# CleanTogether

19:02

29th August

## Hello, **Matt!**

This weeks progress:

### Stats

### Featured Event

**Campus Cleanup September 1, 10AM**

Meeting at Building G, we aim to clean up the courtyard for an upcoming campus tour.

### Leaderboard

| Lisa. O | 1.34k |
| Trev. P | 1.04k |
| John. A | 906 |
| User1 | 600 |
| User2 | 450 |
| User3 | 012 |

### Trash Totals

# 86

↑ 35 last week

Keep it UP!

CAT

CAT MH3022   WASTE HANDLER

ZEPPELIN

Team für die

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# UX
# Research

## 5W1H STATEMENT (ABSTRACT):

CleanTogether is a community-driven app that connects individuals passionate about reducing litter and improving their local environment [what]. It empowers people who want to make a difference in their community but need a streamlined way to find, join, and organise cleanup events or report litter hotspots [who, why]. The app is available 24/7, with interactive features that showcase nearby events, trending events, photo gallery, community stats, and educational facts to keep users engaged [when, where].

CleanTogether operates as a mobile platform where users can explore events, track their contributions, and connect with others who share their commitment to sustainability [how]. Participants can earn progress points for joining events, climb leaderboards, and be recognised within the community, creating a rewarding and motivating experience for all involved.

