Graspeo

Knowledge Sharing

+ Tangible Perception

MEDECINS SANS FRONTIERES

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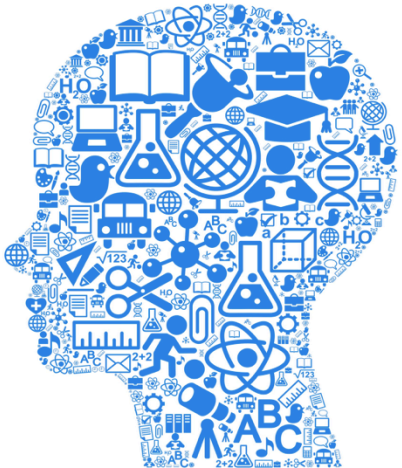
Humanitarian NGO

Knowledge Sharing ...

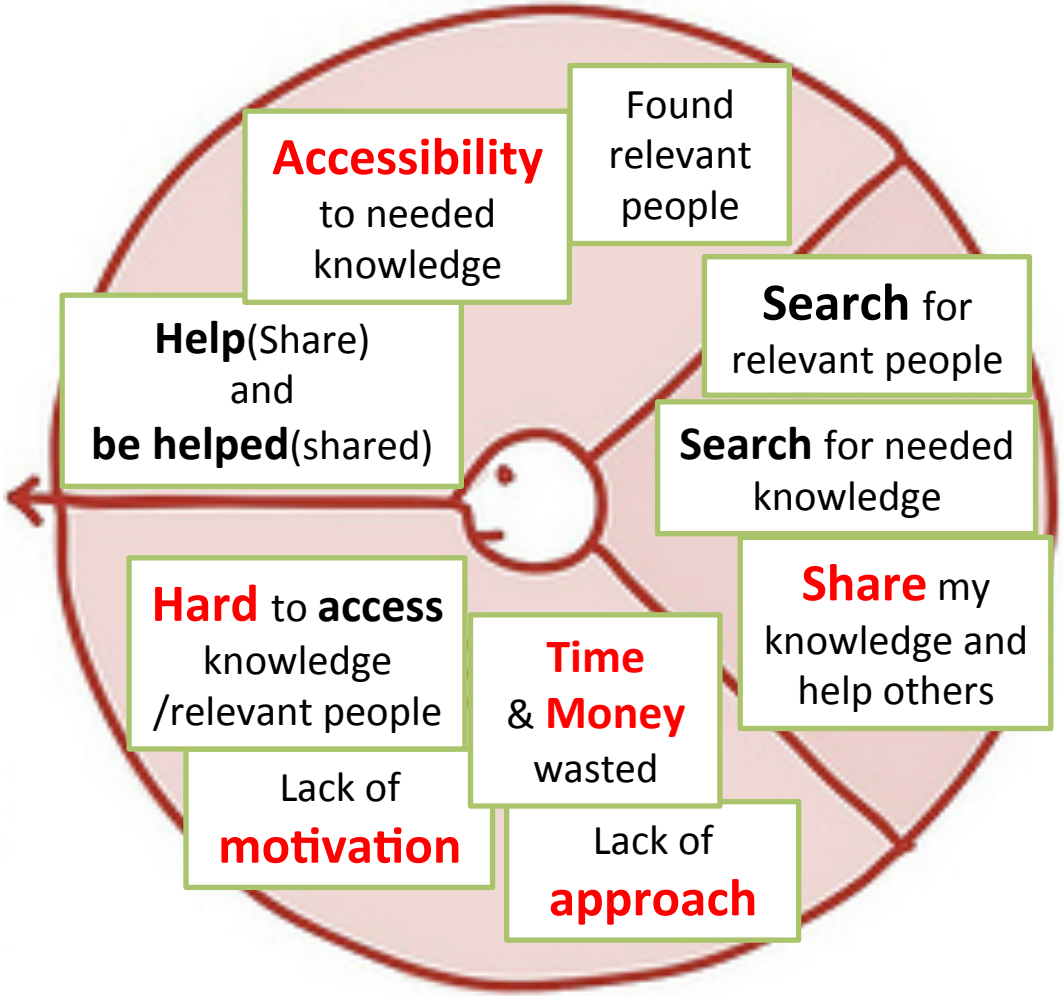


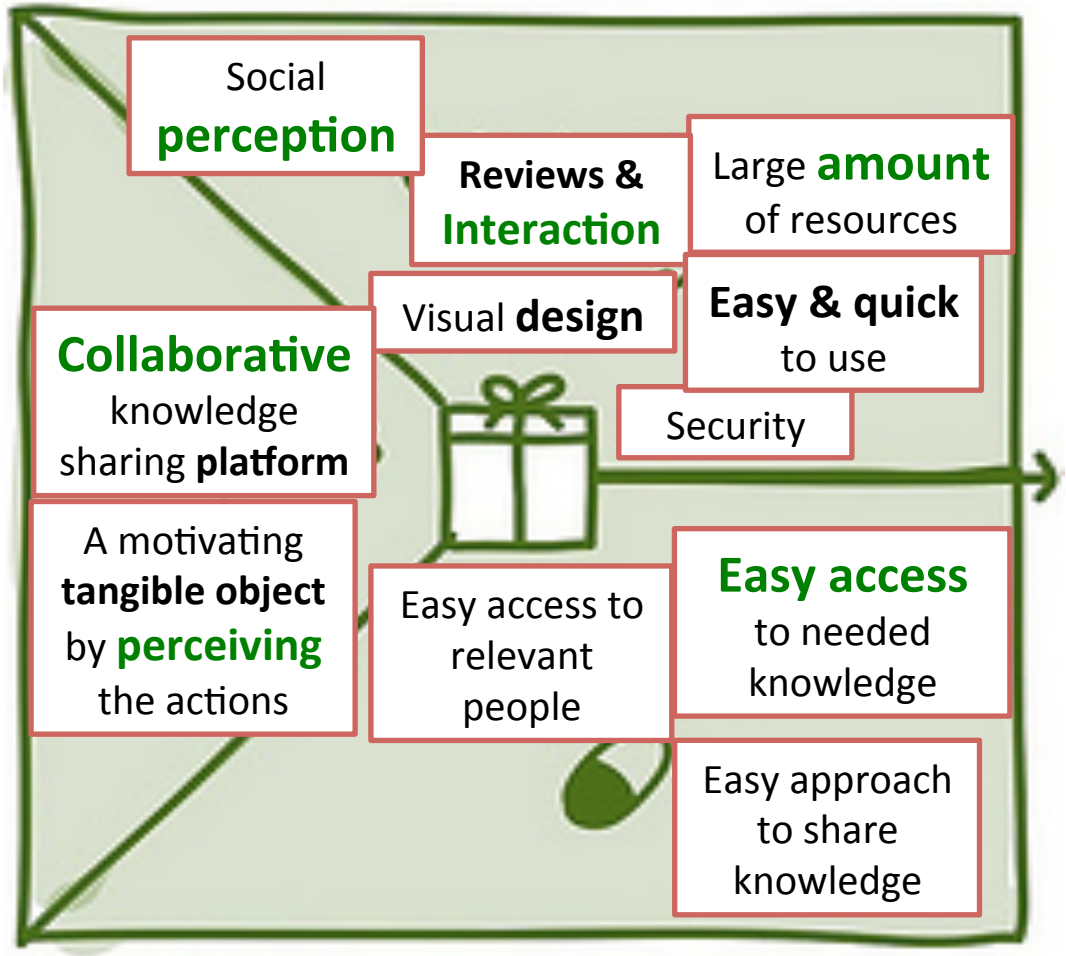
✓ Importance

✗ Priority

Do you have the needs in the following aspects?

(1 strongly disagree – 5 strongly agree)

