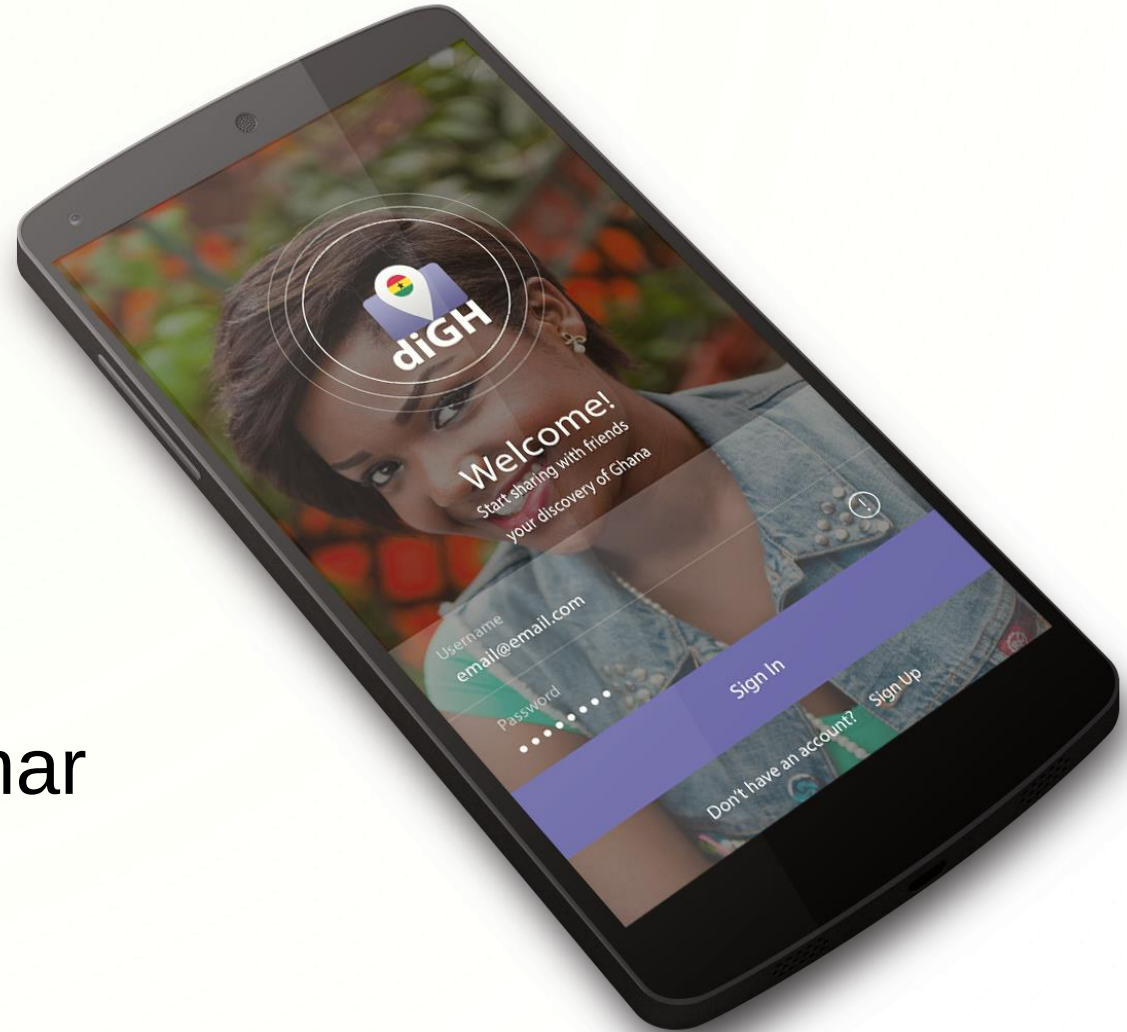


# Discover Ghana

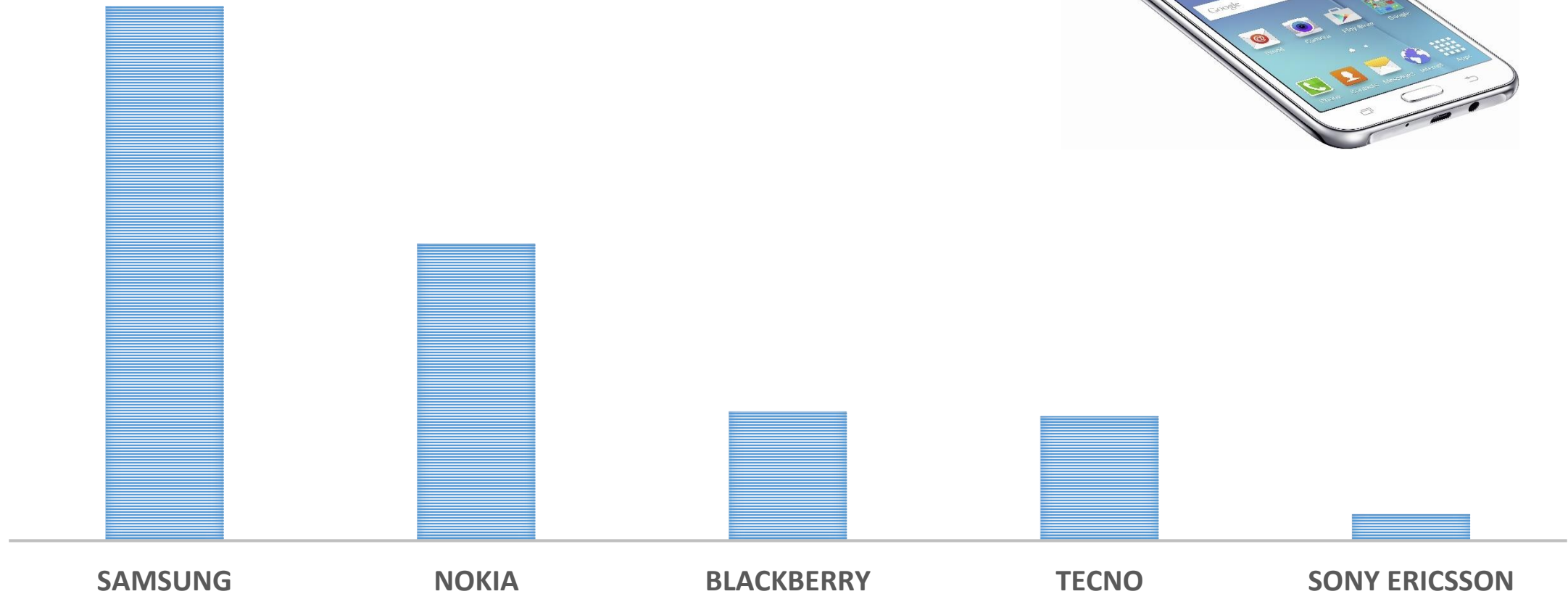
Mobile Media Design  
Nana Kesewaa Dankwa  
Bauhaus University Weimar



