Appendix

# AI Prompts Used in Preliminary Research

The following AI prompts were used in preliminary research to gather information for the AfterSchool Ally project. All AI outputs were validated and adapted by the team to ensure accuracy and relevance.

**Prompt 1**:

English: List key features of platforms for managing afterschool programs for nonprofit organizations, including event management, volunteer coordination, and donor tracking.

Purpose: Identify features of existing platforms and gaps to design AfterSchool Ally’s core functionalities.

**Prompt 2**:

English: Provide examples of gamified education platforms with point systems or incentives for children, including case studies or success stories.

Purpose: Inspire and inform the design of AfterSchool Ally’s gamified points system.

**Prompt 3**:

English: Summarize challenges faced by low-income families in accessing afterschool programs, focusing on cost, accessibility, and language barriers.

Purpose: Define pain points of low-income families to optimize AfterSchool Ally’s user experience.

# AI Prompts and Validation

**Prompt 1**: Suggest features for a nonprofit afterschool program platform to support low-income families.

Purpose: Generate ideas for event management and volunteer coordination.

Validation and Adaptation: Excluded impractical features (e.g., costly VR learning), retained multilingual support and parent communication.

**Prompt 2**: Provide ideas for gamified incentive systems for children in educational programs.

Purpose: Design points and reward mechanisms.

Validation and Adaptation: Cross-checked with Classcraft cases (Research for Action, 2022), adapted for low-cost rewards (e.g., stationery).

**Prompt 3**: List ways to engage parents in afterschool programs for better communication.

Purpose: Enhance parent module features.

Validation and Adaptation: Removed complex features (e.g., video conferencing), kept real-time notifications and feedback.