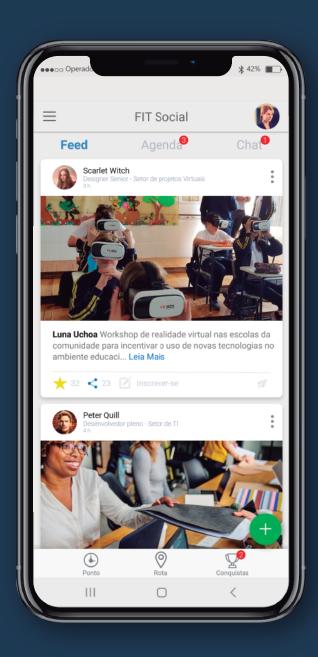
# Project

Develop an intranet style mobile application proposal that uses a gamified approach.

# Stakeholders

Board and Human Resources Contributors Employees



Planning Activit Schedule

# Agile & Scrum

# MondayMapping

- Product Backlog
- Similar analysis
- ► Enterviews
- Create Personas

# **Tuesday**

- Sketch
- Wireframe

# Wednesday

- Decisions
- Gamification
- Colors
- **→** Typograph
- └ Tools

# **Thursday**

# Prototype

- Gamification
- User Interface

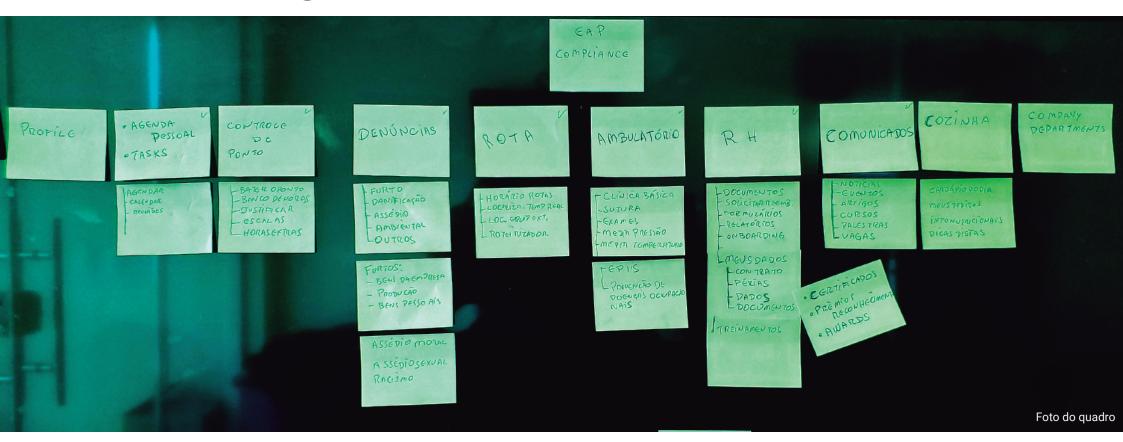
# **Friday**

# Prototype

- User Interface
- Lelivery

# Mapping

Product Backlog / EAP - Estrutura Analítica do projeto



#### Benchmark - Desk Search

**Ahgora** Check point Software

PontoGO Check point Software

iComply Compliance Manager

Field Control Provision of external services

**Simber Tecnologia** 

Incuca Tecnologia

**Interact Tecnologia** 

**Creative social intranet** 

**Unily cloud intranet** 

**Bitrix24 intranet movel** 

**Tangerino** 

**Bwell intranet** 

**Valuenet incentive solutions** 

Netshow.me

Heflo

# **Personas**



**Luna Uchôa**, 24 years Designer Works at a technology company

#### Hobbies

Likes to dance, watch series and read books.

### **Motivations**

Meet people, grow professionally and Discover new ways.

### Limitations

Lack of opportunities in the area that operates, there are no good courses in the city and find the courses abroad expensive.



**João Pedro**, 34 years Developer Works at a technology company

# Hobbies

Online games, Hanging out with friends, Hanging out with kids.

