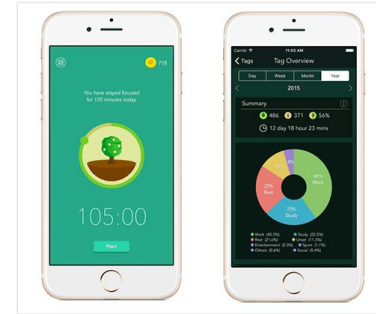
- having a social media feed that's populated with posts from a company's post
- information and links for each company

Comparative Research

Forest PocketCause

Forest

Forest app: <https://www.forestapp.cc/en/>



The intention of Forest is similar to one of my topic interest: let people leave their phone alone. According to the authors, they realized the problem in excessive use of smart phone, which results in decline in productivity and distance in relationships.

According to their website, when you want to do work and leave your phone, open the app and plant a tree. If the app is closed, then the tree would die. The motivation for users is to build a forest. The tag line says: "The harder you work, the lushier your forest is."

The authors put thoughts into interaction and interface design. They chose tree as the main object, instead of some cute animal. The reason, they say, is that animals might distract people with their cuteness, while tree gives a peaceful and simple feel. Using tree planting matches with their goal of avoid user from being distracted.

Pocket Cause



PocketCause App

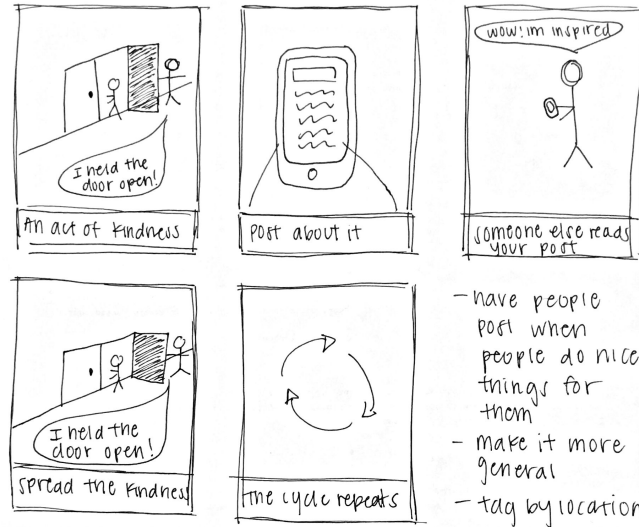
Final Topic Choice

A platform for people to share
random acts of kindness!

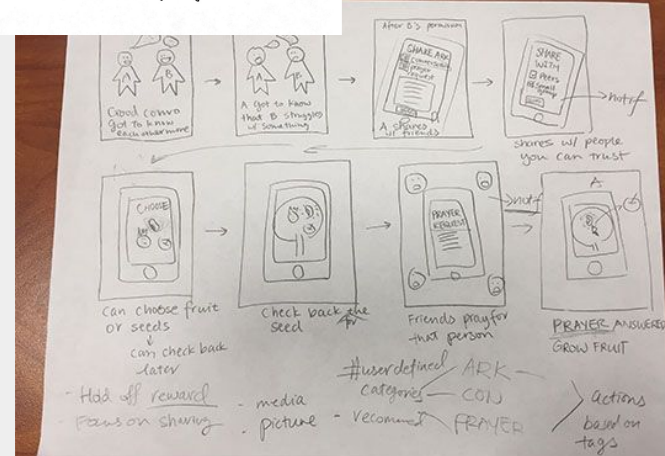
Storyboards

- Eliminated the reward system
- Clearer sense of user flow
- How to pass it on
- Changed from doing acts of kindness to receiving acts of kindness

