

Eco-Neighbours

Join the Green Challenge: Compete, Connect, Conserve!



Index

01

Description and Functionalities

02

Prototype's Wireflow

03

Heuristic Evaluation results

04

Corrections to perform in Phase 3

Eco-Neighbours

Eco-neighbours is an innovative app that transforms sustainability into a fun and competitive experience for communities. Engage with your neighbors in various eco-friendly challenges and complete green tasks, all while earning points for your efforts.

Functionalities

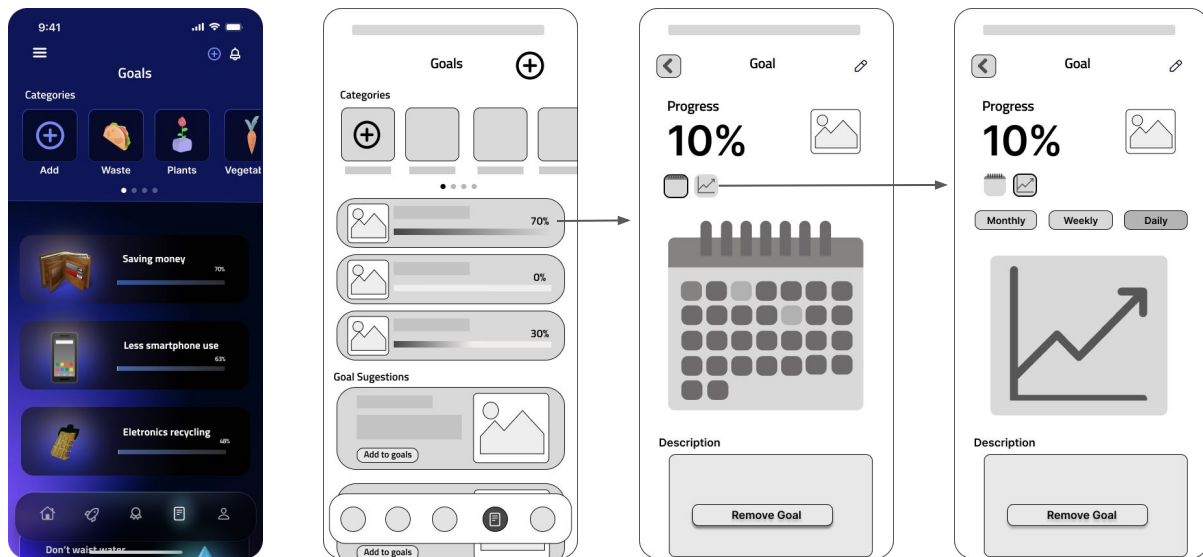
- Compare their energy usage with that of neighbors or similar households
- Set and track personalized energy-saving goals
- Participate in neighborhood-wide energy-saving challenges



Prototype's Wireflow

Set and track personalized energy-saving goals

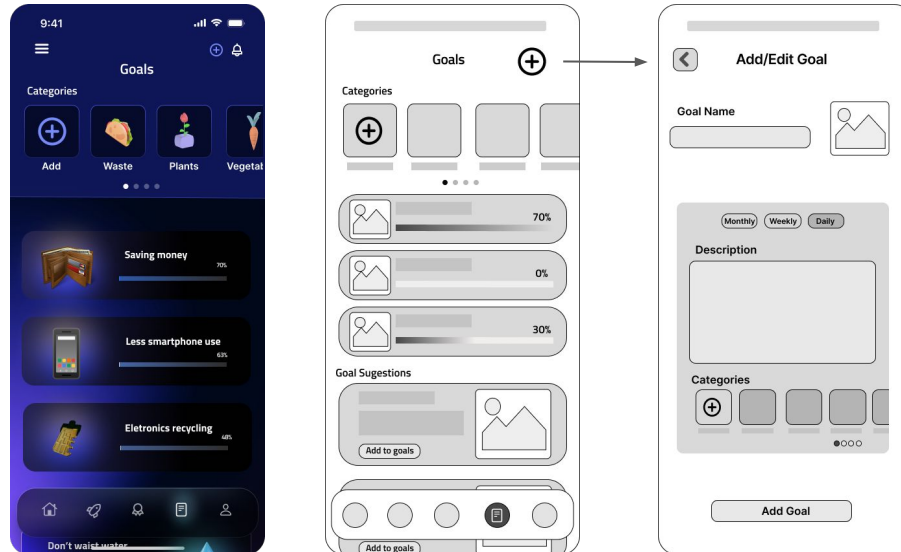
The user selects from a list of energy-saving goals recommended by the app, which are tailored to their energy consumption patterns and preferences. These recommendations are designed to be achievable and impactful, providing users with clear starting points to reduce their energy usage.



