

Passion Project

- App Design

Name:

Technology Passion Projects

My task: Design and create an app that helps with an issue or problem in our local community, New Zealand or the world.

Criteria:

The problems can be based around: Poverty, Peace, the Environment, Equality, Education or Health.

You will need to produce a Pitch Video, Demonstration Video and small Business Plan as part of this.

You will need to use the Design process.

**Important Vocabulary - DESIGN CREATE PLAN PROTOTYPE TEST MODIFY EVALUATE IMPACT
END-USERS DESIGN-PROCESS ALGOR**

Prior Knowledge

What do I know about my task? (Write, Draw, Screen-Castify, Padlet, Video, Flip Grid or negotiate a way)

What do I need to know to complete my task successfully?

- I need to know...

Turn your need to knows into questions.

Key words and Phrases I discover

A large, empty rectangular box with a thin black border, intended for the user to write down key words and phrases discovered during their study.

Literacy and Numeracy skills I will develop along the way:

Reading:

Writing:

Maths:

Number -

Statistics -

Measurement and Geometry -

Researching my questions

Question

Question

Question

Question

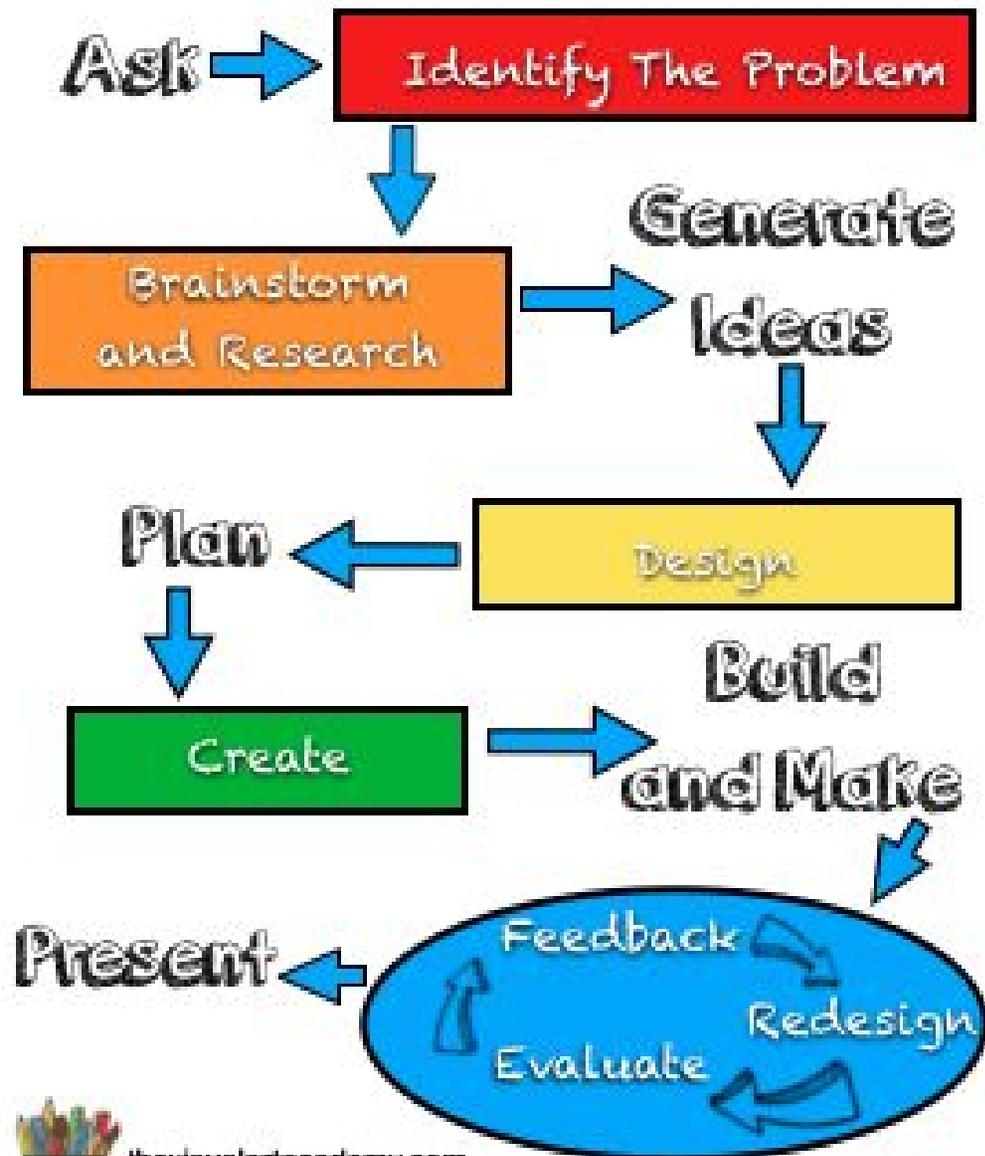
Question

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The Design Process



What Skills do I bring to my group?