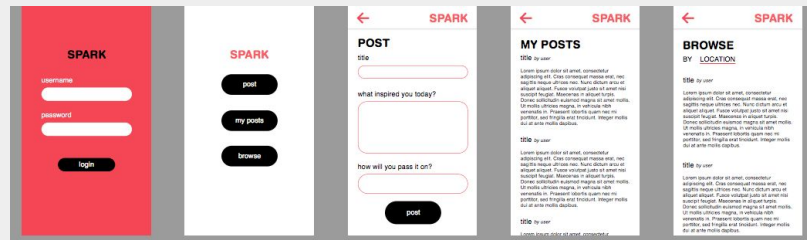
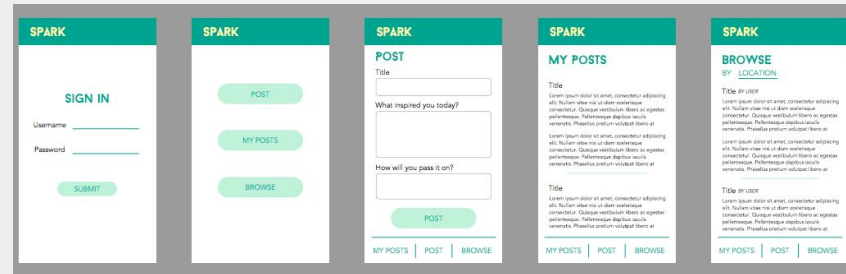
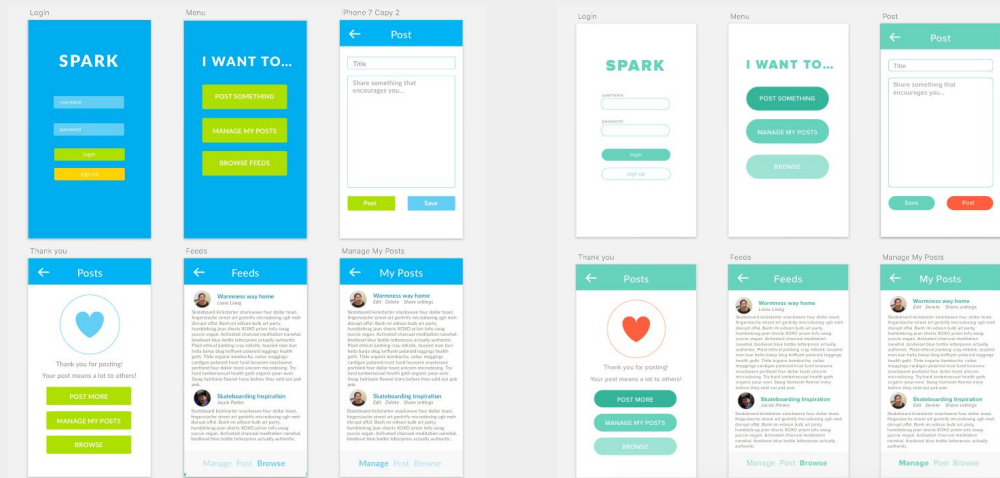
STORYBOARD 1



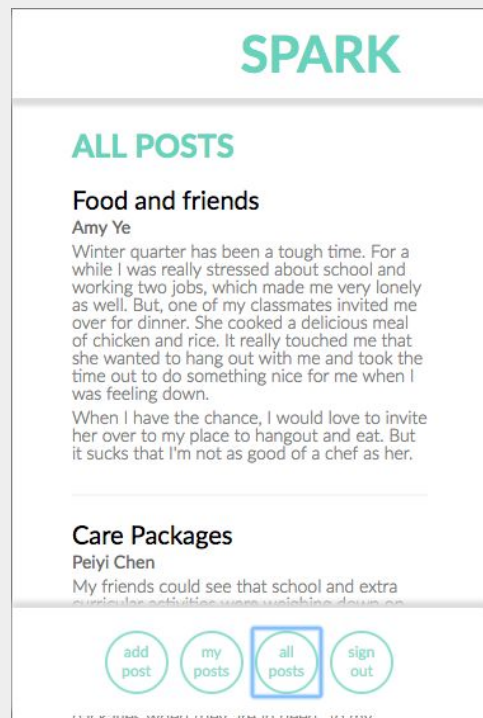
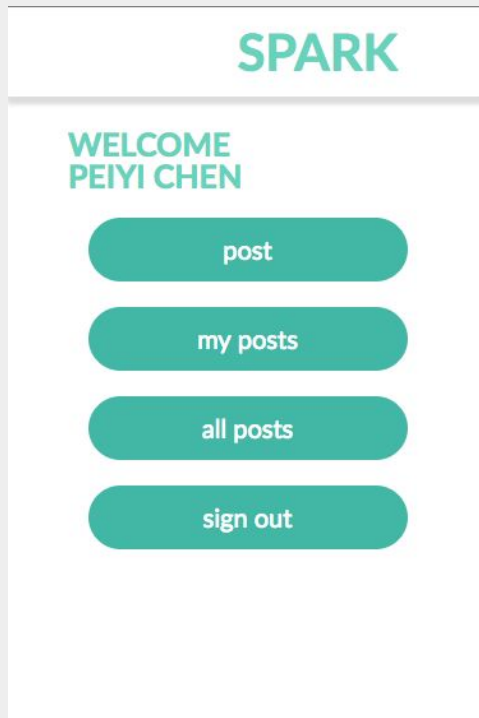
- have people post when people do nice things for them
- make it more general
- tag by location