# Observation Title

| Activity | Environment | Object(s) | User(s) | Time(s) | Emotion(s) |
|---|---|---|---|---|---|
| analysing types of waste generated | office/home/work/uni | trash samples, data sheets | environmental workers/ students | during weekdays | analytical |
| removing trash from beach | beach | plastic bottles/bags, cigarette butts, fishing nets, glass | environmental activists | any | feeling connected to nature, hoping for change |
| learning about waste reduction | community centre, online, in school | presentation material, examples, statistics, imagery | local residents | any | feeling inspired and informed |
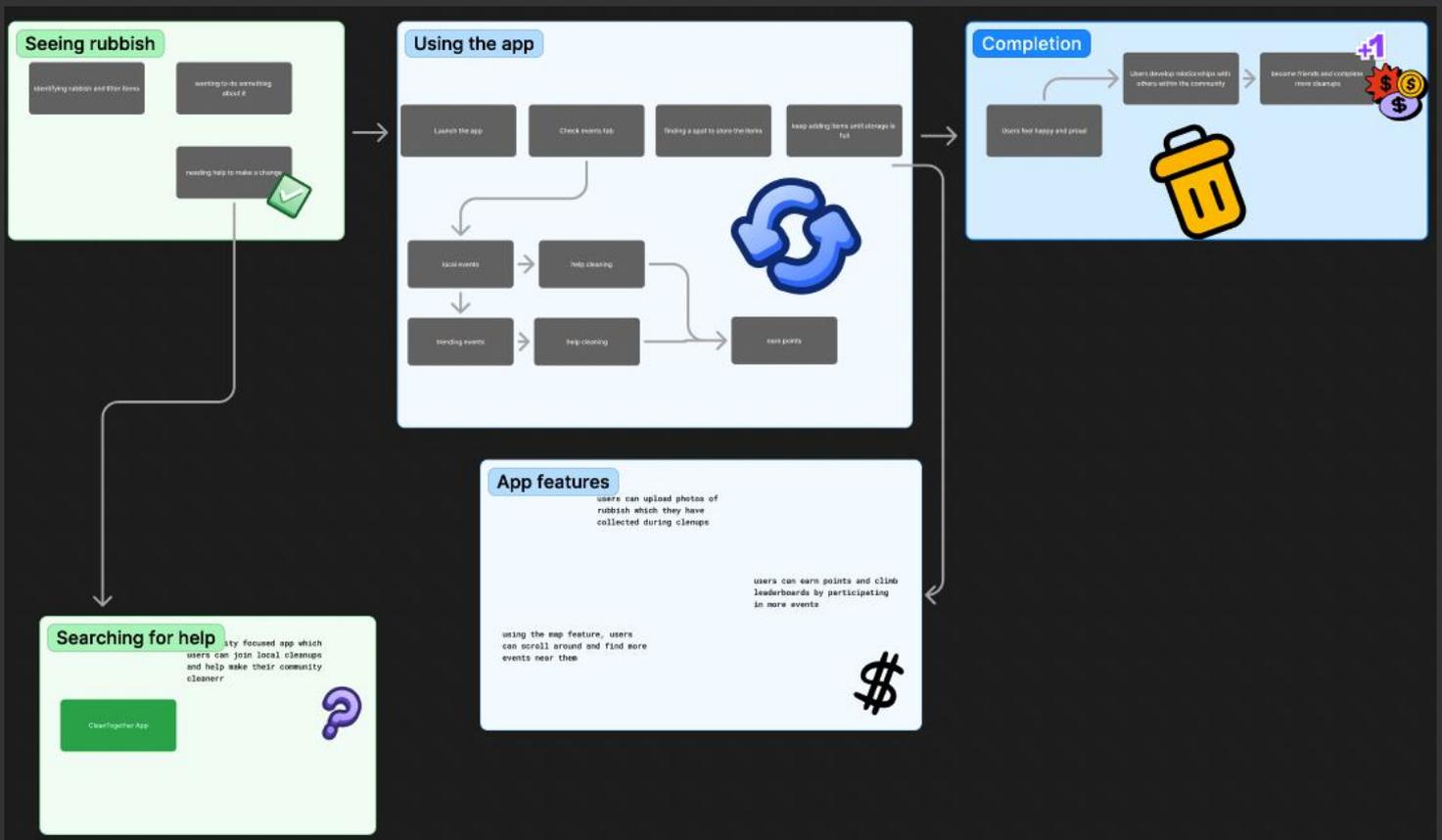
# IA, Lo-fi Wireframes & Video Test
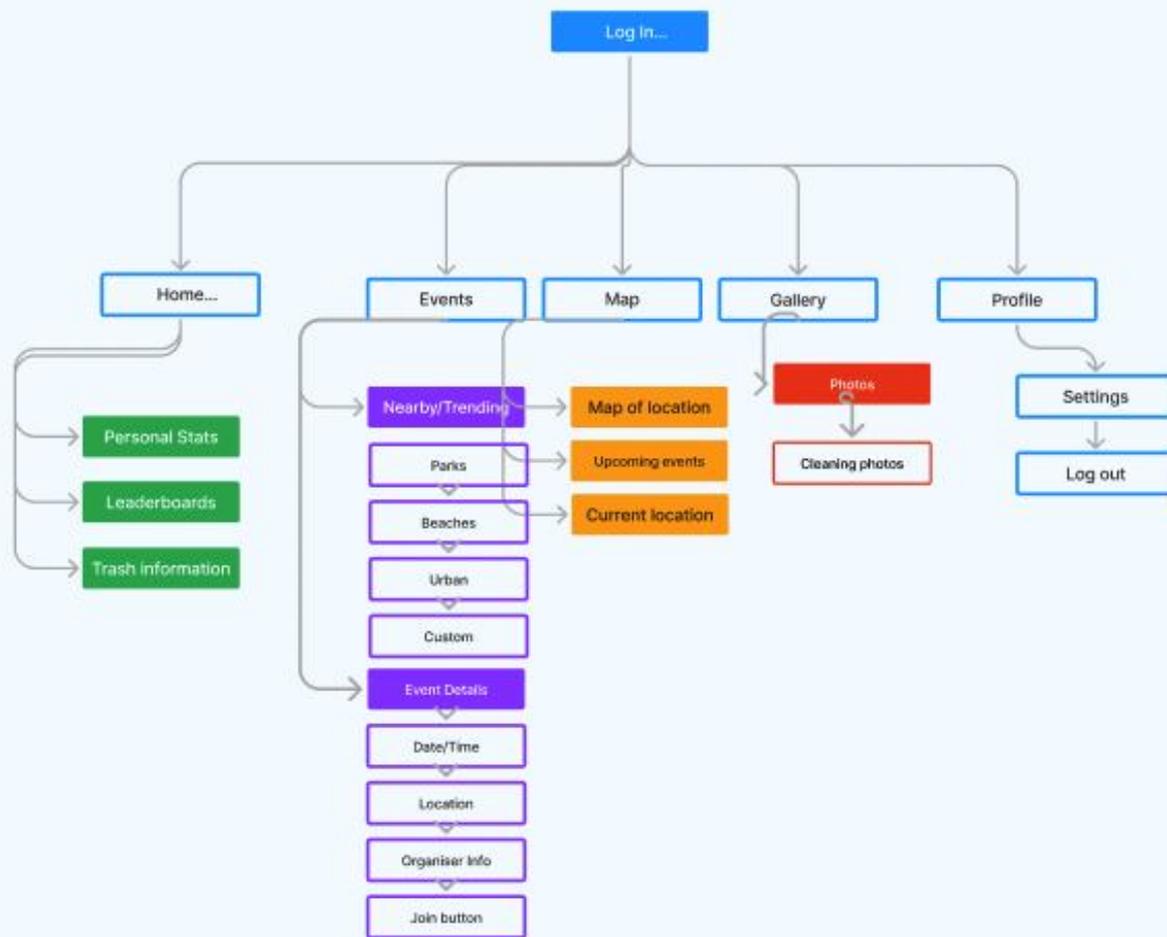
## SITEMAP / INFORMATION ARCHITECTURE

The app is organized to be user-friendly, guiding users from spotting litter to taking action, based on UX research highlighting the need for motivation and ease of participation.

