

Final Report

Culture Champions 2.0

Deadline: 15.03.2024

Table of Content

1. Introduction..... 1

2. Methodology 1

 2.1 Realisation of the Project 1

 2.2 Technological Features..... 1

3. Design 2

4. Limitations & Future..... 3

1. Introduction

Culture Champions is a project based on compassion and the need of support within old and new citizen as a symbiosis. The idea has always been integration, yet in an appreciative and reasonable approach. With the application of Culture Champions, I aim to create a virtual space of equality that underlines the similarities of each of us as humans – and citizen as well.

The project grasps on the immense amount of paperwork, the language barrier and the cultural disorientation when immigrating into a new country. All the named points are aspects that can be worked on so that eventually both the country's society and its single inhabitants will benefit of a functioning interaction of commonality and respect. We have seen the inhumane ongoing happenings all over the world since an unacceptable amount of time. And with this project I believe that a small step towards a welcoming and worthy way of living could be initiated.

2. Methodology

To incorporate my ethnical principles towards the app, I focused on keeping an inclusive user interface. From the start to the end of the usage, the user should feel guided and taken seriously as well as being welcomed at the same time. Therefore, navigation, language transparency and simple instructions are necessary. With functionalities such as language selections, tutorials and chat options, guidance and support are given.

2.1 Realisation of the Project

With the objective of getting to know a new country and thus your new life as well, you would need the app to work smoothly with instructions and straightforward technical work. I took these principles into account and worked out my own approach on creating an inclusive yet professional application. My core structure to use common screen-types, such as the splash screen¹, helped throughout the sketching phase and the composition development. An obligatory functionality was the account that can be created beside the option of handling the name and username of the user ongoing throughout the mvp to come back to the user on a personal level. My wish for the app to be displayed in several languages was an aspect I had to cut out on in order to keep my standard of code clean and understandable since my current programming level is growing, yet still needs to improve.

2.2 Technological Features

During the developing process of the code, I followed simple rules and standards for the result to end in a project, I myself would be able to fully understand. With my previous and newly welcomed

¹ Code Line No. 25-42, Source: <https://www.geeksforgeeks.org/how-to-create-a-splash-screen-using-tkinter/>

knowledge in python as a programming language, the selection of technological features was primarily focused on Tkinter widgets with a conclusive goal that aligned with my intended sociological principles. Buttons, entry boxes, labels and images were non-negotiable. I incorporated Combo Boxes, a Chat Bot and Check Buttons alongside images on buttons and navigational buttons as the advanced features². Additionally, I was able to accomplish a wish of mine from my previous application where I wanted 'professionals' for each Support Screen to be randomly picked but due to a lack of knowledge did not figure out. This time, with a dictionary I could map names and images to image paths that would then get selected randomly through the *random* module³.

Part of the criteria of choosing code that fits the theme and purpose was that it had to visually compliment each screen. The option to use a canvas to display circles that indicate on which tutorial screen the user is located at directly appealed to me⁴. However, object orientated programming is one important directive not to use and using a canvas could count as such. Since learning and adapting is part of a coding process, I implemented the canvas, but carefully treated it in order to isolate it from object orientated coding. The Canvas objects are created separately, and the drawing instructions are directly applied to each Canvas object. The code lacks abstraction in the sense that the drawing instructions are explicitly specified for each Canvas object rather than being abstracted into a reusable method or function. Contrarily, in object orientated programming implementation details should be hidden behind a well-defined interface and objects are expected to contain both data and behaviour.

3. Design

Design and Layout as two of my favoured categories within the process of creating a mvp have shaped the architecture and the user interface in a significant way. I built the app with the priority of functionalities that are essential for the basic functioning of the application and worked my way towards more detail from the basic layout step by step. The chosen fonts (Impact & Consolas) as well as the chosen layout represents the progressive and modern theme of the project. The primarily bright but subdued colours in the colour palette communicate an open and friendly virtual space.

Alongside colour correcting of labels and careful placing buttons, I attentively chose artwork to be seamlessly displayed within the app. The goal of mine was to project joy and interest towards learning something new and unknown - I want the user to feel curiosity when opening the app. Art is an indirect way of exhibiting a story. The idea of representing stranger's artwork between buttons and labels is

² Code Line No. 129-137 & 814-902, Source: <https://coderslegacy.com/python/list-of-tkinter-widgets/>

³ Code Line No. 733-759, Source: <https://www.geeksforgeeks.org/python-mapping-key-values-to-dictionary/>

⁴ Code Line No. 394-421, Source: <https://www.askpython.com/python-modules/tkinter/draw-shapes>

based on the simple construct of art being culture itself and culture being my main regard to connect up on.

4. Limitations & Future

Limits are part of a structured project such as the mvp that I built. One of my greatest was my own perfectionism that was countered by a set deadline, inadequate websites and my very own technical expertise and lack thereof. Since I just started programming one year ago and had to counter several personal conflicts on the side during the period of time when I began with the learning process, I was limited in knowledge, time and space for commitment. Yet, my curiosity for coding was growing and with the vision of being able to create a product in the end, I could finish my app using my given time, interest and motivation. While coding, I figured out more and more information and a general understanding of the expertise. My personal surroundings including family and friends could give me helpful insights on improvement and aspects such as font size or colour were adapted in that process.

The project Culture Champions thought me a variety of experiences from frustration to great joy when successfully managing an error message. My idea has been continuously growing since Tech Basics I and has developed into a running application that I hope could theoretically convince people to support each other in troubling times. The path from taking content notes and sketching the layouts to finding the correct way of making the splash screen disappear and placing exit buttons at the perfect place along with colour coding the visuals has been insightful and more than instructive. Culture Champions has thought me a culture (programming), a language (python) but fortunately no paperwork. After finishing the project, I know that everything, including programming, can be used for a positive impact on society and on every single person.

See my first drafts and a demo of my running app (not all screens included) below:



