The homeless App

The Idea we co-designed with the youth in Walvis Bay, was aimed to sensitize the community towards the homeless living with in the Walvis Bay area. They had identified that there were a large number of homeless people and that they faced a lot of problems with regards to living area, and access to the basic needs of any human being.

Outlined are the ideas they had come up with and voted for:

**Homeless App**

1. **A Game about the life of a homeless** person, so that people learn to understand the problems they face.
2. **An Interactive Movie** that we can watch about the life of a homeless person.
3. **An App with Tips and Advice**, about living a better life on the streets with daily challenges so that they can complete them a feel a sense of success.
4. A Talent show for the homeless to encourage them.
5. **App/Game to simulate** the life of a homeless person so that we learn to understand their life better.
6. **A Digital Story book** about the life of a homeless person so that people can learn to empathies and understand the things a homeless person experience.

We then understood after creating our personas that not many of if any of the homeless people in the area had access to a mobile phone or laptop. the App/System we wanted to create would actually be created for the community and the people it would be serving would have to received id cards.