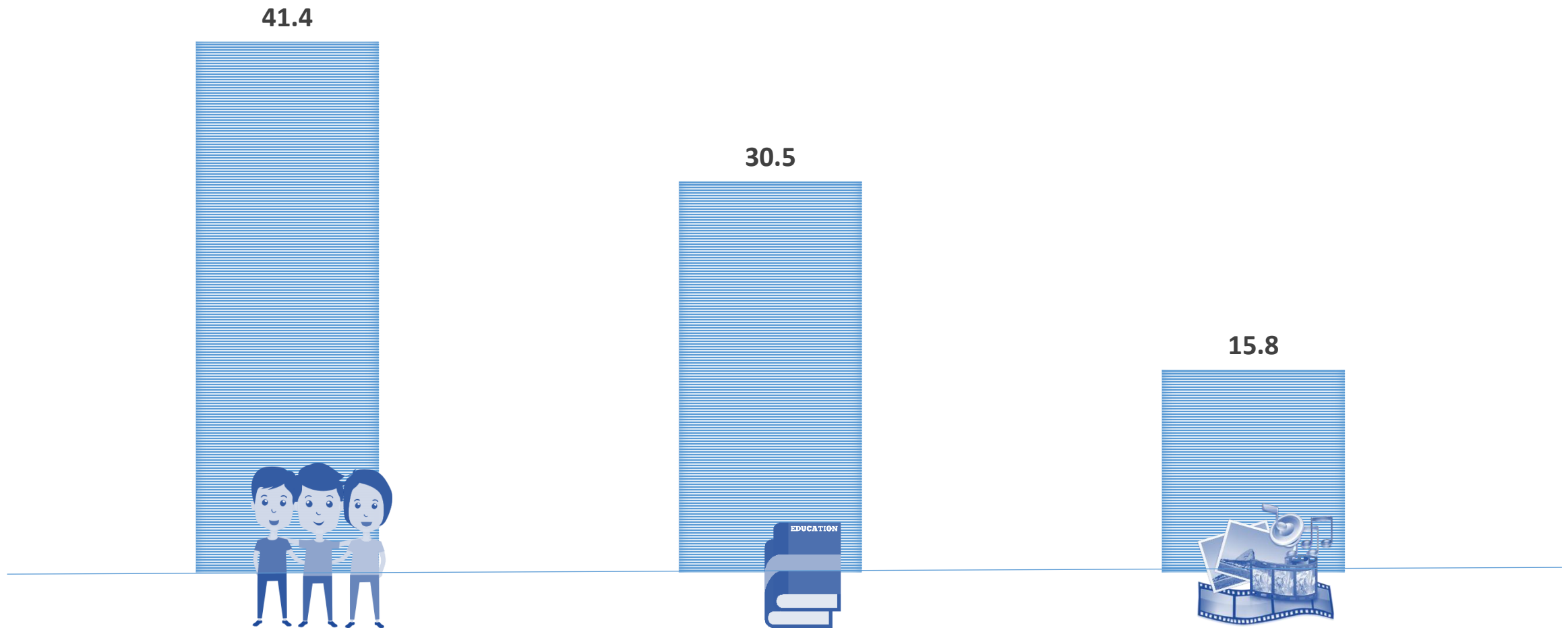
# Discover Ghana Mobile App

- Teenagers -+13 to 16
- Organized by Adults
- 1-3 days
- Senior School [religious and social] groups
- Food and accomodation

# Why Android Design?



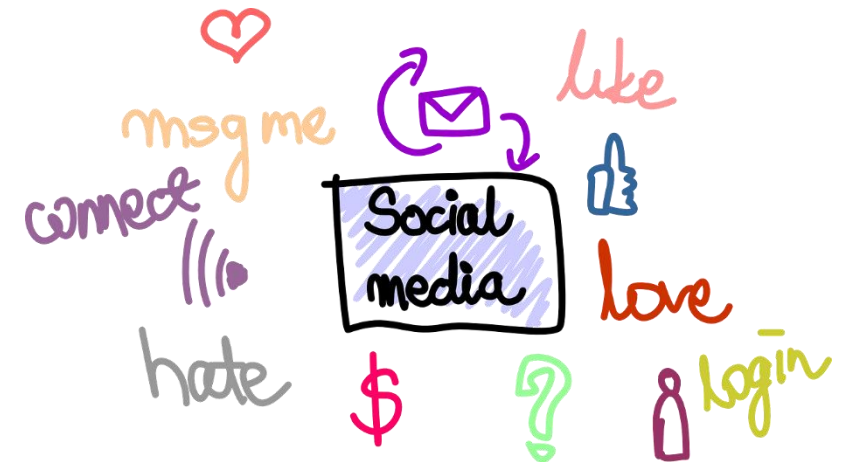
# Social Media Use



# Concept of App




## Social Media Platform

- Documentation of trips
- Making friends
- Gamification
- Education
- Media Sharing



# Gamification

*the use of game design elements in non-game contexts-*  
Deterding et al

- ✓ Use of game elements 
- ✓ The experience of games 
- ✓ The achievement of tasks 

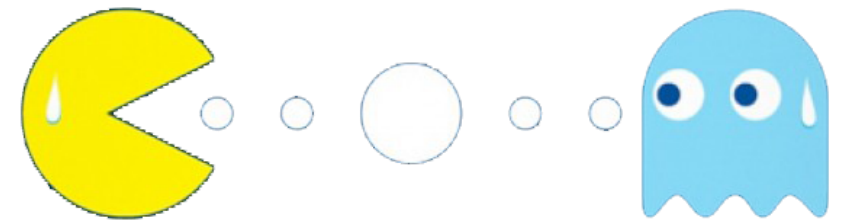
# Gamification-use of elements

- ✓ Avatars
- ✓ Points
- ✓ LeaderBoards
- ✓ Scoreboards
- ✓ Achievement Levels



# Gamification-experience of games

- ✓ Non-game into a game
- ✓ Effects of games
- ✓ Fun Factor
- ✓ Uniqueness to playing games





# Gamification-achievement of tasks

- ✓ Accomplish actual life tasks
- ✓ Make 'boring' fun
- ✓ Engaging users
- ✓ Forming new attitudes to tasks