Comps



Prototype



Final Style Tile

Friendly
Attractive
Engaging

SPARK STYLES

PRIMARY COLORS



SECONDARY COLORS



BUTTONS



TYPOGRAPHY

HEADER

INTRO COND BLACK

ABCDEFGHIJKLMNOPQRSTUVWXYZ

Body

Istok Regular

ABCDEFGHIJKLMNOPQRSTUVWXYZ

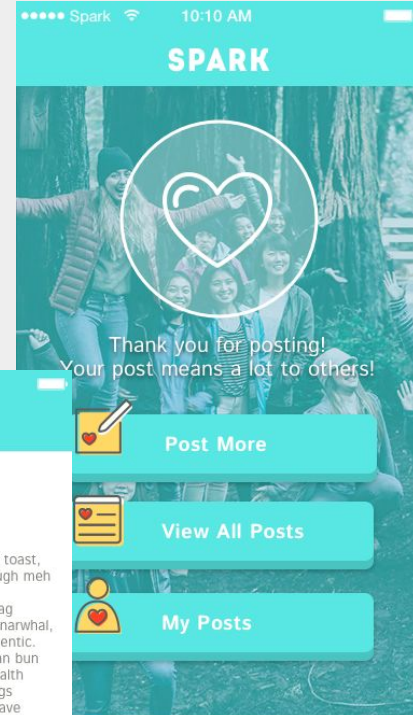
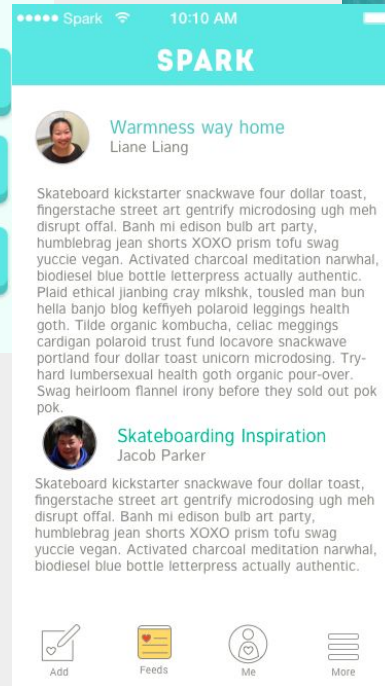
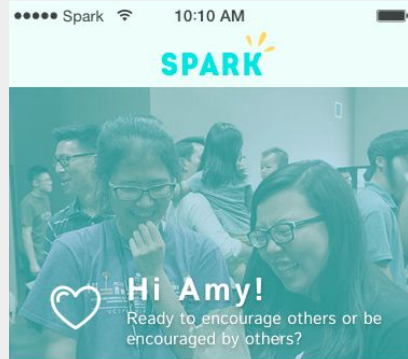
abcdefghijklmnopqrstuvwxyz

Istok Bold

ABCDEFGHIJKLMNOPQRSTUVWXYZ

abcdefghijklmnopqrstuvwxyz

Final Prototype



Challenges

Firebase
App Interface Design

Thank you!