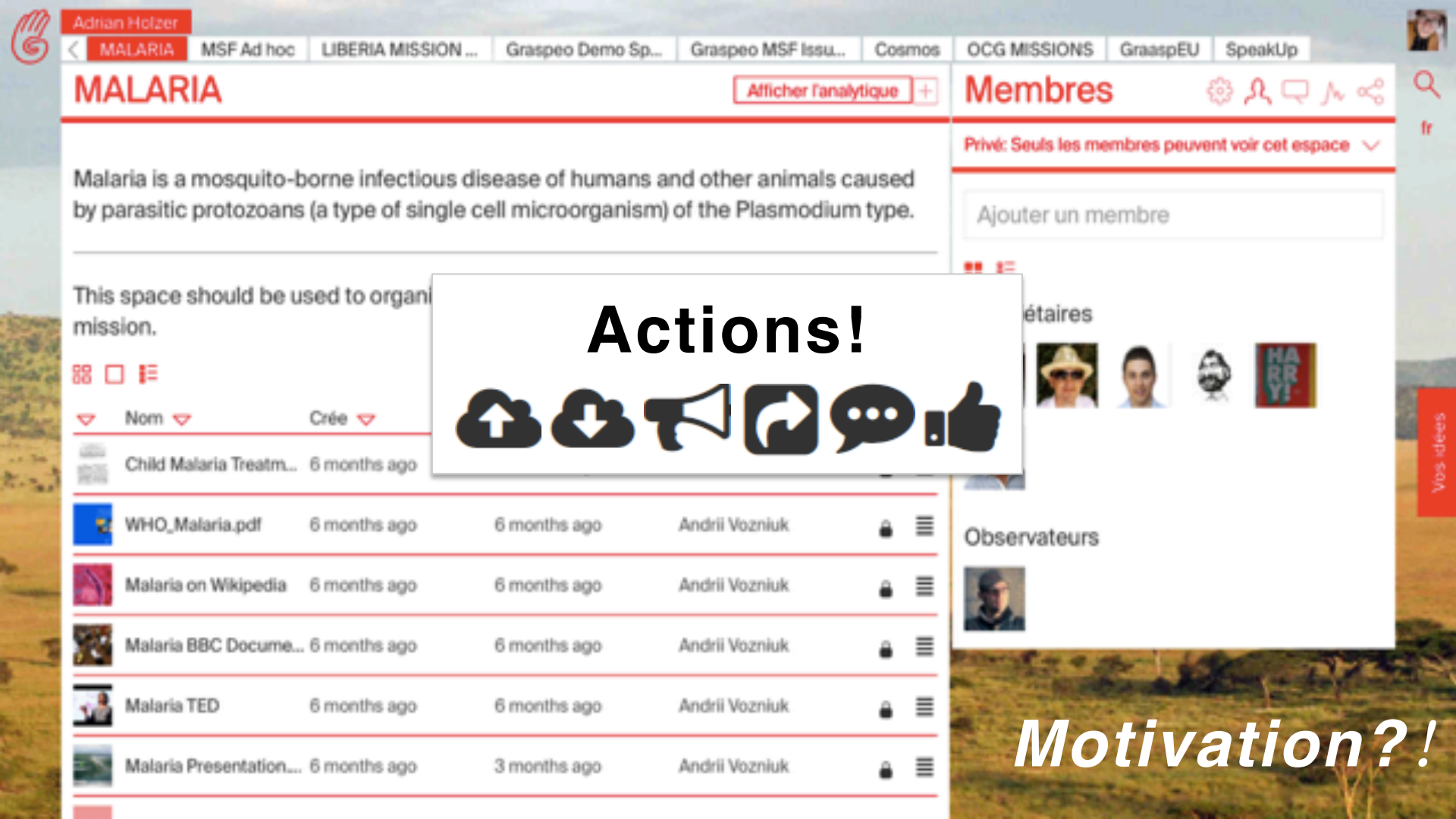




61% More motivated to share knowledge when having time/it's not time-demanding

78% More motivated to share knowledge when they know they're helping others

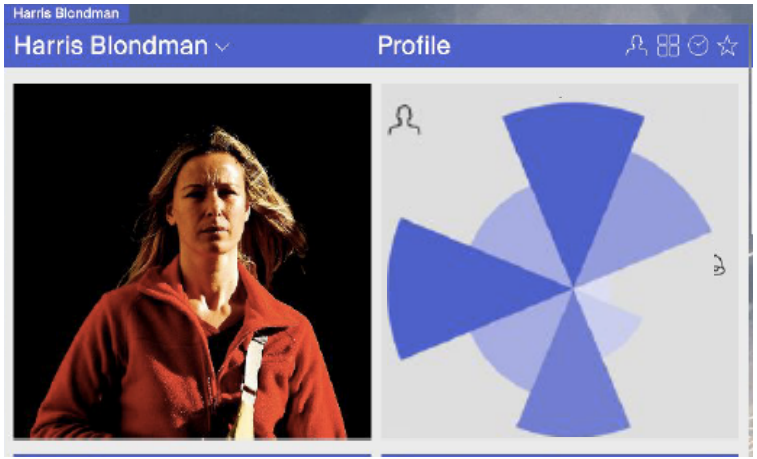
52% Want to receive help in knowledge sharing in return


