

# **USER EXPERIENCE DESIGN**



# 11 SUSTAINABLE CITIES AND COMMUNITIES



***Problem***

Lack of quality greenspaces  
in urban areas

***Impact***

Raising awareness about green  
spaces to people living a urban  
lifestyle.

***Aim***

We aim to create a sense of  
**community** among people and  
**enlighten** them.

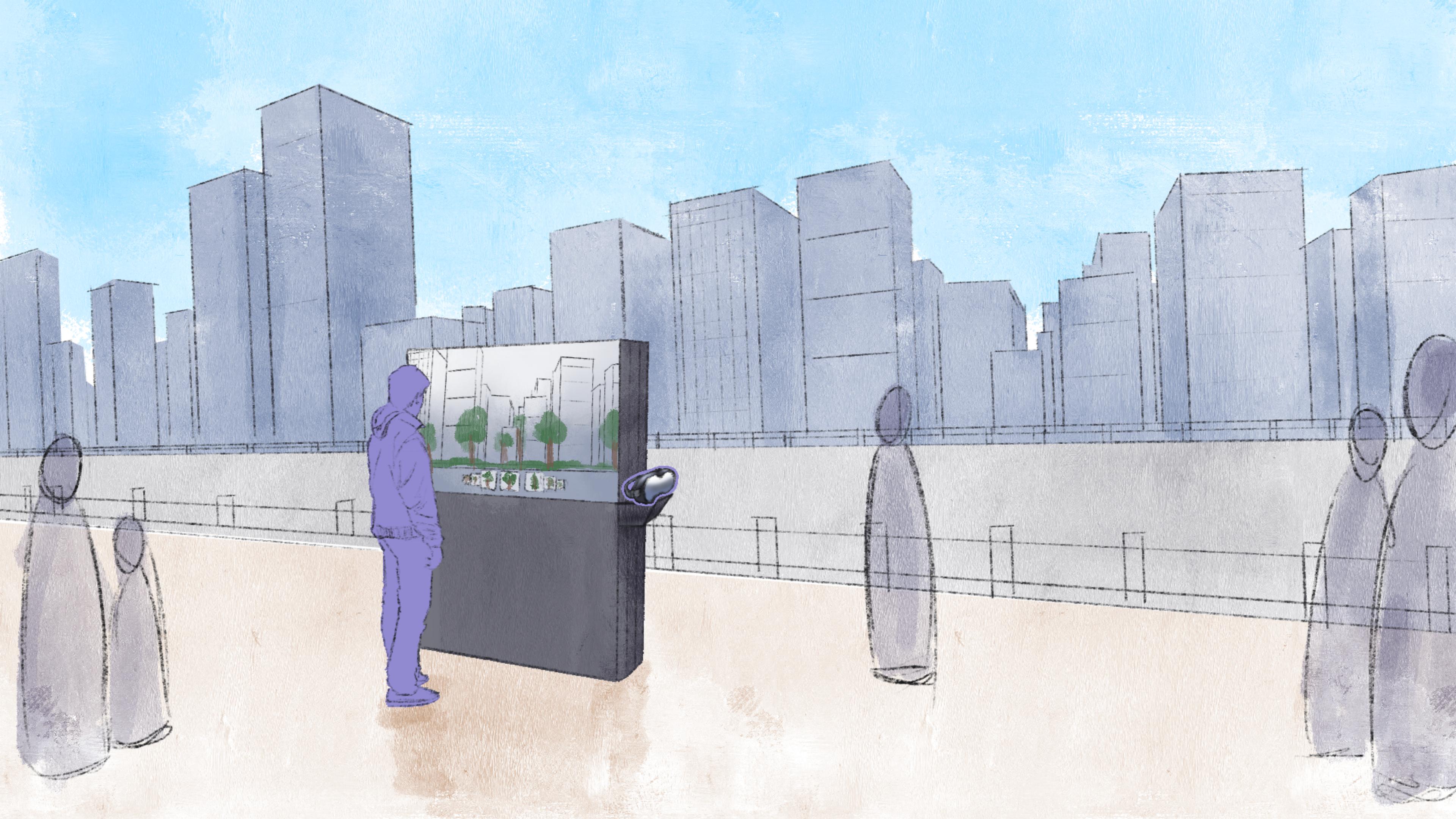
# THE URBAN BIOME

*Lead the screen and make it green!*

SUSTAINABLE CITIES AND COMMUNITIES