# LO-FI WIREFRAMES

**Home**

**Search/Events**

**Map**

**Discussion Forum (Near Me)**

Discussion

Near Me | Trending | Following

Topic 1

Topic 2

Topic 3

Topic 4

**Profile**

My Profile

Matt Leembruggen

Personal Stats

Settings
Option 1
Option 2
Option 3

Privacy
Option 1
Option 2

**Search/Events 2**

**Map 2**

**Discussion 2 (Trending)**

Discussion

Near Me | Trending | Following

Topic 1

Topic 2

Topic 3

**Search/Events 3**

**Map 3**

**Discussion 3 (Following)**

Discussion

Near Me | Trending | Following

Topic 1

**Search/Events 4**

**Map Keyboard**

Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
123 space return

**Search/Events Keyboard**

Q W E R T Y U I O P
A S D F G H J K L
Z X C V B N M
123 space return

# VIDEO TEST

**Moment 1 - 0:04:**
User tries to tap on homescreen but does not scroll. (scroll feature added to hifi)

**Moment 2 - 0:14:**
User tries to use keyboard, but is not functional and does not serve a purpose for the lofi. (Removed for hifi)

**Moment 3 - 0:20:**
User could not get out of keyboard screen. (keyboards completely removed from hifi)

**Moment 4 - 0:40:**
User clicking on events icons but nothing happening. (features added in hifi)
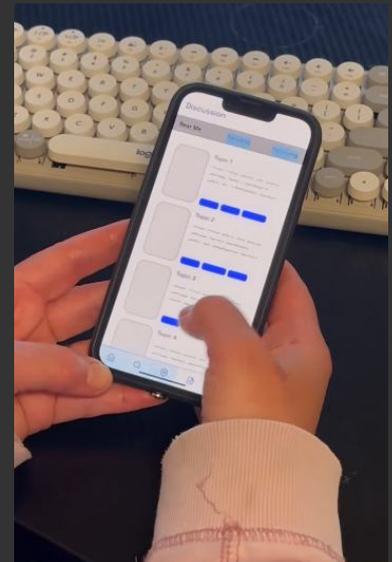
# Moodboard &
# Style Guide

## MOODBOARD

The moodboard was developed using Generative AI, by prompting with words and phrases which relate to my 5w1h abstract.

Colours were also prompted to the AI to develop my colour palette.

COLOUR

PRIMARY
#2E7D32

ACCENT
#FF7043
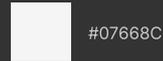
TEXT
#07668C
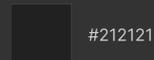
#212121
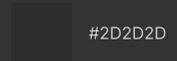
BACKGROUND
#2D2D2D

#F5F5F5

Aa

RALEWAY

Raleway - Bold
Raleway - Regular

# Heading 1

## Heading 2

### Heading 3

#### Heading 4

##### Heading 5

###### Heading 6

LEAD
**Lead - Silver mist suffused the deck**

BODY - 16PT
Apparently we had reached a great height in the atmosphere, for the sky was a dead black, and the stars had ceased to twinkle.

BODY - 14PT
Apparently we had reached a great height in the atmosphere, for the sky was a dead black, and the stars had ceased to twinkle.

BLOCKQUOTES
**"The sky was cloudless and of a deep dark blue."**

CAPITALIZED
BRAINSTORM ALTERNATIVE IDEAS

SMALL
Value your time

TINY
**Nothing is Impossible**

# STYLE GUIDE

Typography, Colour palette, and examples of UI elements contribute to the definition of your style guide.

# Hi-fi Wireframes

# HI-FI WIREFRAMES



Login

Home

Gallery

Map

Events (Near Me)

Events (Trending)

