LETS

A new solution to Hidden Youths and new immigrants

Health Group 2 members:

CHENG Hok Him, CHEONG Pui Sang, SIT Fu Wan, WONG Chuen Lik

Project Introduction

LETS is an application which links "Learning", "Entertainment", "Teens Club" and "Sports" to an all-in-one platform.

a.) Spiral the new immigrants' recognition of their community
b.) Helps the hidden youths to build communication within users
c.) Wipe out the barriers of communicating with others

Design Rationale

Mission Completion with local map
a.)User have to complete checkpoints in different locations.
b.)User can choose to finish the designed tas... there or
finish a pop quiz
c.)The marks given are accumulated for gifts...
-User can exchange for a desirable gift based on the their choice.
-E-coupons are considered to be used as coupons for Teens Club, which are environmental friendly and can help in reducing the workload of the staffs (I.e. Not printed ones, but by
QR code or barcode)

Task Completion

Pedometer
-The walking speed, number of steps and time taken in each travel are recorded and are further converted into the total amount of calories burnt. (By calculation, nutritional science)

Augmented Reality (AR)
-Works together with the rear camera which makes
the game more to be more interesting and to bring a better using
experience.

Pop Quiz

How?
-Encourage them to walk more as a way of exercising and be more healthy (Beauty of Hong Kong)
-Encourage them to walk out from their comfort zone of the Hidden Youths
-Build up their sense of belonging to the community
-Know more about the culture of Hong Kong and can have their Chinese and English proficiency improved.

Limitations and Difficulties

a.)Budget (app design, related equipment of AR technology, the reward for players, etc)

b.)Time limit for the app development

c.)Motivation factors of the hidden youth to use the app

Individual Reflections

Hok Him:
It is my first to join this U-Stem Scheme as a group member. I am glad to meet my groupmates from other university. We discuss the potentials of LETS to make it more comprehensive and user-friendly. Undoubtedly, I really enjoy to work with each other and make something valuable. In the end, I really appreciate my groupmates and instructor to give limitless support and motivation in this scheme.

Fu Wan:
As a freshman this year, working with groupmates from different universities is a whole new experience for me. During this project, we had faced numerous obstacles, but with team spirit and perseverance, our team managed to surmount them and valuable lessons
are learnt by us. Besides, I would like to express my sincere gratitude for the support given by our mentor and instructor.

Pui Sang:
Flashing back a few months ago, all of us gathered and started to work on this group project, under the U-STEMist Scheme, we were certainly excited and overwhelmed. U-STEMist scheme enriched your horizons, critical thinking skills and nurtured creativity upon STEM education and their related curriculums. As time flies, a tad pity which the scheme will be ending soon. However, Teens Club made us gather, brought four of us together! A blessing and opportunity was created, this valuable experience made us delighted! Enclosed this reflection, I would like to give sincere and grateful thankfulness to all helpful and kind instructors and mentors.

Conclusion and Recommendations

Conclusion
a.) To increase the public awareness of hidden youth and immigrants.
b.) It is hoped that our design can lower the workload of social workers.
c.) Butterfly-Effect of encouraging more teenagers to enjoy the game.
d.) It is hoped that our contribution can attract some IT professionals to help solving problems faced during apps development

Recommendations
a.) Keep updating the functions after the showcase
b.) Ask for help from professionals if our design win the price
c.) Collaboration with the organization to develop the app and the set-up of database