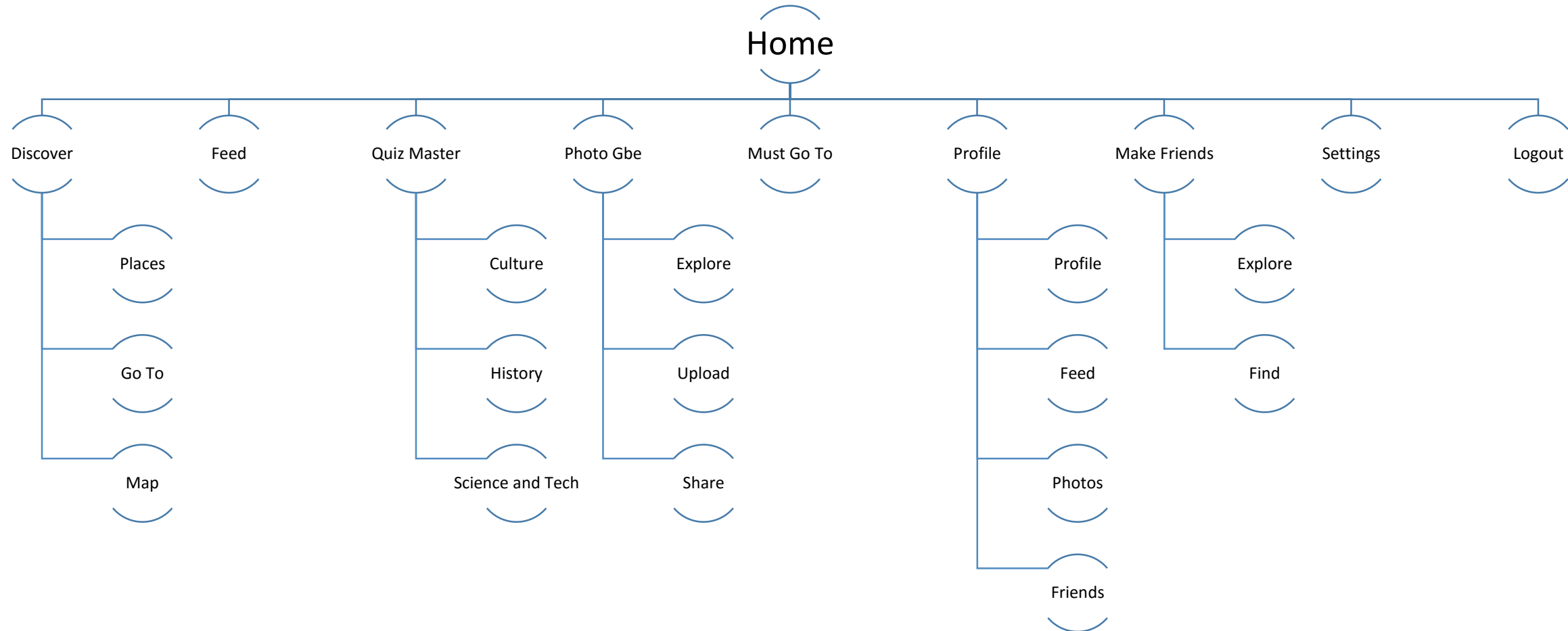


# App Features and Requirements

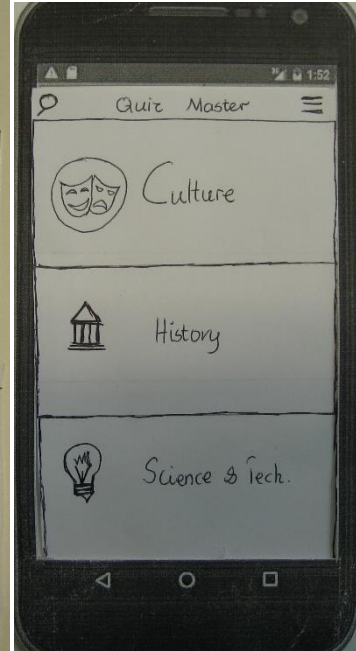
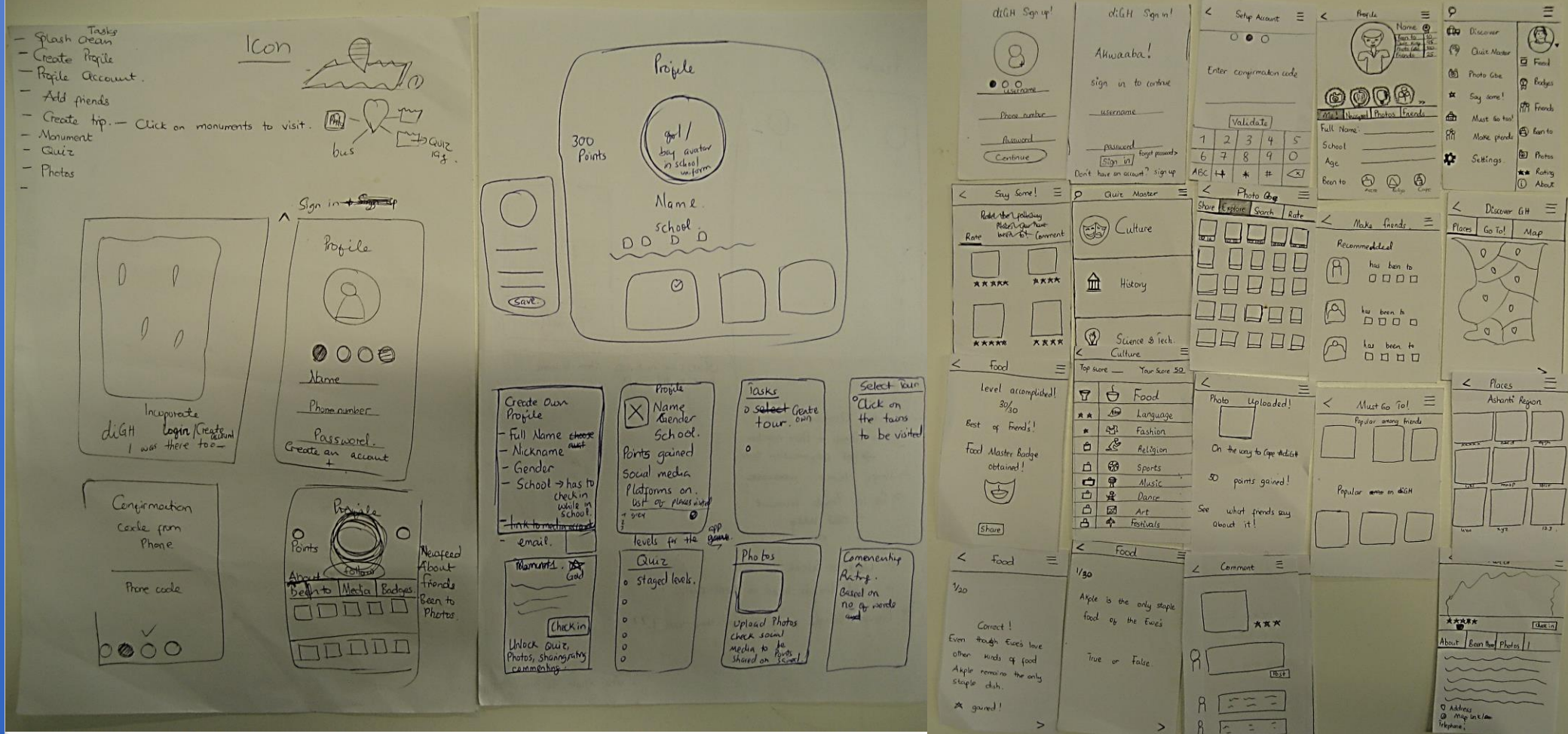
- Device & app history
- Identity
- Contacts
- Location/Map Features
- SMS
- Photos
- Camera
- Wi-Fi connection information
- Device ID & call information