Prototype's Wireflow

Set and track personalized energy-saving goals

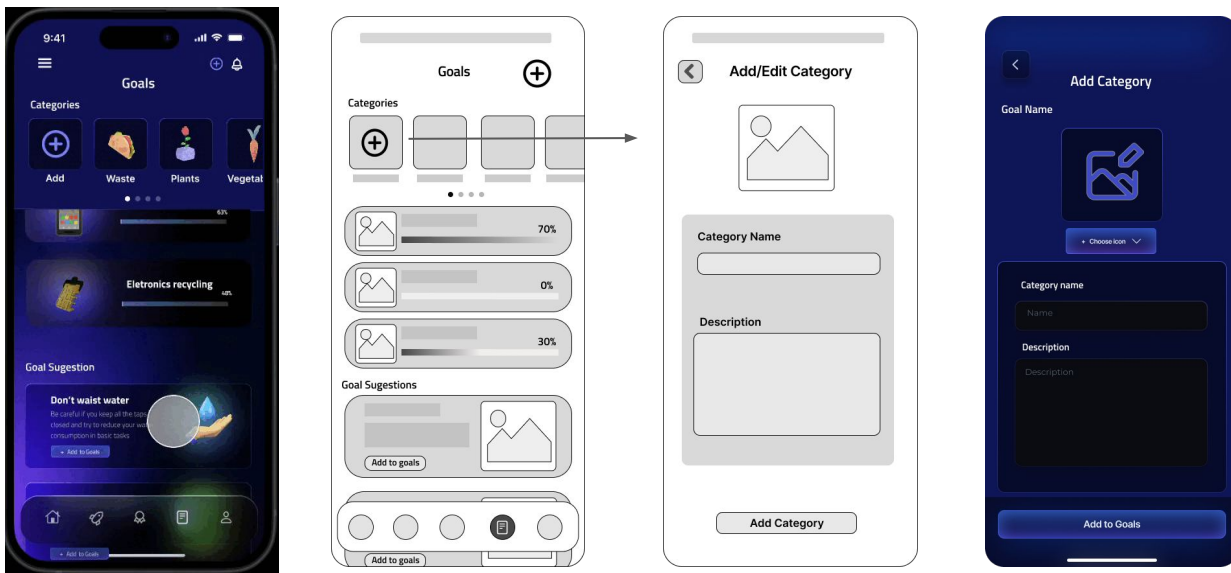
The user manually inputs their own personalized energy-saving goals, allowing for greater flexibility and customization. This feature is ideal for users with specific objectives that may not align with the app's pre-defined recommendations.



Prototype's Wireflow

Set and track personalized energy-saving goals

The user can add categories to organize their goals and easily scroll through the app to view the progress of each goal. This allows for better tracking and management, providing a clear overview of achievements and areas for improvement.

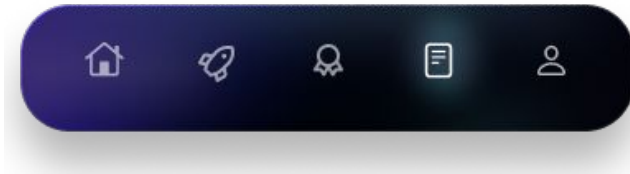


Heuristic Evaluation results

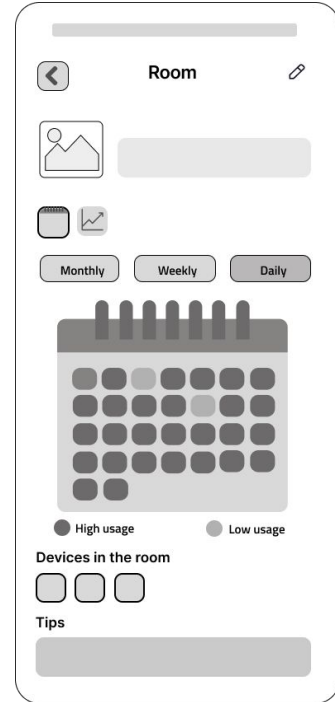
Main problems presented by the evaluators:

1. The bottom navigation bar lacks labels, making it hard for new users to understand.
2. The arrangement of time periods (e.g., "Monthly, Weekly, Daily") in the statistics section is illogical and not user-friendly. The logical order should be "Daily, Weekly, Monthly, Yearly".

1



2

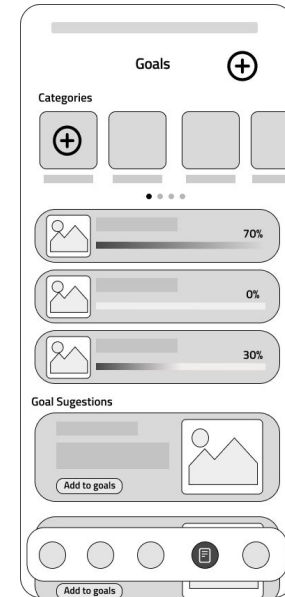


Heuristic Evaluation results

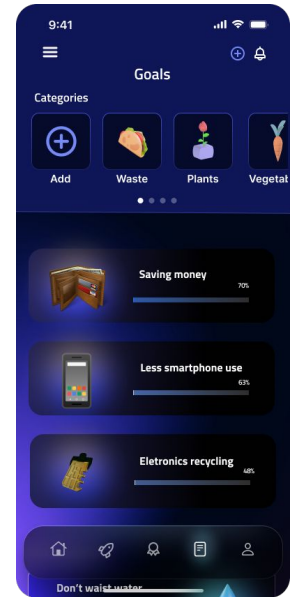
Main problems presented by the evaluators:

1. Navigation is generally confusing due to an overabundance of elements without text or icons, making it challenging for beginners to locate and use features effectively.

Problem that exists in the wireframe/wireflow due to its simplicity, unlike the prototype itself



1



Corrections to perform in Phase 3

We can improve navigation by adding labels to icons, ensuring that text follows key elements. Additionally, we'll change the way time periods appear in a logical order, such as "Day, Week, Month, Year."



Eco-Neighbours

Class 5, Group 2

Alicja Finger- up202402494@up.pt

Bernardo Costa- up202207579@up.pt

Diana Nunes- up202208247@up.pt

Teresa Mascarenhas- up202206828@up.pt