| Project Management | Research | Designing the App | AppInventor and Coding | Pitch & demo presentation |
|---------------------------|-----------------|--------------------------|-------------------------------|--------------------------------------|
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100-word description (Describe your app in 100 words or less):

Competitor Analysis:

| | | | |
|---|--|--|--|
| Features/Competitor: | | | |
| Price: | | | |
| In-app purchases: | | | |
| Basic/Medium/High Functionality: lots of features or simple | | | |
| Ease of navigation: (easy-hard to use) | | | |
| Tracking features with web app: tracks what you have been doing or your | | | |

Target Market for our end users (our app will target):

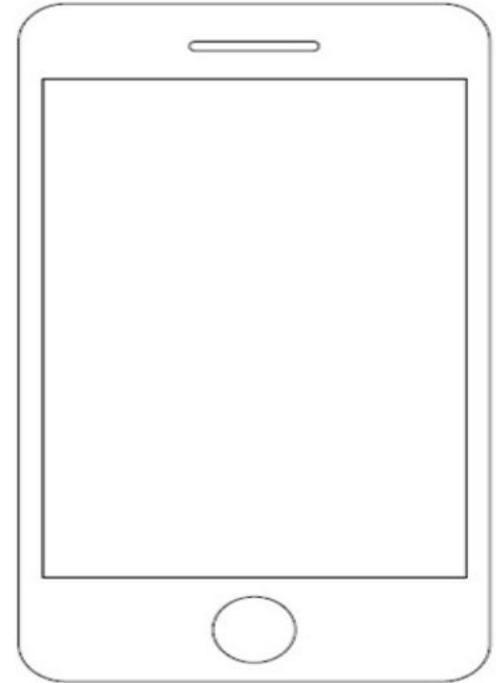
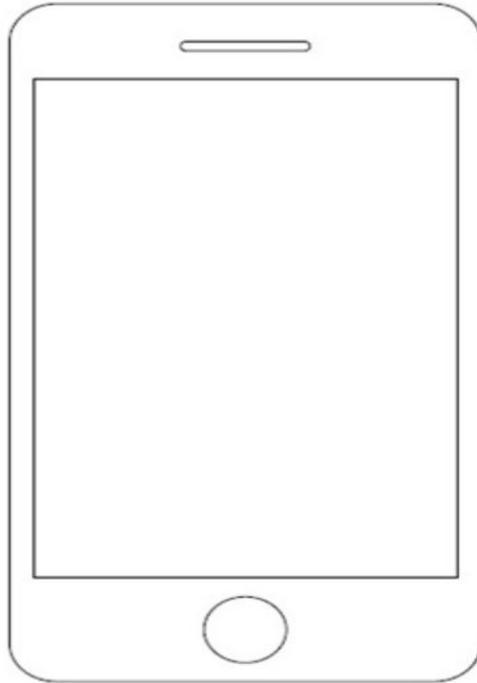
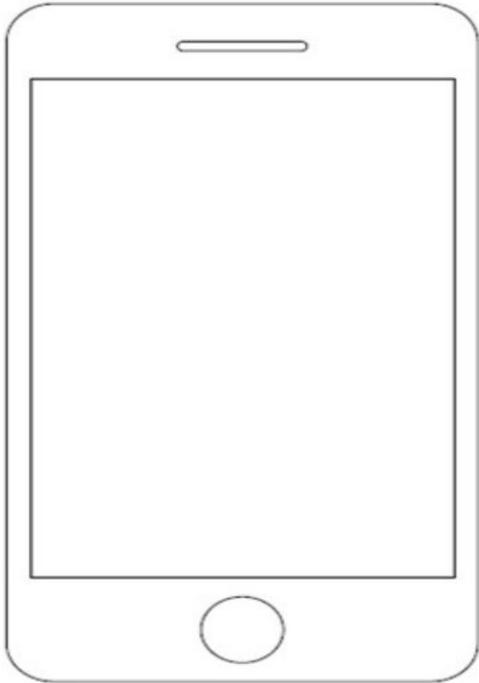
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|--|--|
| Gender: | Male. Female |
| Age group: | Year 3 - adult |
| Number of people in this age group: | |
| How your app will help: | <ul style="list-style-type: none">● Tell people when their sports game is on● Tell people the location of the game● Includes the weather so people be prepared for bad/good weather● List the coaches name, who is in the team● Who will be at the game and who wont● Transport● Day and time of the practice● Gear required for practice and game● Team name |
| How will your app be used: | |