# Navigation Map



# Sketches



# Creating of Persona

- Nana Ghana
- 15
- Senior High Student
- Enjoys the student trips
- Likes to increase knowledge

# Fonts, Icons, Colors

MYRIAD PRO  
ADOBE

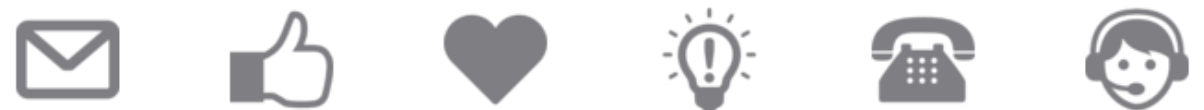
marshmallow

cotton candy chocolate

*tootsie roll liquorice cupcake jelly-o*

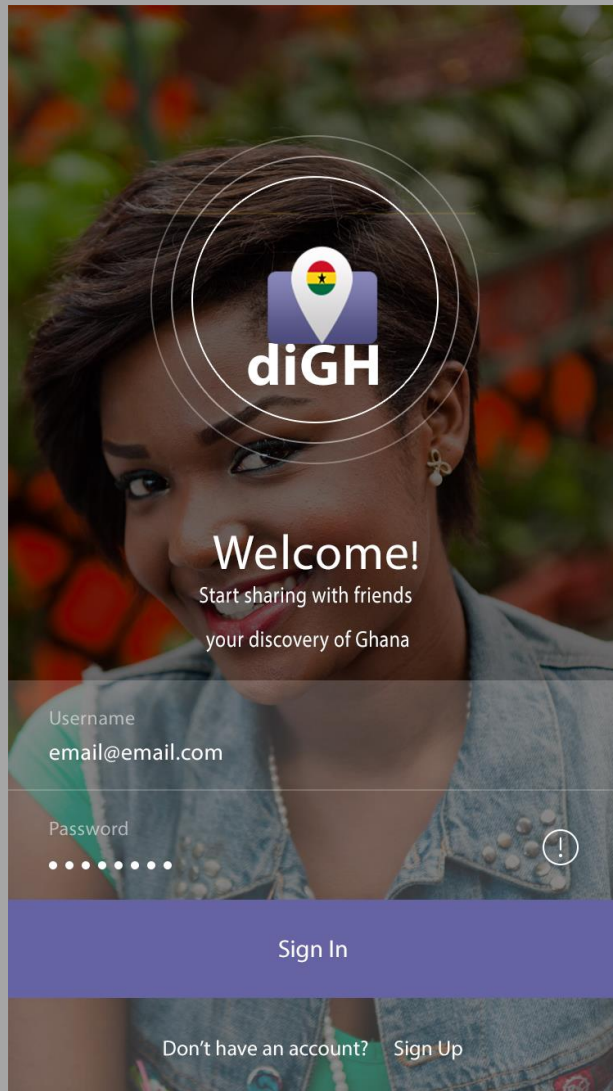
{#\$908\*QG@?}

*soufflé tart*





# Login, Sign Up, Confirmation



The login screen features a background image of a smiling woman. At the top, there is a circular logo with a Ghanaian flag icon and the text 'diGH'. Below the logo, the text 'Welcome!' is displayed, followed by the subtitle 'Start sharing with friends your discovery of Ghana'. Underneath, there are two input fields: 'Username' with the placeholder 'email@email.com' and 'Password' with a masked input and a warning icon. A purple 'Sign In' button is at the bottom, and a link 'Don't have an account? Sign Up' is at the very bottom.

diGH

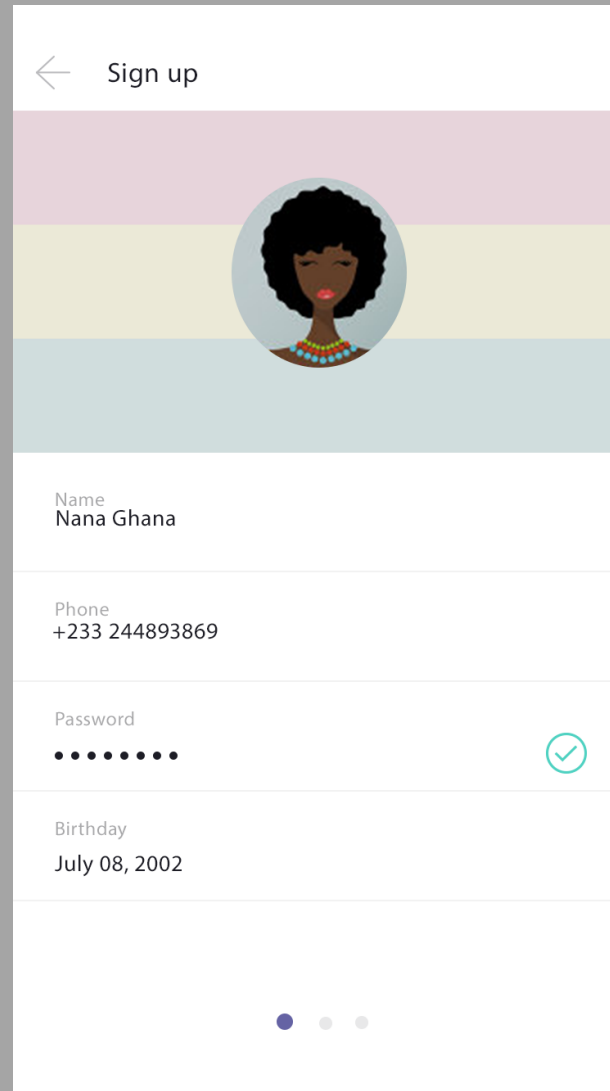
Welcome!  
Start sharing with friends  
your discovery of Ghana

Username  
email@email.com

Password  
.....

Sign In

Don't have an account? Sign Up



The sign up screen has a header 'Sign up' with a back arrow. Below the header is a profile picture placeholder with a woman's silhouette. The form contains four fields: 'Name' with the value 'Nana Ghana', 'Phone' with the value '+233 244893869', 'Password' with a masked input and a checkmark icon, and 'Birthday' with the value 'July 08, 2002'. At the bottom, there are three dots indicating the current step in the process.

