

PASSION PROJECT SEMESTER 3

I have researched and found three different projects that I feel will be best for me to pursue because of the interest I have in creating new projects and improvements to the way these projects currently stand .

Here they are :

1. Community Connection Platform for Students

What are we designing :-

A platform that can improve social interaction between students and resource sharing among students in universities .

Who is the target audience :-

My ideal Target group will be university students (ages 18-25) who are looking to connect with other students within their field or outside if they want ,find mentorship, and access academic and career resources.(basically , they can connect with people who have gone through the exact path that they're about to take)....

Why :-

To Address feelings of anxiety, isolation, stress, and academic pressure within students . This will promote a sense of belonging, community, and collaboration, making their university experience enjoyable.

Context :-

The platform can be accessed on smartphones or computers, serving as a virtual hub for students to connect and engage.

Behaviours:-

Users can join interest-based groups(ie. their course group), participate in discussions and events, seek advice from other students or mentors, and access resources such as study guides, internship opportunities, and mental health support services.

2. Improved Trash Collection System for Helmond Residents

What to Design:-

A redesigned and enhanced mobile application for trash collection services in Helmond, focusing on improving user experience, the notification system, and the overall usability.

For Whom:-

Targeting residents of Helmond who live in houses and utilize the city's trash collection services.

Why:-

The current app lacks user-friendliness, with issues such as unreliable notifications and poor navigation. By addressing these pain points, the redesigned app will streamline the trash

collection process, enhance user satisfaction, and encourage more residents to participate in proper waste disposal practices.

Context:-

The redesigned app will be exclusively accessible on mobile phones, catering to the on-the-go lifestyle of modern users.

Behaviour:-

Users should find it intuitive to:

- **Receive Reliable Notifications:** Implement a robust notification system that alerts users about upcoming collection schedules, changes in service, and important announcements. Notifications should be timely, clear, and customizable to meet individual preferences.
- **Navigate Effortlessly:** Improve the app's navigation by redesigning the interface with a user-centric approach. Utilize intuitive menus, clear labels, and visual cues to guide users through the app seamlessly. Incorporate search functionality and filters to help users quickly locate relevant information.

By addressing these key areas of improvement, the redesigned trash collection app will strive to deliver a more user-friendly, efficient, and engaging experience for Helmond residents, ultimately contributing to a cleaner and more sustainable city.

3. Extra-Curricular Activities for Fontys Students

What to Design:-

A couple of extra-curricular events that will promote socialization, teamwork, and collaboration among Fontys students. These events will include sports events, escape rooms or challenge-based games, movie nights, and game competitions (PlayStation, Xbox).

For Whom:-

This product will be targeted towards Fontys students across all campuses and programs.

Why:-

The current method of forcing students to create groups for socialization may not always be effective. By offering diverse and engaging extra-curricular activities, students have the opportunity to naturally socialize and form bonds while participating in activities they enjoy. This can lead to improved communication, teamwork, and collaboration skills, which are essential for academic and professional success.

Context:-

The events can be held both on-campus and off-campus, providing flexibility and accessibility to students. On-campus events can utilize existing facilities such as sports fields, recreation centres, and auditoriums, while off-campus events can take place at external venues like escape room facilities, cinemas, or gaming centres.

Behaviour:-

- **Sports Events:** Encourage students to participate in various sports events such as football tournaments, basketball games, or running races. Foster a spirit of friendly competition and sportsmanship while promoting physical activity and well-being among students.
- **Escape Rooms and Challenge-based Games:** Design escape room challenges or other challenge-based games where students must work together in teams to solve puzzles, overcome obstacles, and achieve objectives within a set time frame. These activities promote critical thinking, problem-solving, and teamwork skills in a fun and immersive environment.
- **Movie Nights:** Organize movie nights where students can gather to watch popular films, cult classics, or student-made movies together. Provide opportunities for discussion and