

Sprout: Better Yourself & Better the World

LEARN ABOUT SOCIAL JUSTICE ISSUES TO BETTER YOURSELF AND BETTER THE WORLD

1. **Problem:** Without awareness of social justice issues and a deeper understanding of how they affect every person—not just a minority group—people lose out on a valuable opportunity to improve themselves and the world around them.



Through social justice education, the individual develops a stronger sense of empathy and community and a more comprehensive understanding of how to respect and learn from other cultures. In turn, as people learn to recognize and fight for solutions that lead to a more equitable world for all.

2. **Solution:** A personalized learning platform for anyone to better themselves to better the world. Using AI technology to consolidate personalized multimodel content (Videos, Articles, Quizzes) for learning pathways in various topics

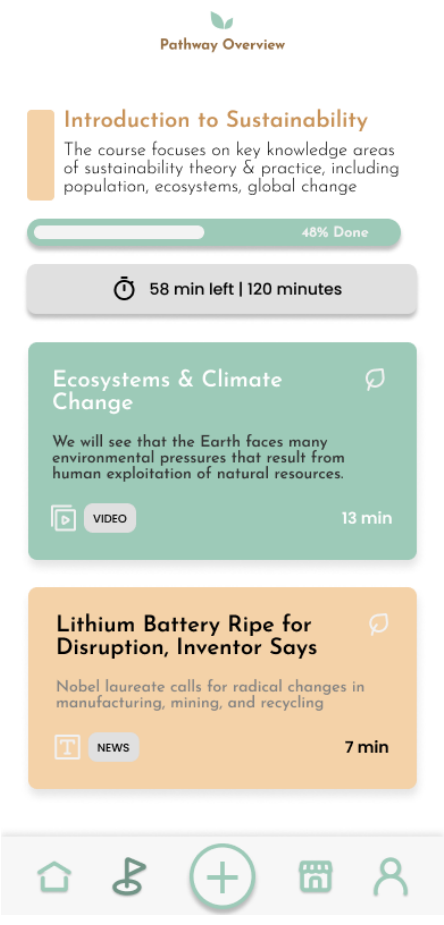
- World issues, education
- Technology
- Environmental/sustainability
- Equality (gender, voting, race, etc...)

Differentiation: With a gamification twist in the learning pathway by allowing users to build houses while learning, we hope to incentivize users to stay on the app and share progress with their friends to create accountability partners



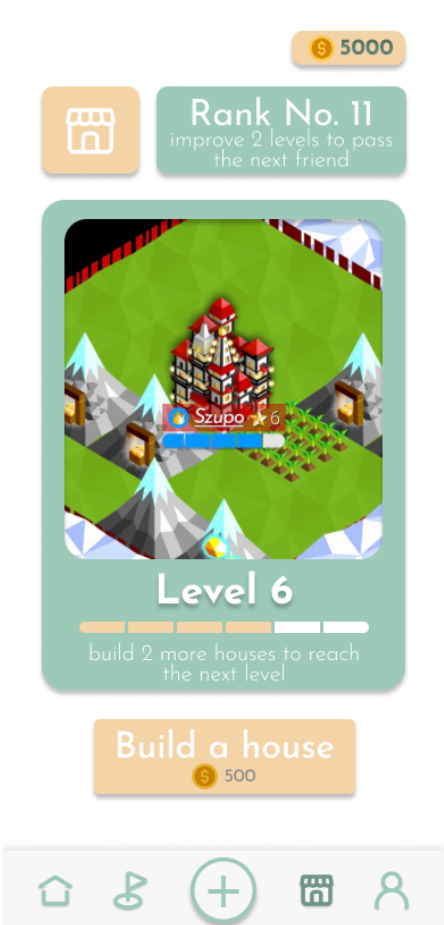
MY PATHWAYS

A comprehensive look on your courses and the progress made



PATHWAY OVERVIEW

An overview on a specific pathway and its lessons (length, form, description)



STORE

A store where users can use coins earned from learning to buy houses

3. User Interviews

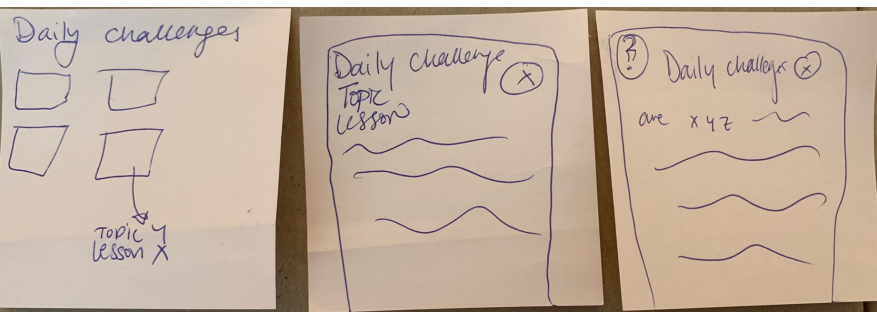
UC Berkeley First Year Student (Female, 19)

- Usually spends ~30 min to an hour learning random stuff
- Gets news from social media posts sent to her via friends
- Learning process: Quick Google search (evaluate if the source is credible and unbiased)
- Preference towards learning through videos
- More motivated to learn with competition