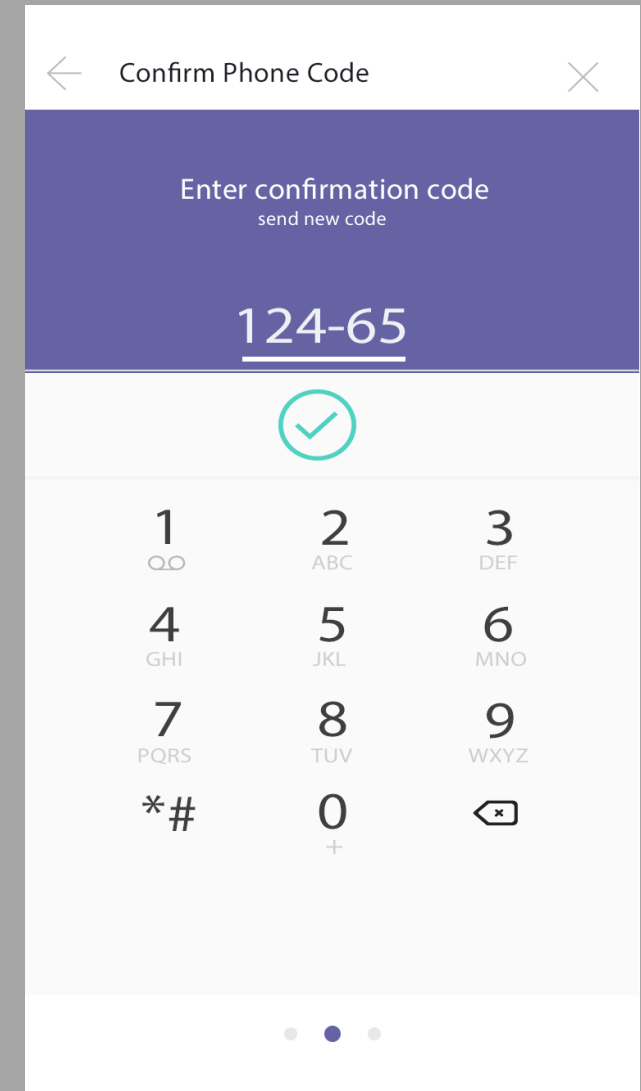
Sign up

Name  
Nana Ghana

Phone  
+233 244893869

Password  
.....

Birthday  
July 08, 2002



The confirmation screen has a header 'Confirm Phone Code' with a back arrow and a close icon. The main text says 'Enter confirmation code' and 'send new code'. Below this, the code '124-65' is displayed. A green checkmark icon is shown below the code. At the bottom, there is a numeric keypad with numbers 1-9, \*, #, and 0, each with its corresponding letters. A back arrow icon is next to the 0 key. At the very bottom, there are three dots indicating the current step in the process.

Confirm Phone Code

Enter confirmation code  
send new code

124-65

✓

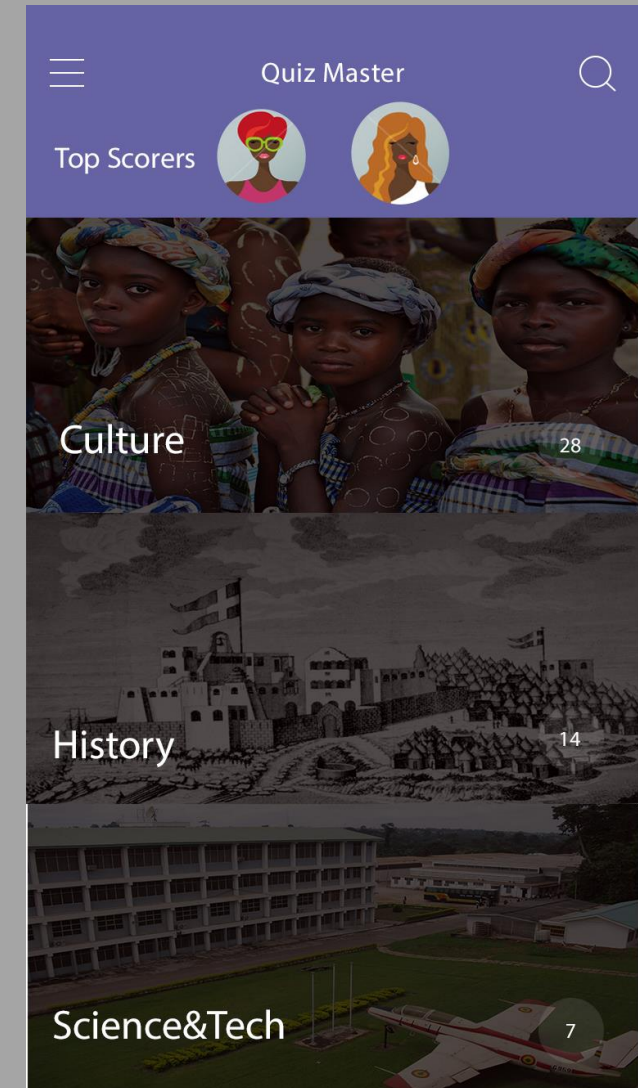
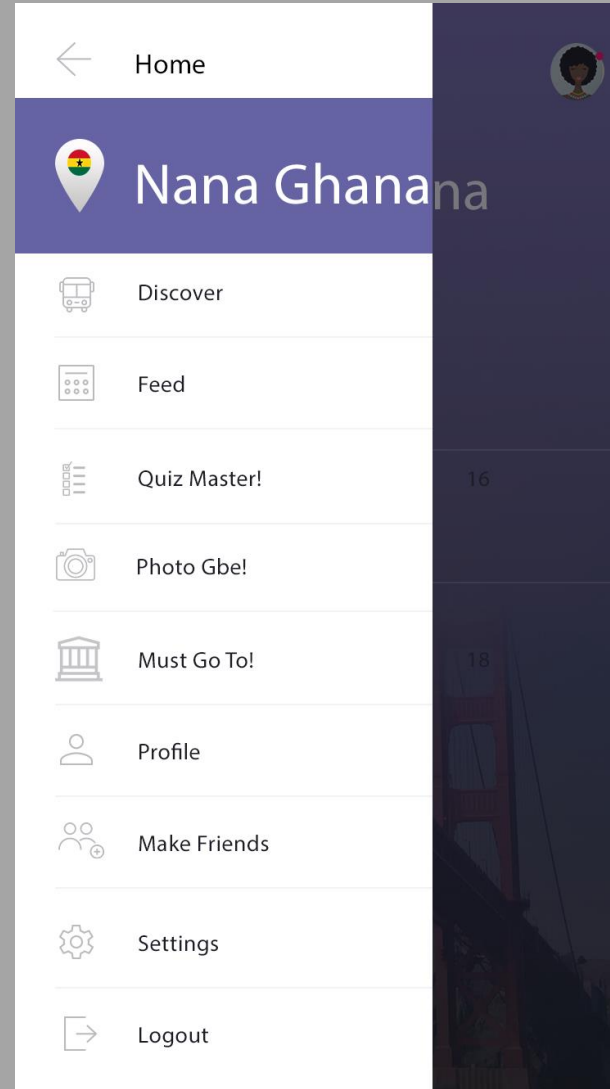
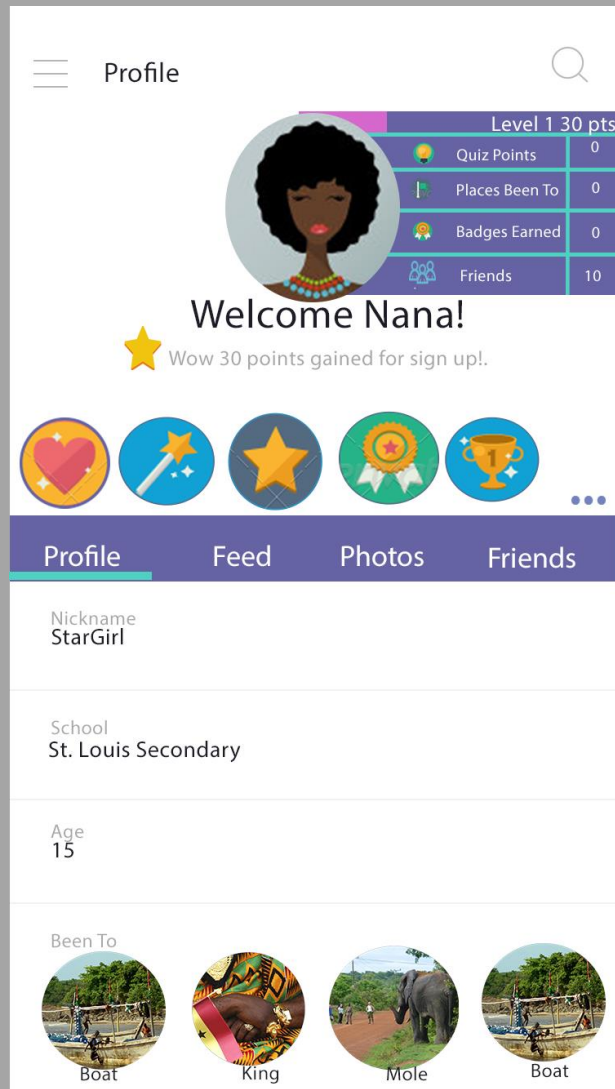
1 2 3  
OO ABC DEF

