# Web application name: "Drishtibhongi"/ "দৃষ্টিভঙ্গি"

The solution will be to create a Web application that focuses on providing an interactive experience to the user base. Different social problems will be presented to the user in the form of short stories but the kind of ending they reach will be dependent on their decisions i.e on the option they choose out of the given options displayed. If they choose the 'good' option then they will reach a good ending and will receive valuable information such as rewards. For instance, let's say there will be a short story about a garment worker who wants to open a savings account to save her money but her family is not allowing her. If the user chooses that the family is right then they will be shown how this decision will negatively impact both the girl's and her family's financial situation in the future. However, if they choose that the girl should be allowed to save her money then it will show the benefits of doing so as well as provide resources, such as the best saving schemes and loan schemes for woman in various banks and other related information

#### **System architecture and ingenuity:**

**Front end:** The front end of the Web application location will be built on **Next.js** for server side rendering and React.js for interactive UI components. **Tailwind CSS** will be used for responsive and modern UI design.

Backend: The BackEnd will be using Node.Js with Express.js handling the middleware and routing

Database: PostgresQL database managed by Prisma will be used for proper ORM for database interaction

Architectural Design: The system will be following a client-server architecture where FrontEnd as client communicates with Backend through API endpoints

Cloud Infrastructure: The entire system will be hosted on AWS (Amazon Web services)

## Ingenuity

- Gamified Web application roach for engaging user experience
- Cross Platform compatibility
- It can handle large number of users simultaneously

#### User persona:

Demographics	Interests and hobbies	What would the user want to achieve from the Web	User interaction with the Web
Age: 30-40 years	Values and beliefs: Living a	application?	арр
Gender: Male	stable financial life with his		

Location: Rural Areas of
Bangladesh
Occupation: Small shopkeeper
owners or vendors (who are
familiar with using Web
applications like bkash)
Income level: 10,000-15,000
BDT
Education level: At most, high
school graduates

family, where he is able to meet the basic needs of himself as well as provide for his family. Lifestyle: Very minimal Motivations: Earning a stable income, keeping a good reputation Key motivations: Self rewards, in the form of monetary valuation, assisting them to support the education of their children, mainly teenage girls as well as incorporation of free/minimal medical facilities. This will be achieved through partnerships with different commonly used Web applications among the rural population, bringing all the facilities to one platform that they can benefit from.

Challenges: The main challenge of the Web application would be the familiarity of technology usage among the target audience and their ease of navigation. This challenge

can be overcome by using a friendly interface with easy

navigation, and target audience who use online banking Web

Usage patterns and habits:

portal.

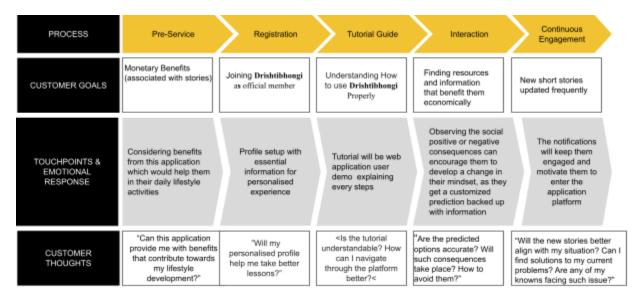
Frequent interaction as the Web application will be updated with new short stories frequently.

There will also be a daily news

Technological Proficiency: Intermediate level. Knows how to use the smartphones for daily usage.

Preferred devices and platforms: Smartphone

# **Customer journey framing:**



applications.

## **UI Design**

