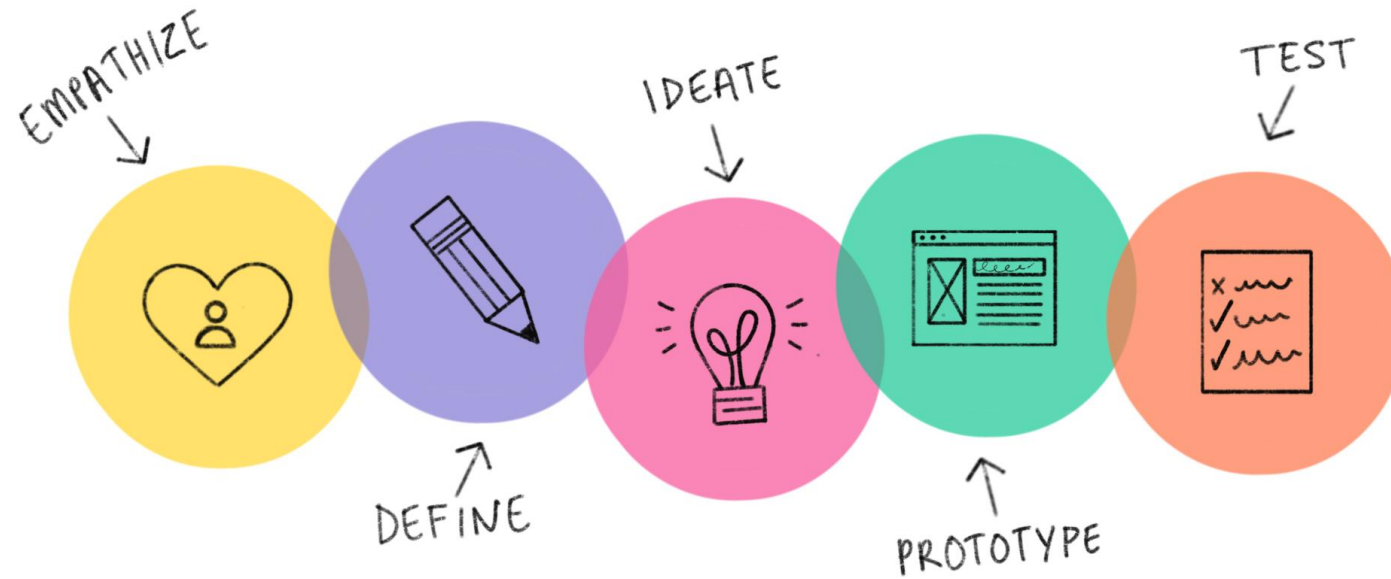# CHALLENGE BASED LEARNING

OUR JOURNEY
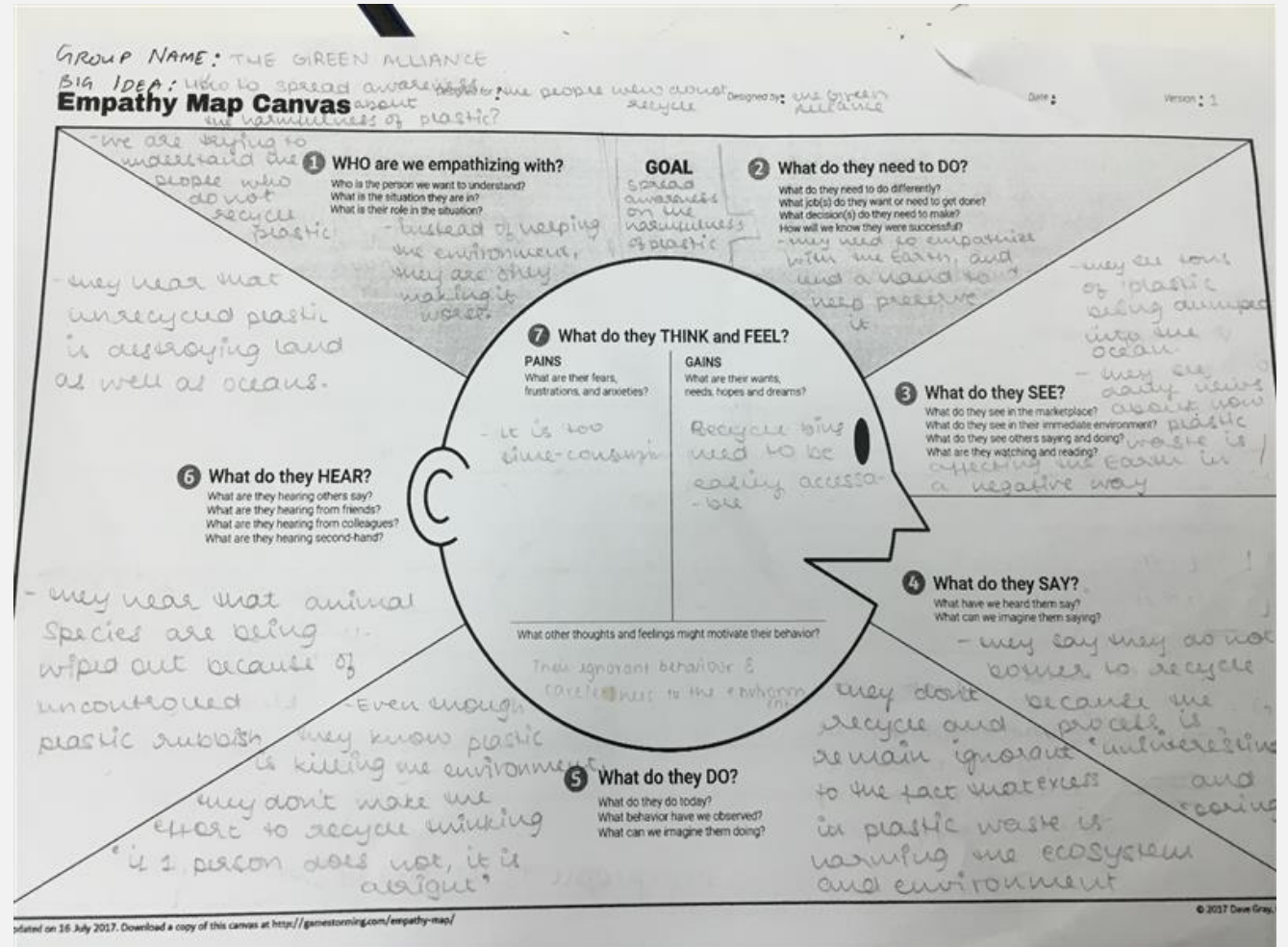
DESIGN THINKING PROCESS

WHERE DO WE START?

EMPATHIZE-
WHAT WE DID

Empathy is important because it helps us understand how **others are** feeling so **we can** respond appropriately to the situation.

We empathized with people who did not know how to recycle.

TRIP TO THE RECYCLING PLANT

DEFINE THE PROBLEM

Once we understood the problem, It was easier to define it.

When we first began, our big idea was "recycling". It was a broad topic and we struggled in approaching the real problem.

It was important to find our "driving/defining question" as it would help us in our journey to find the solution.

After much debating and brainstorming, we finally decided our driving question- **"How might we spread awareness among the people of UAE, specifically in Dubai, about recycling and motivate them to do so, in a fun and interactive way?"**

Our driving question clearly defined the main idea of our project by being specific and to the point.

IDEATE-

There were many questions that we came across, such as

How could we give people a reason to recycle?

How could our solution appeal to people?

Would our solution actually solve the problem? Or would it create another problem ?

Was our solution realistic?

Our solution was to create something that would be accessible to many people and would be easy to use- an app.

Our app would create a system that allowed you to 'gain' points.

The waste you recycled would be weighed and measured at Enviroserve,

(Our team-mates father, who was a project director at Enviroserve, would help us keep record)

The more you recycled, the more points you gained.

These 'points' would help you to gain discounts at various stores that encouraged recycling.