4 5 6  
GHI JKL MNO

7 8 9  
PQRS TUV WXYZ

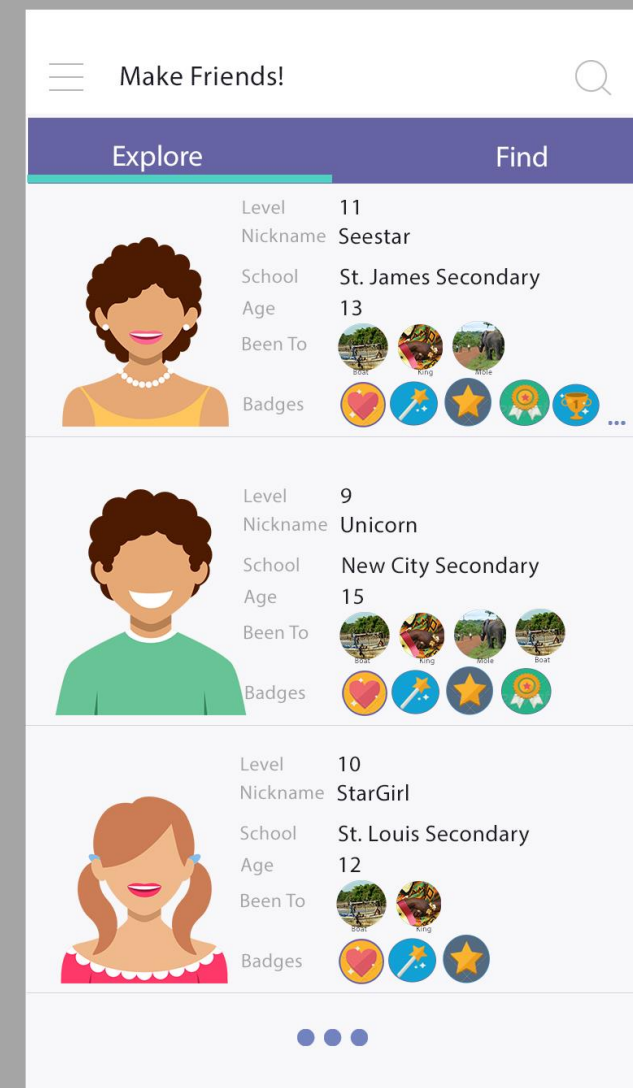
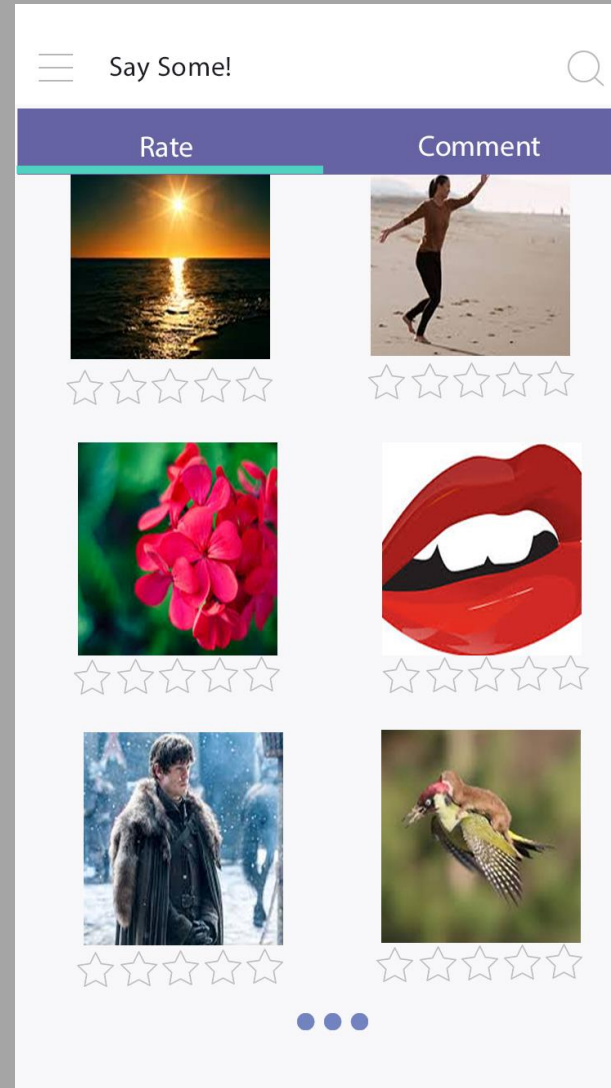
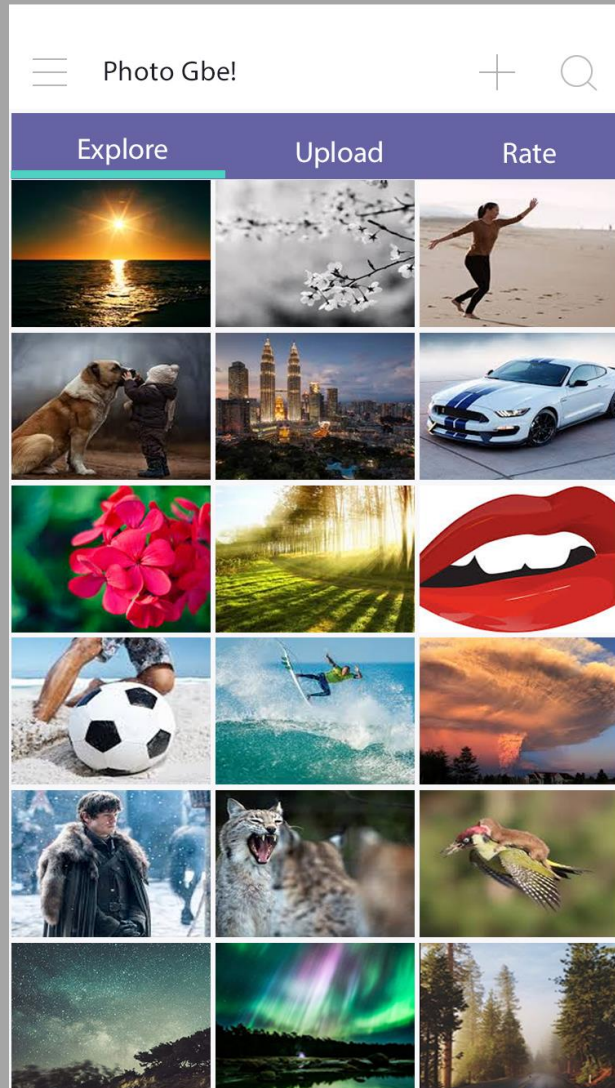
\*# 0  
+ ↩