**Business model
for your app:**

**(Free, Freemium,
Paid, In-app
purchases)**

WIREFRAME YOUR APP

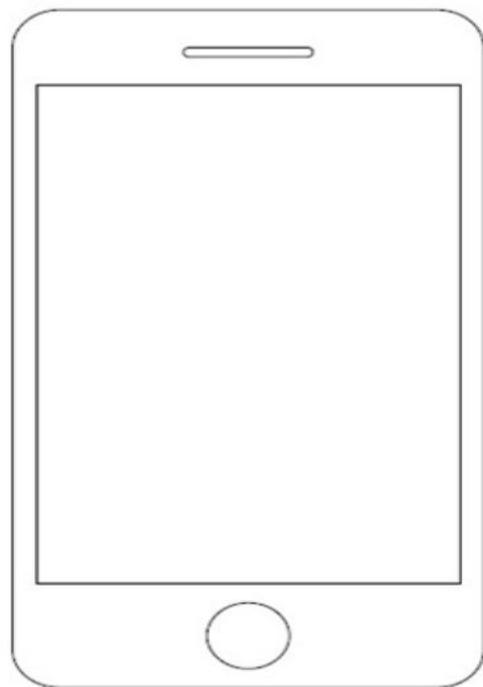
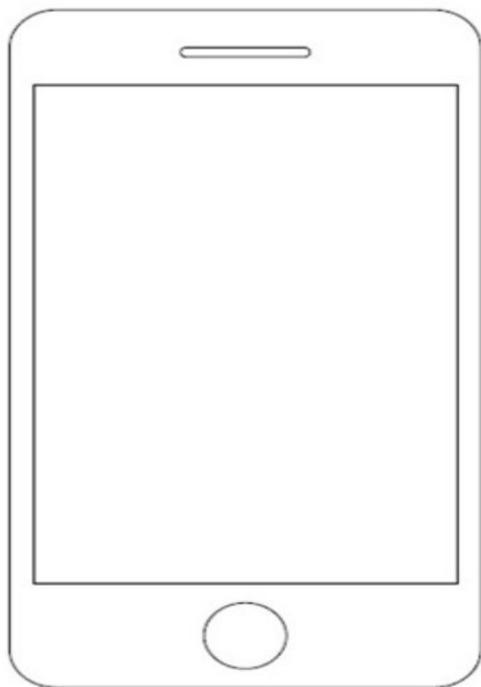
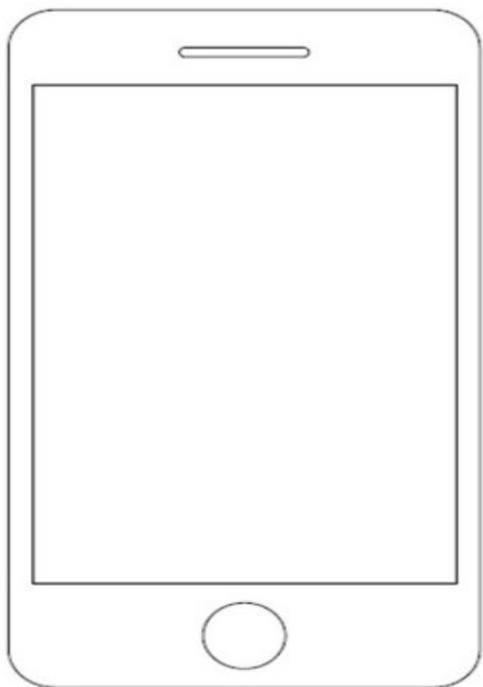
Draw out each of your screens here or use index cards. Think about how your screens will interact with each other, and draw arrows to indicate the flow of your app. Or use Google Drawings to wireframe your app and link here:



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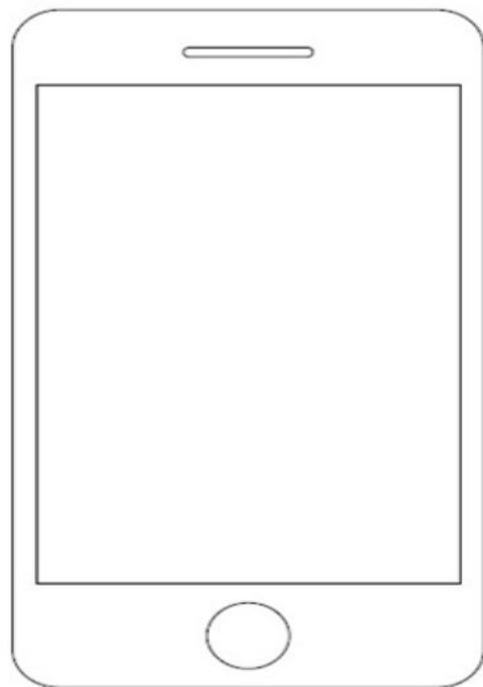
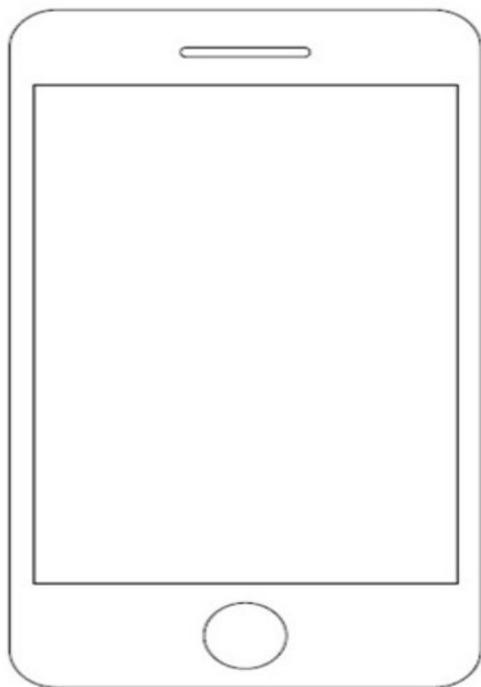
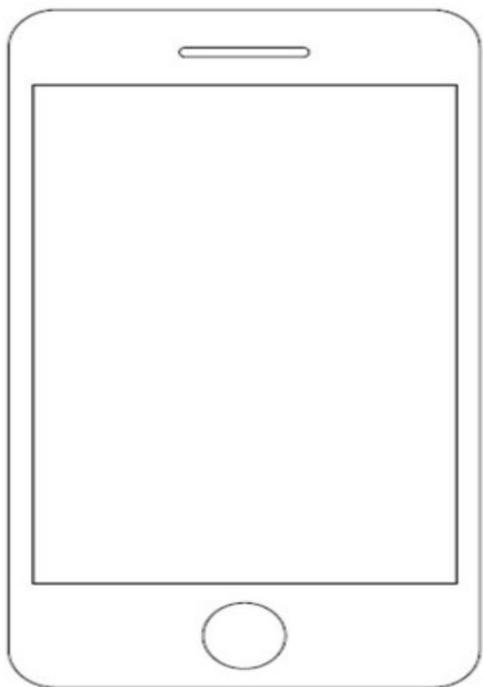