Profile
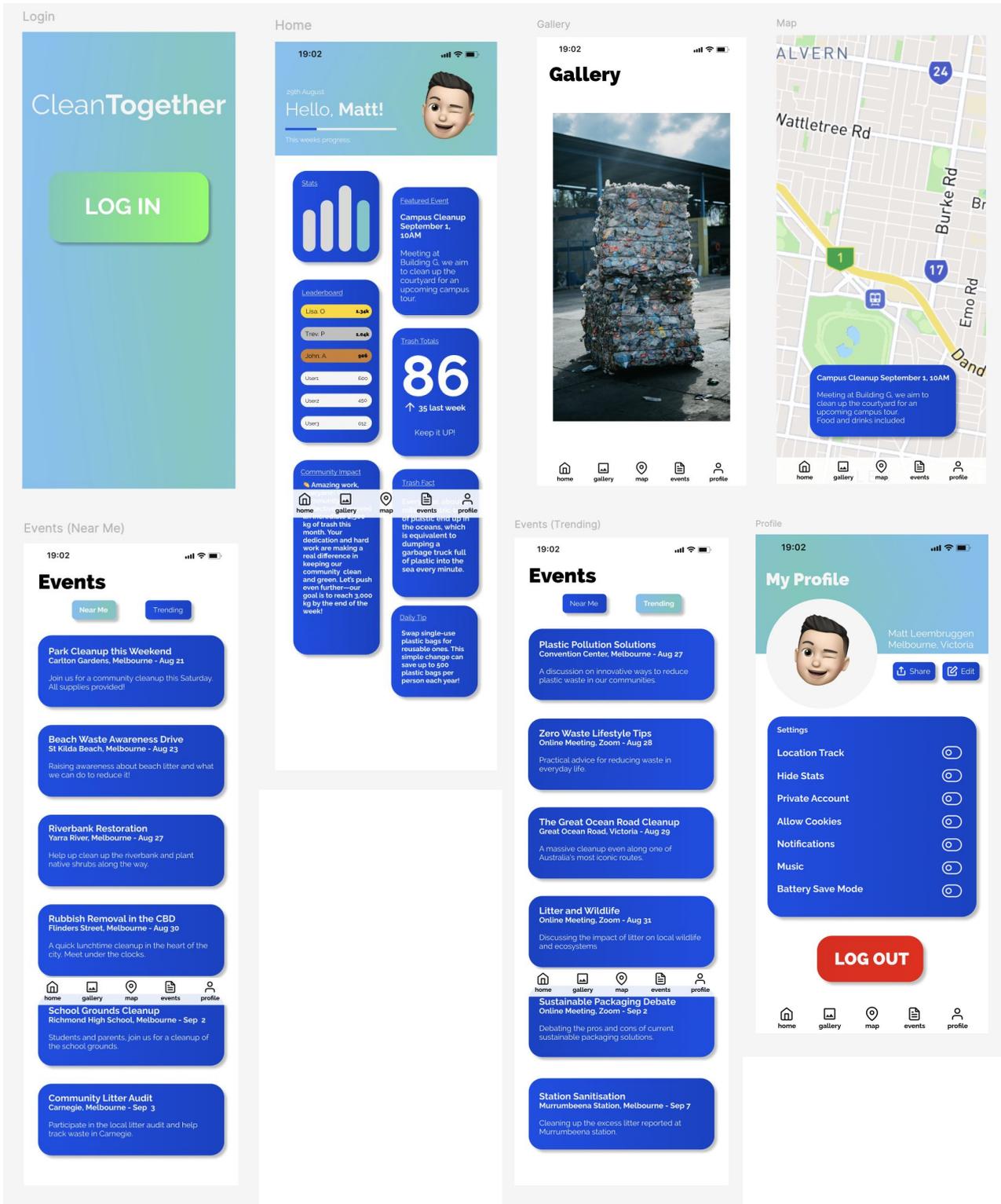
Link to Working Prototype on Figma

# Reflection & Summary

## REFLECTION & SUMMARY

During this UX/UI workshop, I learned a lot about designing a user-friendly app from start to finish, focusing on understanding user needs and translating those insights into practical features. One of my key accomplishments was creating high-fidelity wireframes and a working prototype for CleanTogether, which I am particularly proud of. Seeing my ideas come to life in a tangible, interactive form was a rewarding experience that showcased the potential of the app to connect people passionate about environmental sustainability.

The most challenging aspect of this workshop was learning how to use Figma, as it was my first time working with the tool. Navigating the interface and mastering its functions felt overwhelming at first, but with practice, I became more comfortable and confident in using it to bring my designs to life. Another difficult part was deciding which features to include and which to remove to keep the app simple and user-friendly. Balancing the need for comprehensive functionality with the goal of maintaining a streamlined user experience was a constant challenge.

To improve the project, I would consider selecting a slightly different topic that might allow for more creative features, enhancing the app's appeal. Additionally, incorporating more user feedback earlier in the process could have provided valuable insights into which features were truly essential, leading to a more refined final product. Overall, this workshop was a valuable learning experience, helping me develop practical skills in UX/UI design and a better understanding of the user-centered design process.