# Profile, Home, Quiz Master

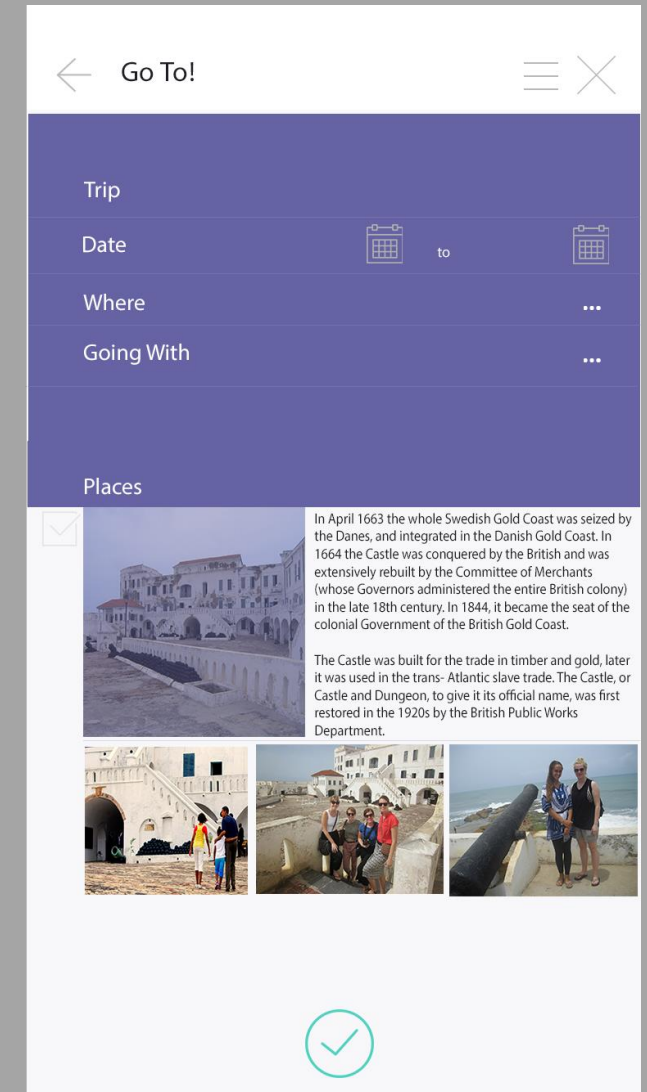
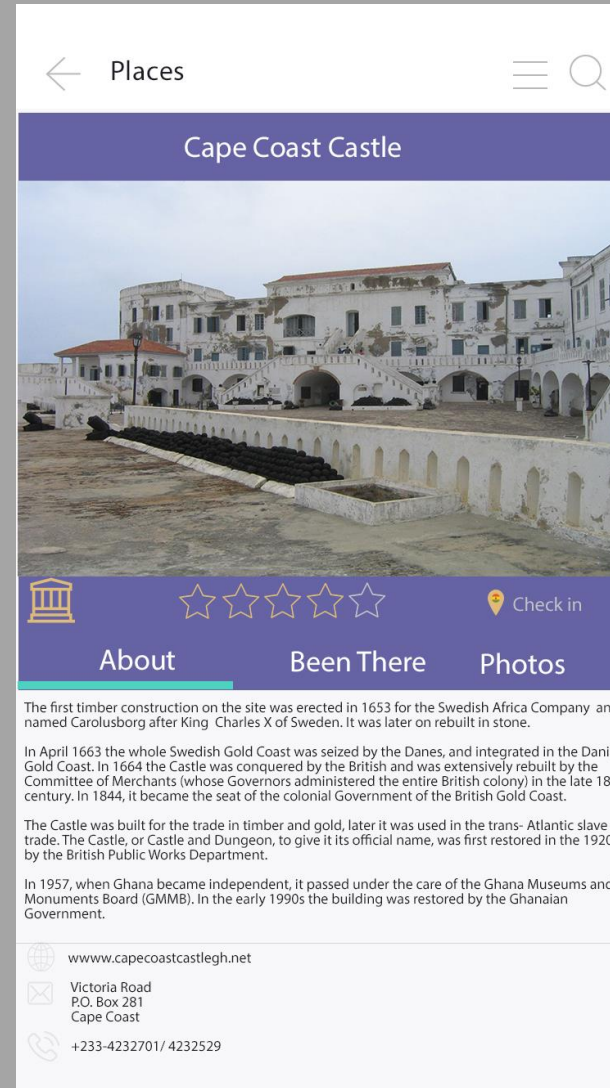
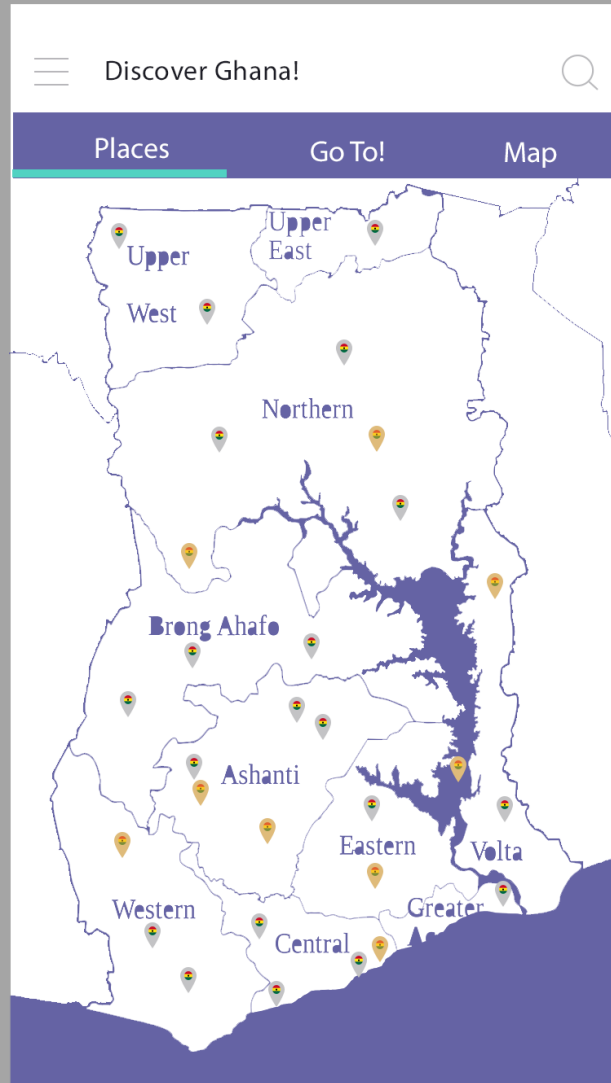