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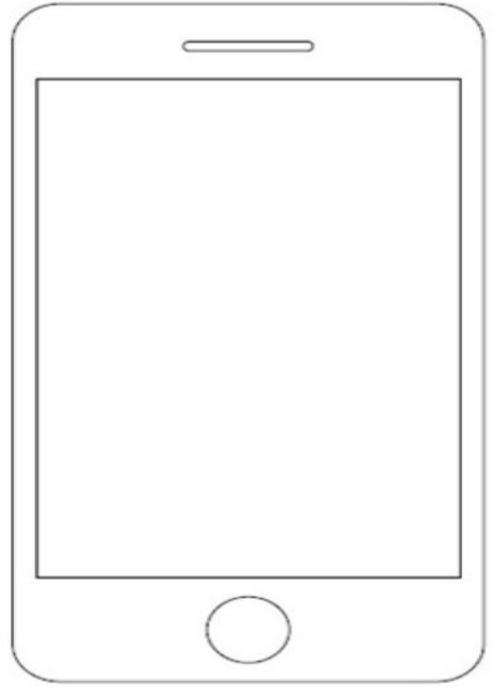
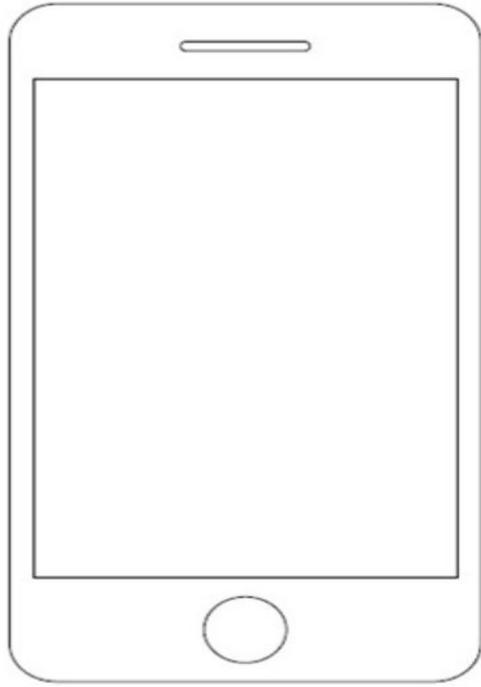
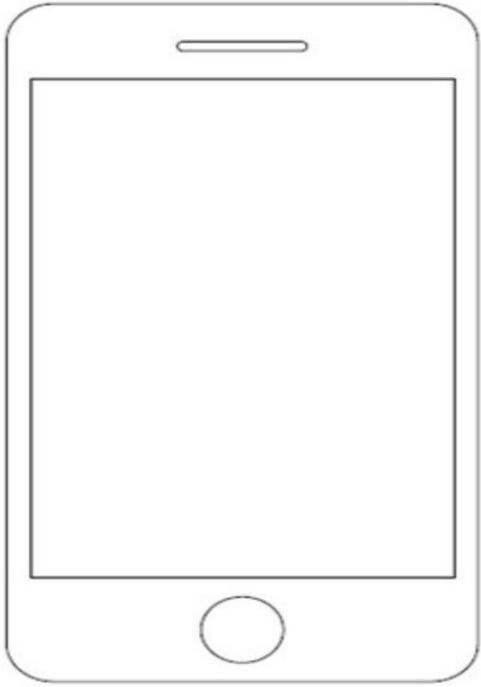
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