Adrian Holzer
MALARIA
MSF Ad hoc
LIBERIA MISSION ...
Graspeo Demo Sp...
Graspeo MSF Issu...
Cosmos
OCG MISSIONS
GraaspEU
SpeakUp
MALARIA
Afficher l'analytique
Malaria is a mosquito-borne infectious disease of humans and other animals caused by parasitic protozoans (a type of single cell microorganism) of the Plasmodium type.
This space should be used to organi
mission.
Nom
Crée
Child Malaria Treatm... 6 months ago
WHO_Malaria.pdf 6 months ago 6 months ago Andrii Vozniuk
Malaria on Wikipedia 6 months ago 6 months ago Andrii Vozniuk
Malaria BBC Docume... 6 months ago 6 months ago Andrii Vozniuk
Malaria TED 6 months ago 6 months ago Andrii Vozniuk
Malaria Presentation... 6 months ago 3 months ago Andrii Vozniuk
Actions!
Membres
Privé: Seuls les membres peuvent voir cet espace
Ajouter un membre
étaires
Observateurs
fr
Vos idees
Motivation?!

Perception helps

Virtual **aquarium** where
each person is represented by a unique **fish**

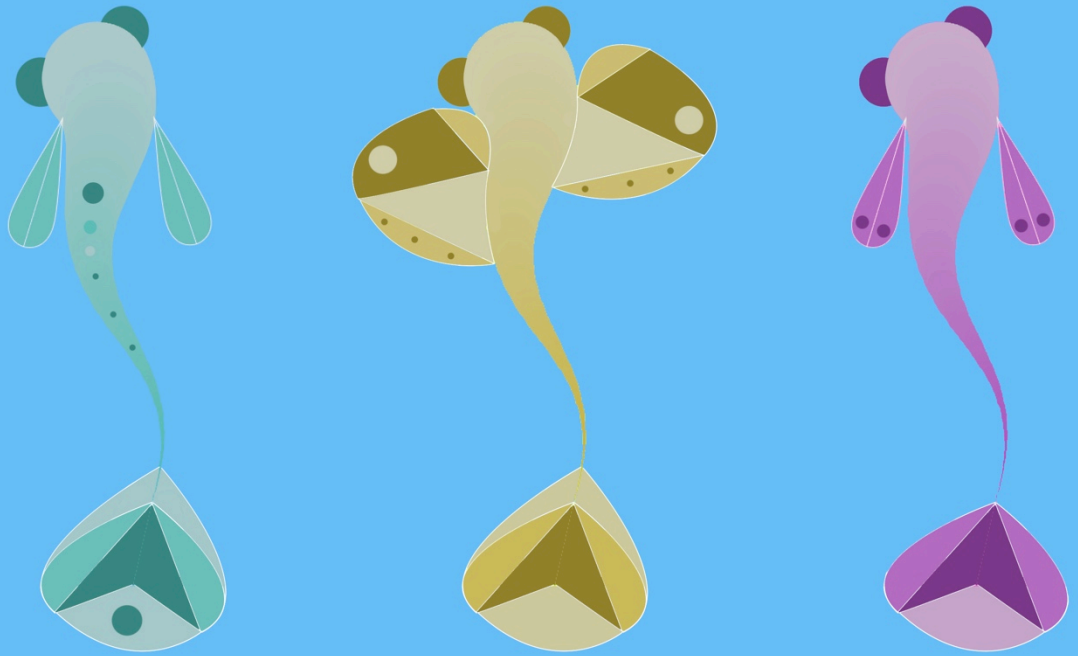
Activity level <- Indicate Fish attributes