We referred back to our defining questions and tried to match our solution with our questions.

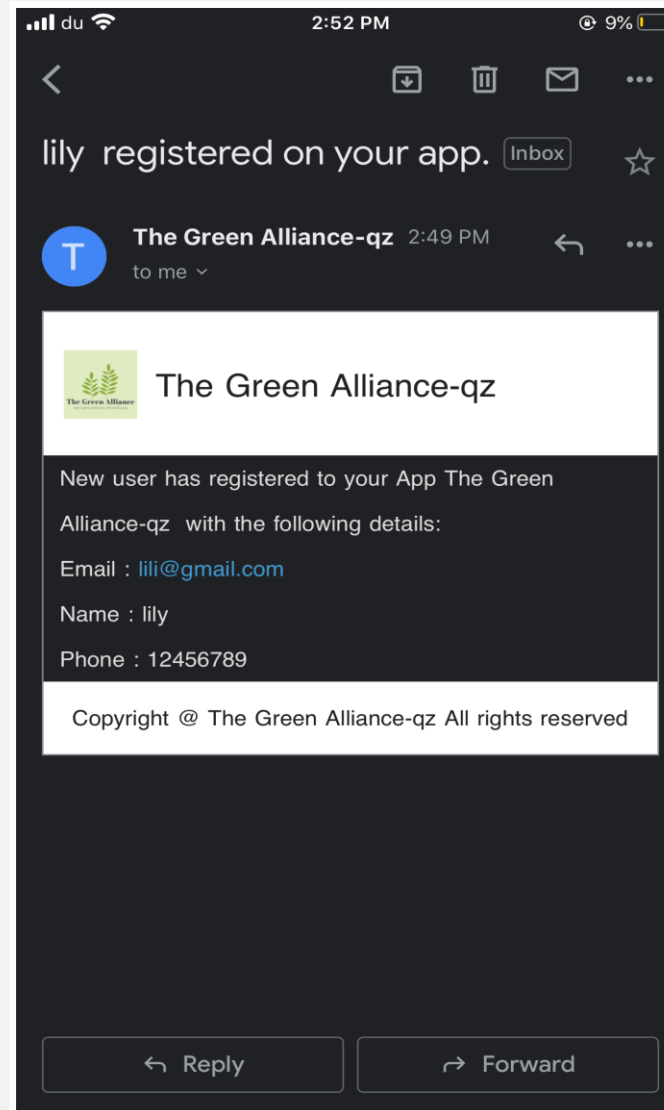The app gave people a reason to recycle, and motivated them.

PROTOTYPE

Now that we had arrived at a solution, we had to create a prototype.

We used an online website to create a small protype app that would help us to gain an understanding and help us to present and test our ideas.

We began by designing on paper, mapping out the ideas that we had decided to include in the ideate stage.

While designing our app, we went page by page and researched in how to make our app as interactive.

We designed a logo, included a sign up page, a leaderboard and added a page that gave tips on how to recycle efficiently.

lily registered on your app. [Inbox]

The Green Alliance-qz 2:49 PM
to me

The Green Alliance-qz

New user has registered to your App The Green Alliance-qz with the following details:
Email : lili@gmail.com
Name : lily
Phone : 12456789

Copyright @ The Green Alliance-qz All rights reserved

Reply   Forward

The Green Alliance
we care and so should you

Appy Pie
App Builder

	Full Name	Email	Phone	Group	Email/Phone Verified	Registered On	Action
☐	lily	lili@gmail.com	12456789		UnVerified	Jun 23, 2020	
☐	Ananya Ramanathan	ananya.r12345@gmail.com	0529574460		UnVerified	Jun 25, 2019	
☐	Dea Singh	dea.singh@gmail.com	1234567890		UnVerified	Jun 24, 2019	

Search user by Name/Email/Phone   Select   Change Status   Update to Mailchimp   Export

TESTING

To test the product we asked some of friends and family to sign up on the app.

When they signed up we received an email that helped us view their profiles and their activity.

Unfortunately, We did not continue the project after CBL ended and we did not finish testing.