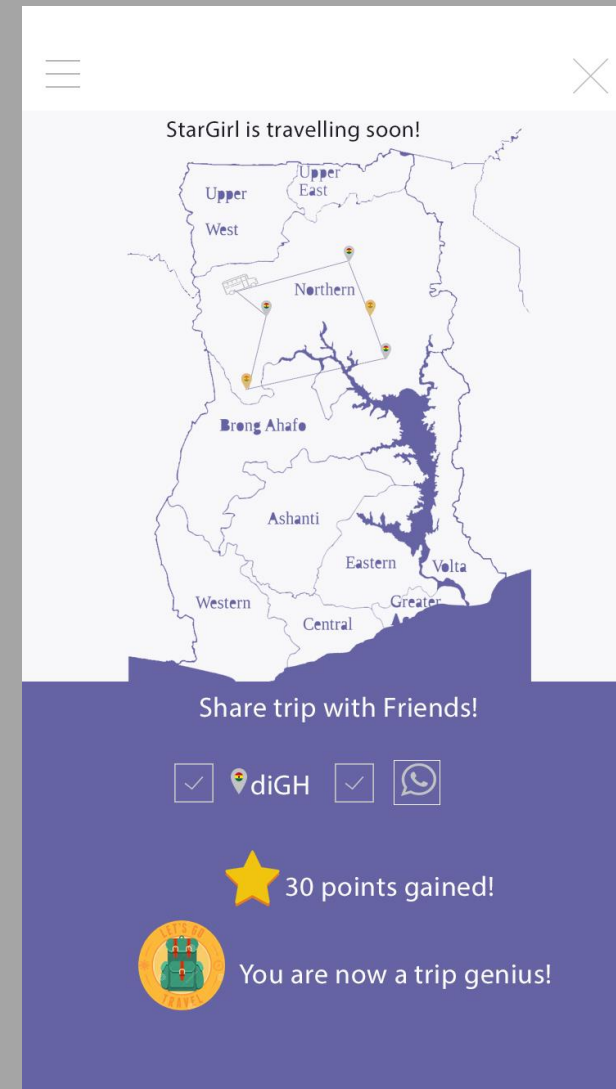
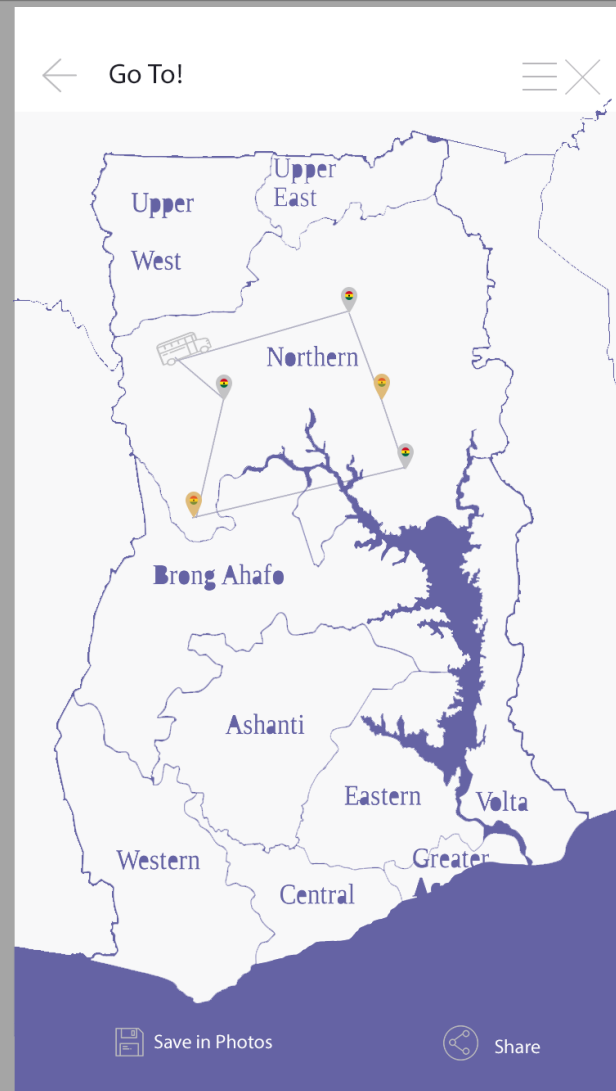
# Photo Gbe, Say Some, Make Friends



# Discover Ghana, Places, Go To.



# Go To Share



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- Invision, [www.invisionapp.com](http://www.invisionapp.com)
- Flaticons, [www.flaticons.com](http://www.flaticons.com)

# App Prototype

- [Discover GH](#)