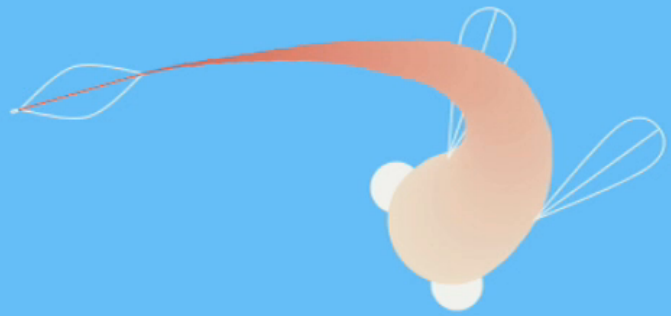


Human actions <- Indicate Fish behaviors

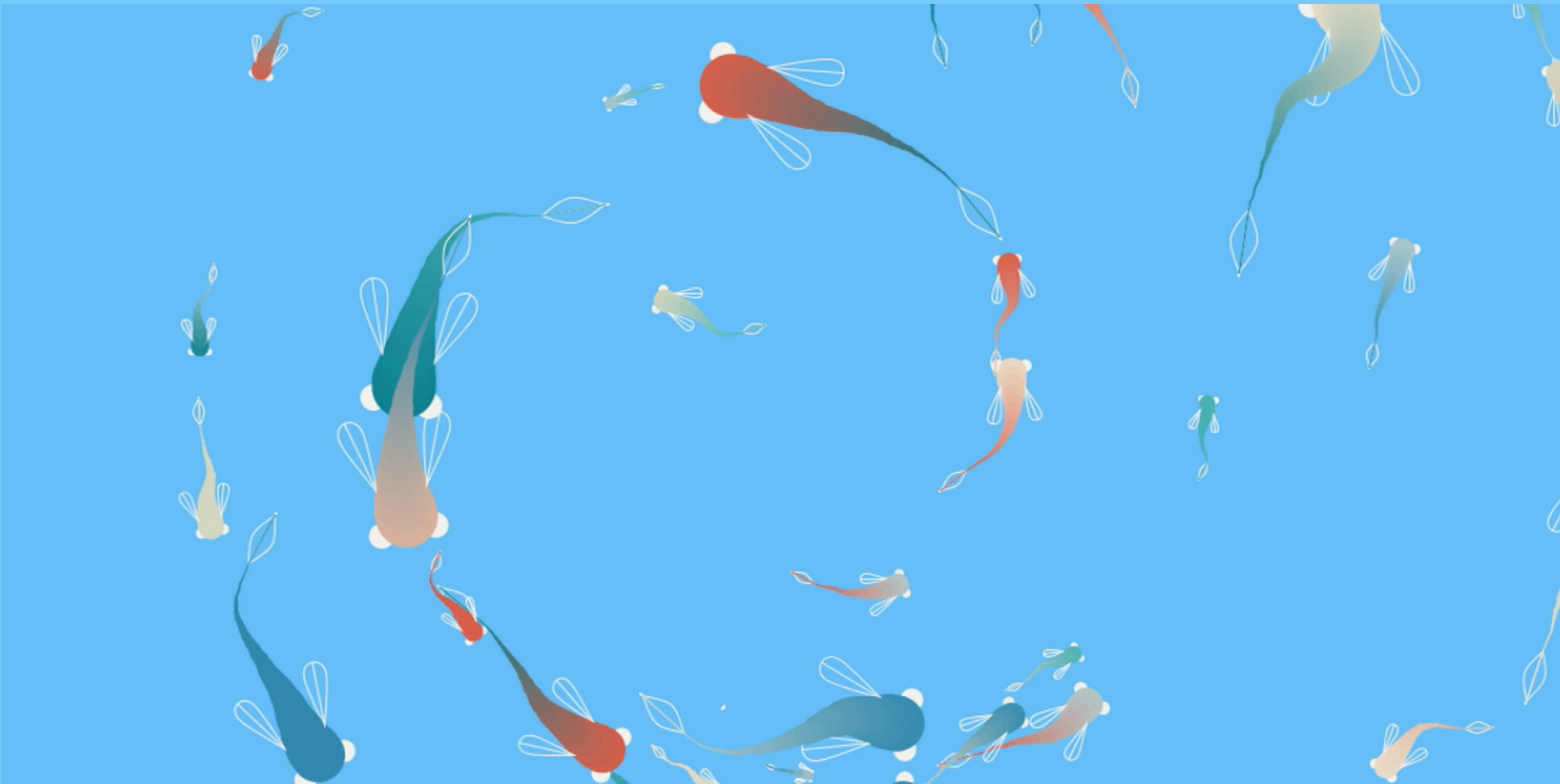
Personalize your fish

directly on the platform

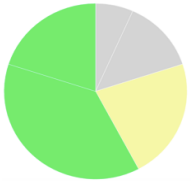




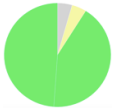
Team AquA



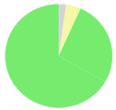
Evaluation with **MSF**



58% would use the knowledge sharing platform frequently



91% Would use it to share documents



93% Would use it to find documents

69% Would use it to collaborate

56% Would use it to have discussions

Like

All the interviewees like the idea of AquA
All the interviewees believe actions are motivated

Personalize

Interviewees want to design their own fish

Game

Interviewees like game features in AquA

Curiosity

Interviewees want to see others' fish

Graspeo

Team Value

Design the “impossible”

Design the “practical”

Design the “good”

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