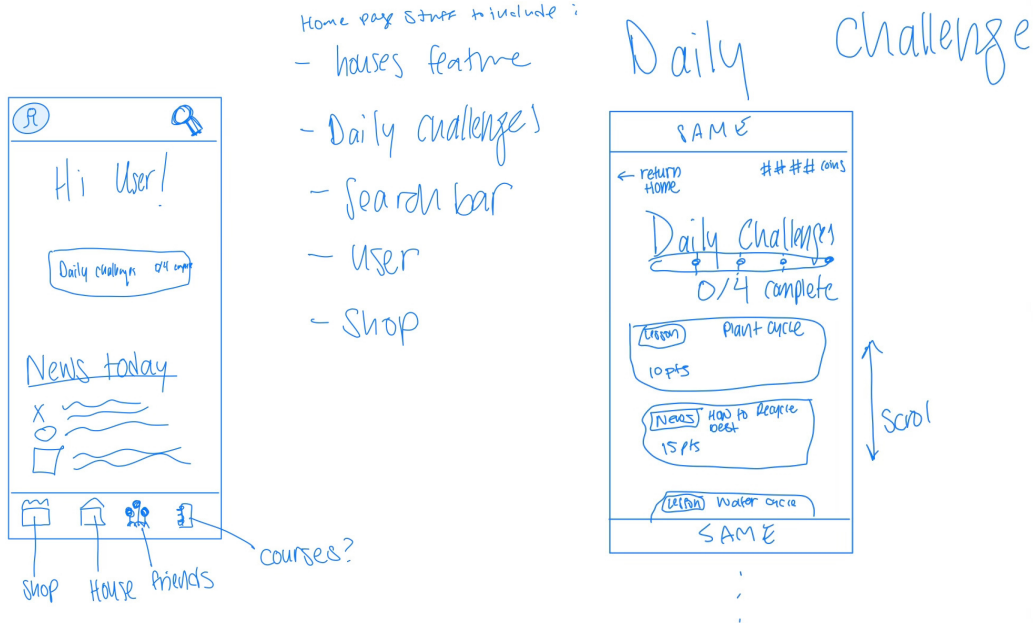
UC Berkeley Third Year Student (Female, 21)

- Usually spends 3-5 hours learning new content for academics
- Gets news through Instagram, TV or friends
- Learning process: Quick Google search → asking friends → consulting a professional (teachers)
- Preference towards learning through videos, visuals or guided processes (step by step learning)
- Learning pattern now is to stop learning when there is little progress after a few days/week

4. Prototyping



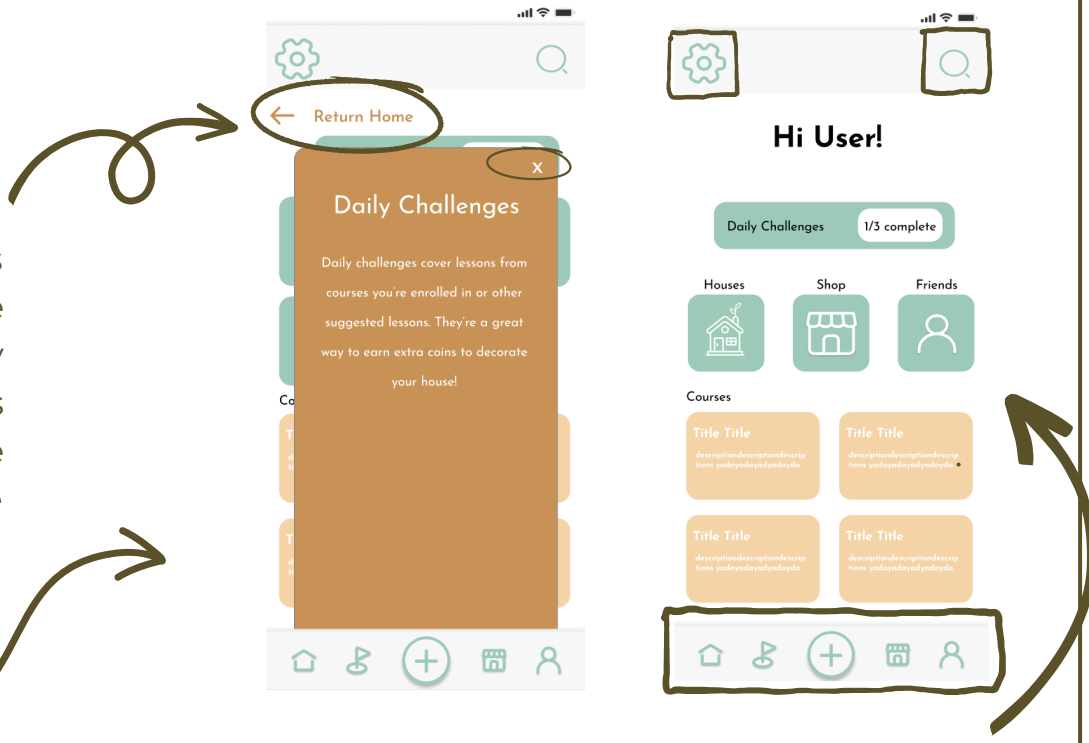
Daily Challenge section initial draft



First iteration of user home page (navigation dock, daily challenges and progress bar)

5. User Control and Freedom Design Consideration

One design consideration addressed was user control and freedom. For example the Home page and daily challenges pathway have clear exits and returns to the previous screen so the user is easily able to change their mind and move around throughout the app as they choose.



6. Aesthetic and minimalist design Design Consideration

Without including information irrelevant or rarely needed, our interfaces prevent from providing extra units of information that would compete with the relevant units of information, improving visibility.

7. Match between system and the real world Design Consideration

Symbols used for buttons are included with text that match the users expectation of what they are meant to do. Words within text are clear and concise.