



Connect with your peers. **Launch or find a project.** See your impact.
 Spoothi Cherivirala, Thomas Kang, Avani Guduri, Chelsea Tang, Sharon Xue, Allison Zhang



The Problem

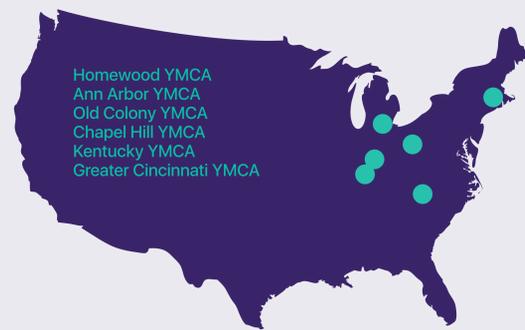
How can we transform youth interested in creating impact in our community into confident and community-centered changemakers?

- How can we allow youth to connect with peers, professionals, and organizations with similar interests in an accessible way?
- How can we help youth develop their own projects with minimal adult intervention and make them feel a sense of ownership in his program?
- How can we keep youth informed about the impact of his work and provide positive feedback?

Our Solution

We developed a mobile app platform facilitating connections between youth and their peers, allowing them to launch or join projects they're interested in with partnerships with organizations and mentors, and see their tangible impact in their community.

Research



Primary Research

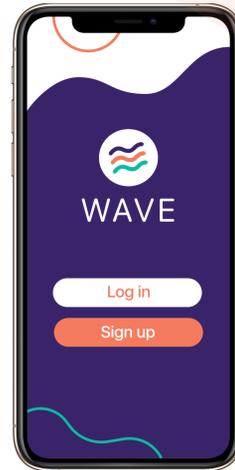
Interviews with

- Local YMCA Staff
- Directors of Youth Programming
- Youth involved with changemaking
- National YMCA Coordinators

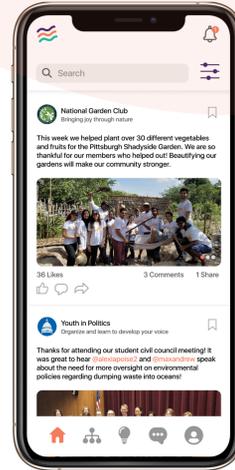
Secondary Research

Articles and Internet sources

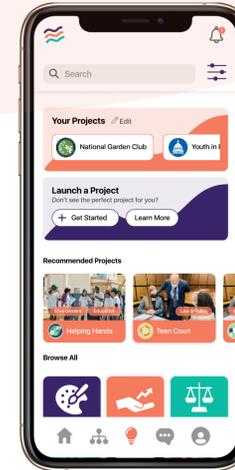
Log in/Sign up



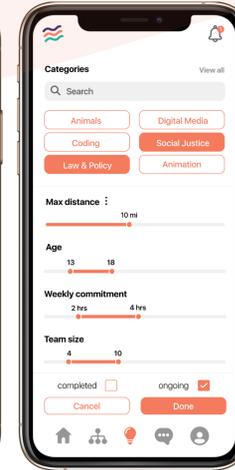
Home feed



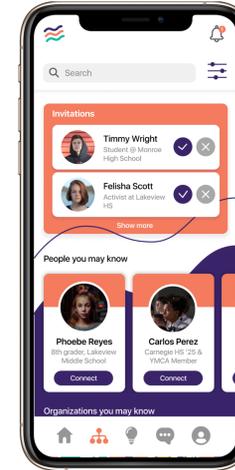
Find a project



Filters



Network



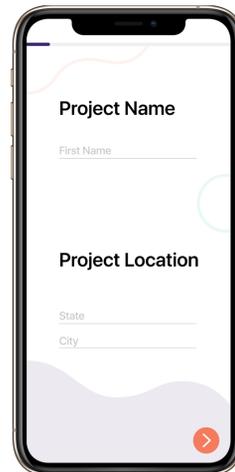
Build your profile



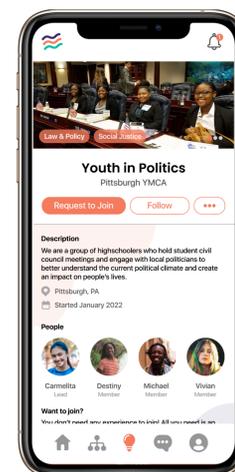
Select interests



Launch a project



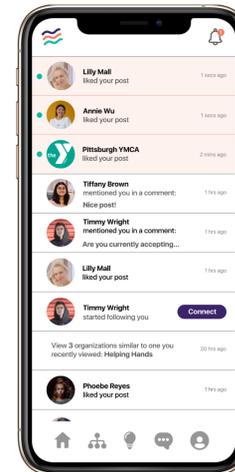
Project page



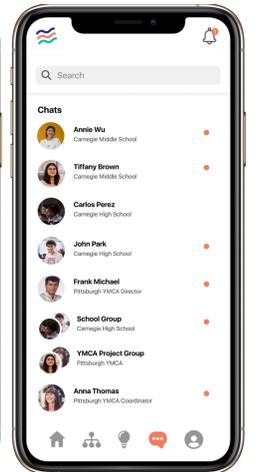
Organization page



Notifications



Chat



Our Objectives

Connection

Connect youth with peers with similar interests in an accessible way

Independence

Minimize adult intervention & create a sense of ownership in youth programs

Recognition

Inform youth about the impact of their work and provide positive feedback

Stakeholders

Primary

Youth changemakers & potential changemakers

Secondary

Youth program staff & parents of youth changemakers

Tertiary

Community members & organizations working with youth changemakers

Next Steps

Step One

Conduct more user testing for our final prototype with target students

Step Two

Develop a functional prototype through coding

Step Three

Discuss implementation guide details with YMCA staff members

Measures of Success

Number of users and connections

How many peers, professionals and mentors have we connected?

Number of projects launched

How many new projects have been initiated to improve the community?

Impact of App

Meaningfulness of projects and networking determined through surveys