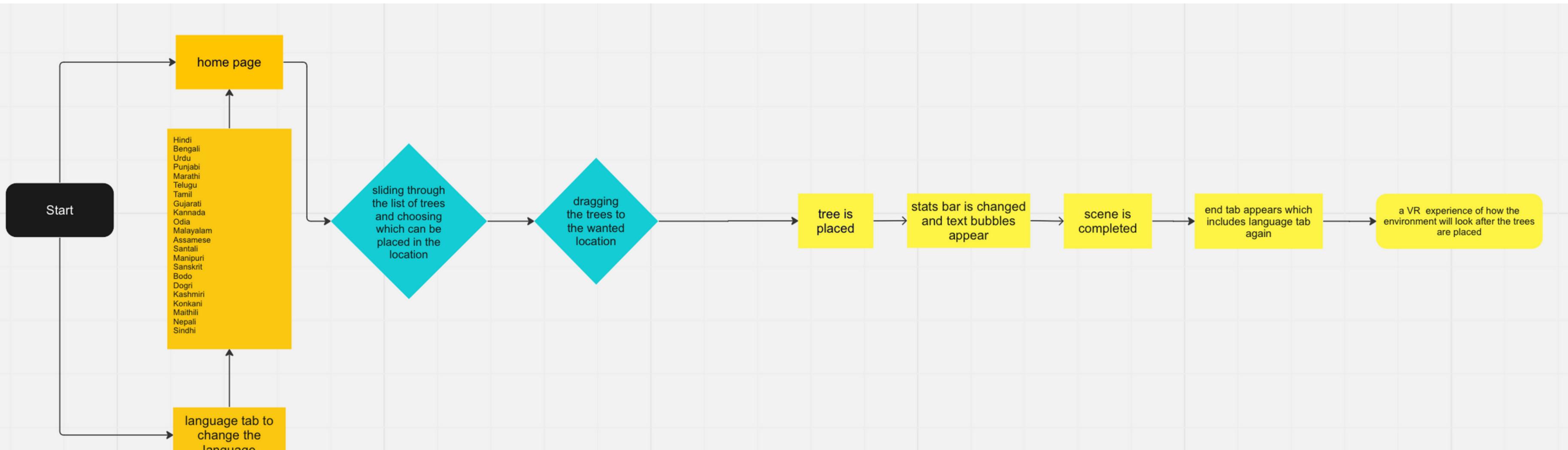
CLIMATE ACTION

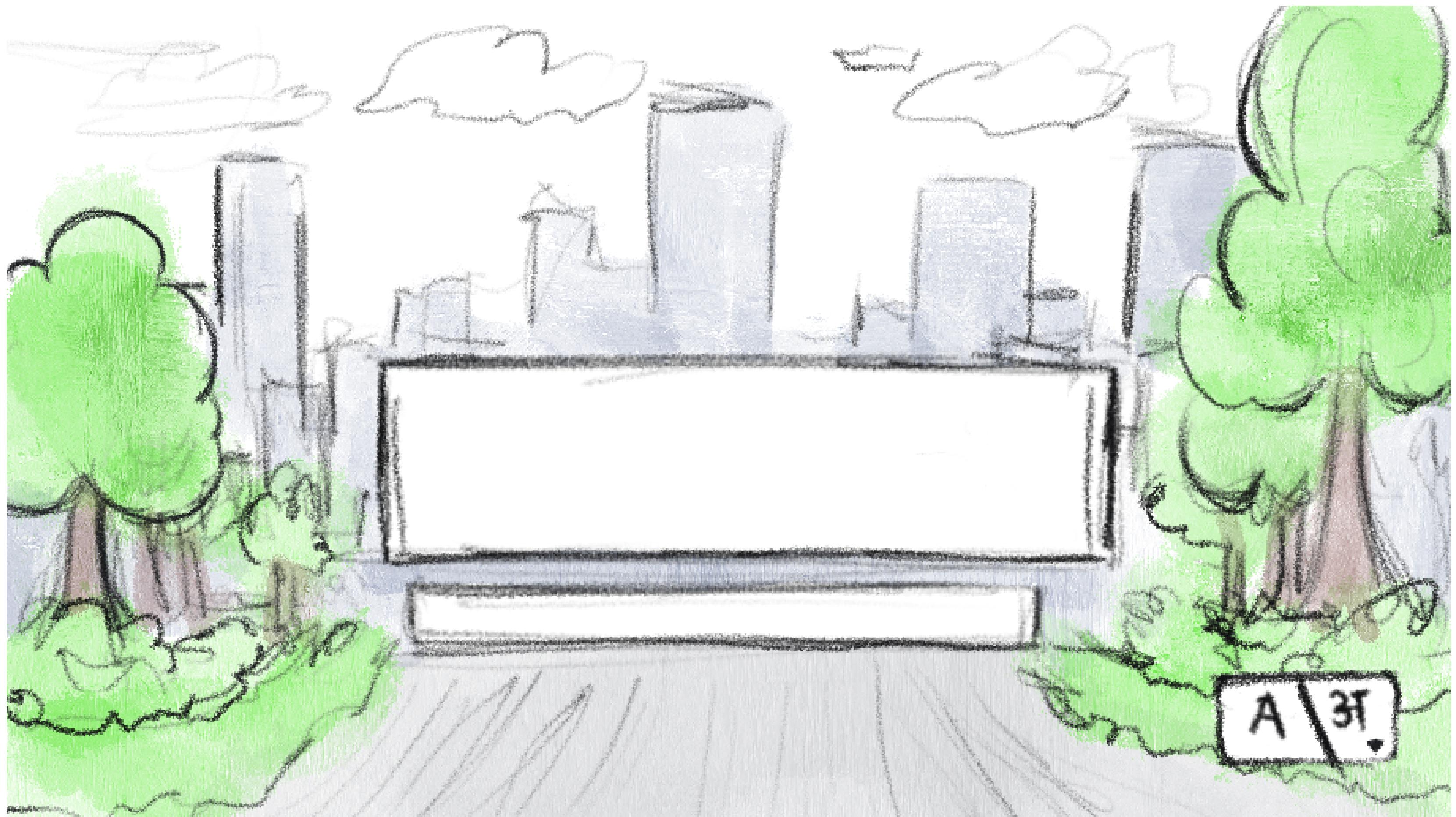
GOOD HEALTH AND WELL BEING

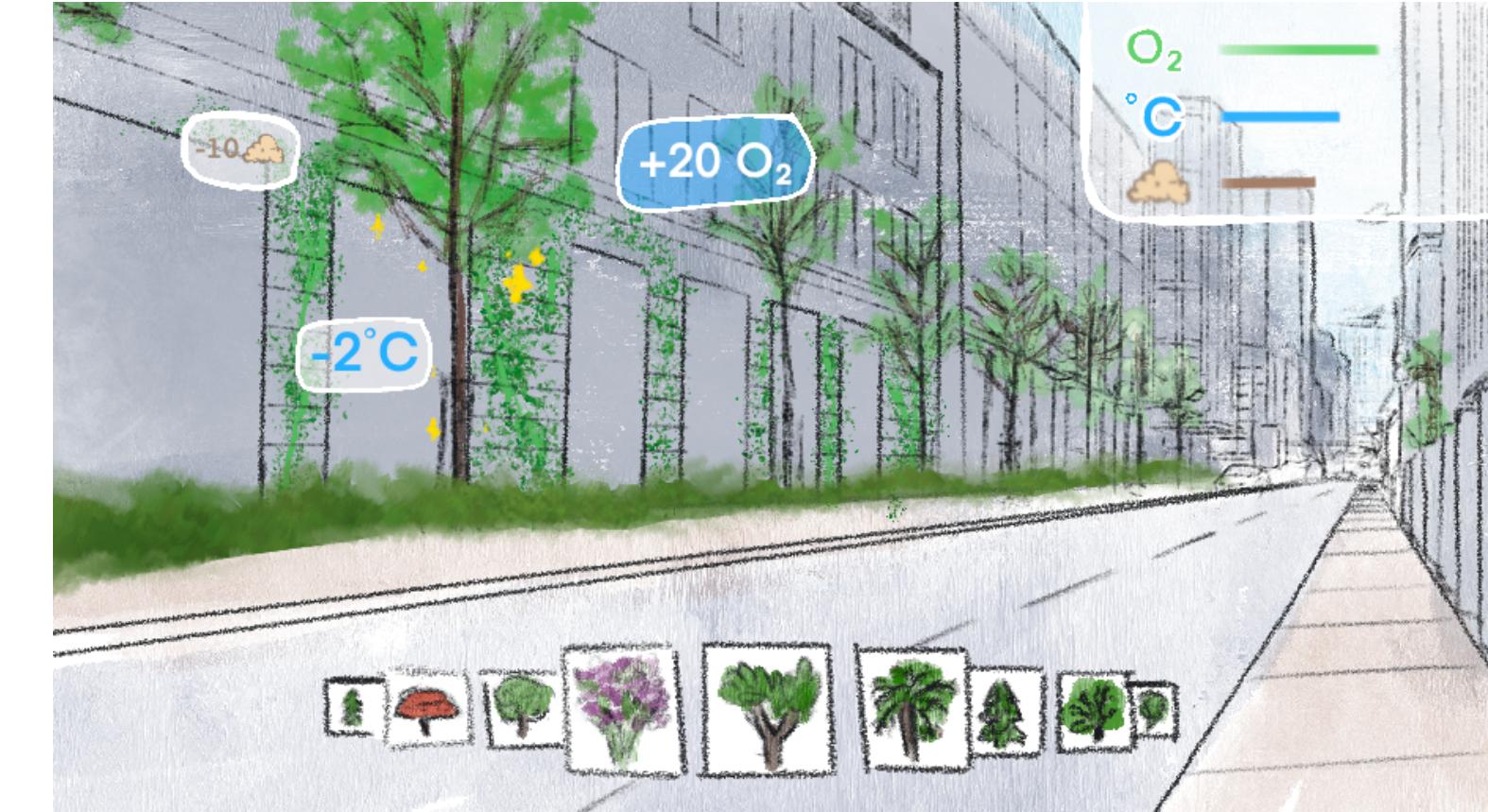


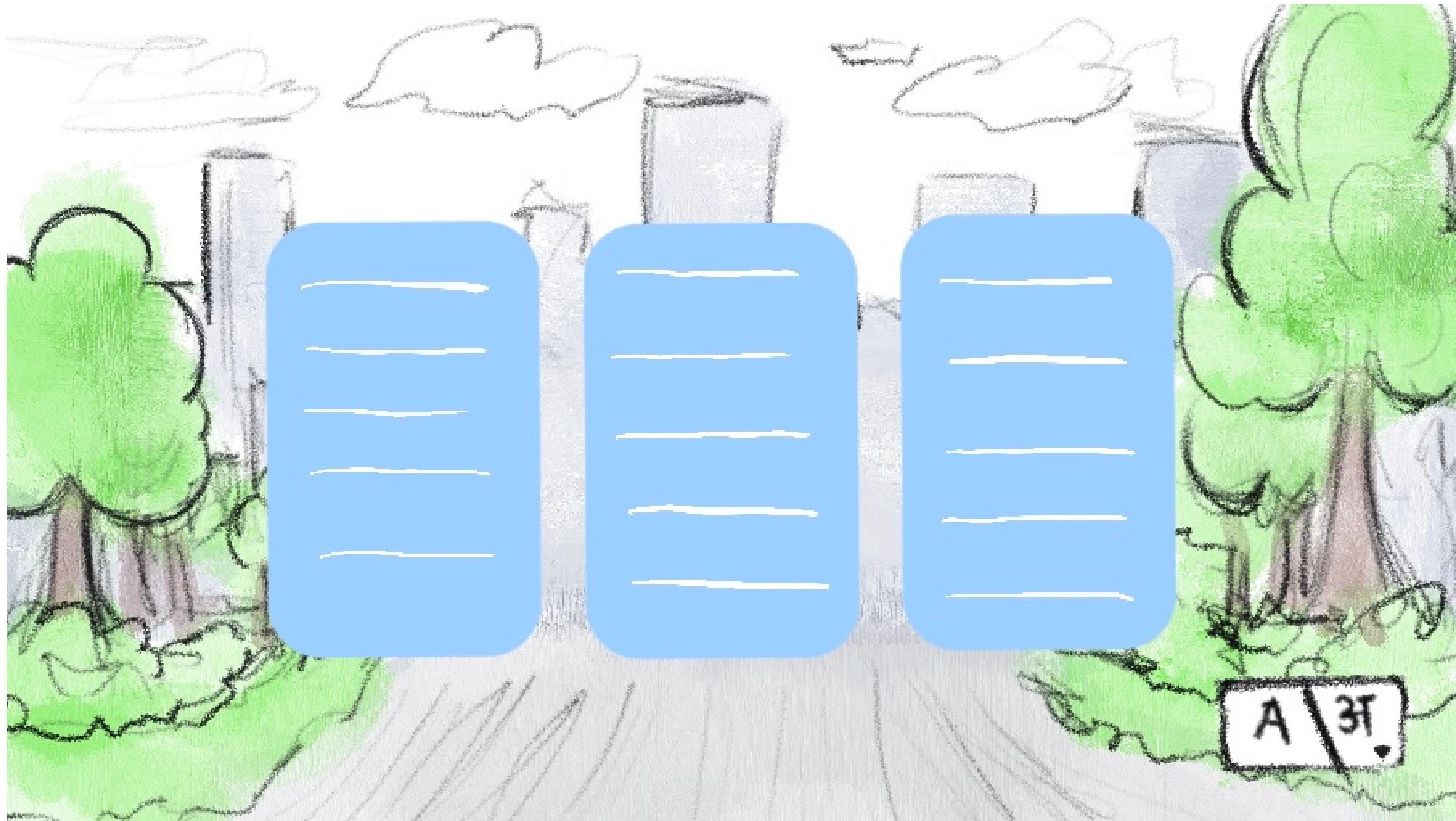
*The Urban Biome is an interactive screen based on AR and VR.  
It is an awareness campaign where the users explore,  
discover, and redesign an urban space in an effort to create  
more green spaces.*

# USER FLOW









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