Create an App for Good

DESIGN & MAKE PROJECT

Activity created by

Apps for Good

Project brief

In this project you will design an app to make a positive difference for people in your local area. For example, it might help people travel around more easily, prevent waste going to landfill or get people together to overcome loneliness. You will need to create an app outline showing what it will look like and a short report explaining how the app works, who the target audience is and how you came up with the idea.

Ask your teacher to sign up to Apps for Good and create a passcode for you at:
dashboard.appsforgood.org/public/educators/sign_up

Use your pass code to set a student account at:
dashboard.appsforgood.org/public/students/sign_up

You can access resources from Apps for Good to help you through all the stages in designing a concept for a new app.

Start by listing local issues related to the Grand Challenges that you'd like to solve. For example, you could consider accessible transport, services for older people, renewable energy or reducing waste. Perhaps there is a problem which is relevant to your local area or community, or you might choose to tackle a problem in your school. Choose one problem and the target audience.

Next search for free apps which relate to the problem you are trying to solve. You could each find one and try it and then explain it to the rest of the group. Who is the audience? What does it do? What data does it collect and how is this data used?

Finalise the ideas for your own app. Create a wire frame of your app to show the different screens the user will see. Write a short report explaining who the target audience is, the problem it will solve, what data it will collect and how it will work.

Things to think about

- Who is your target audience, what are their needs?
- What apps already exist for this?
- Can you adapt one to make it better?
- Are there any ethical risks to your idea?
- How will you ensure data is kept securely?

Useful resources

- appsforgood.org

Health and safety

To avoid any accidents, make sure you stick to the following health and safety guidelines before getting started:

- find out if any of the materials, equipment or methods are hazardous using science.cleapss.org.uk/Resources/Student-Safety-Sheets/

- assess the risks (think about what could go wrong and how serious it might be);

- decide what you need to do to reduce any risks (such as wearing personal protective equipment, knowing how to deal with emergencies and so on);

- take care if collecting any personal data;

- make sure your teacher agrees with your plan and risk assessment.