# **Motivations**

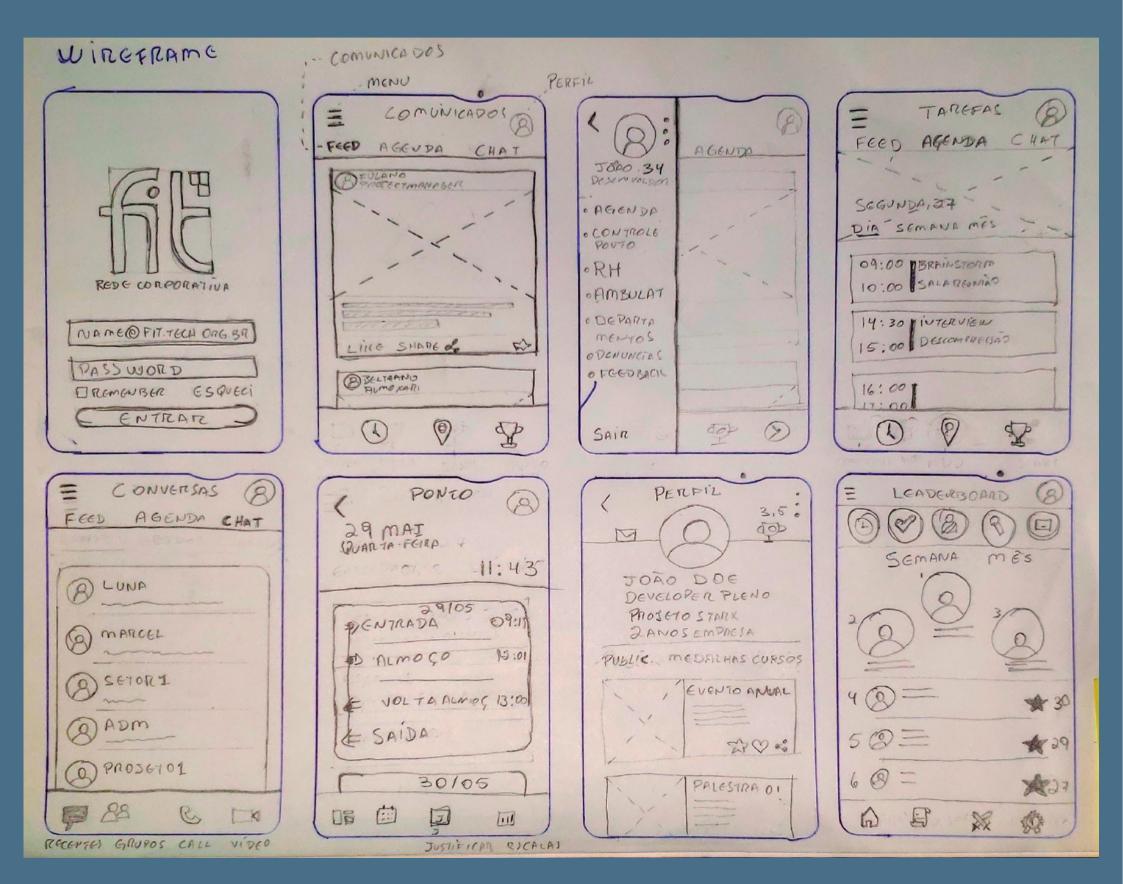
Support your family, give your child a good education and get knowledge.

# Limitations

Organization of your time to do your activities along the day. English language.

# Sketch

• Wireframe

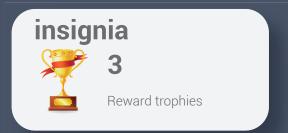


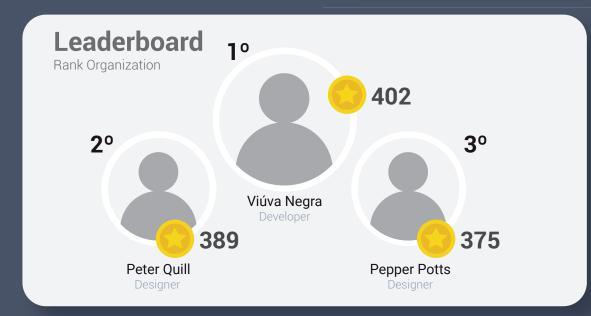
# Decisions

# Gamificação

#### **Game mechanics**

# Score 500 Coins to measure the user achievements.





#### **Desafios**



**Ambassador** knows everything about the company, knows all employees answer the monthly quiz about the company, discloses the company outside of work.



**Speaker** promotes lectures inside and outside the company sharing knowledge writes articles and participates in events.



**Assiduous** Do not miss, do not arrive late, participate of the company's events and activities.



**Fitness** Participates in sporting events outside and inside from the company. Order low-calorie foods Practice some sport. Daily step counter.



**Teacher** teaches courses in your area to colleagues from the company and to the community. participate in events of learning, takes courses and postgraduate.

## Colors



# Tipography

#### **Roboto Bold**

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#### Roboto Regular

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#### Roboto Light

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#### Used softwares







# Prototype

• UI

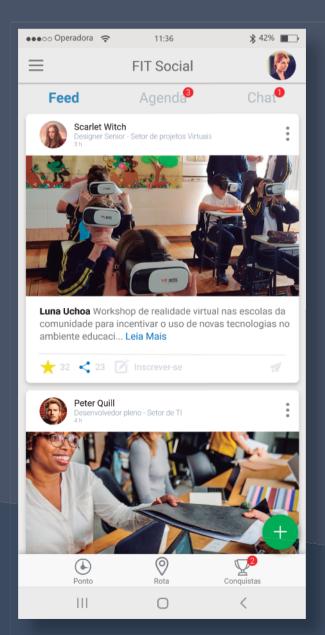
# Feed

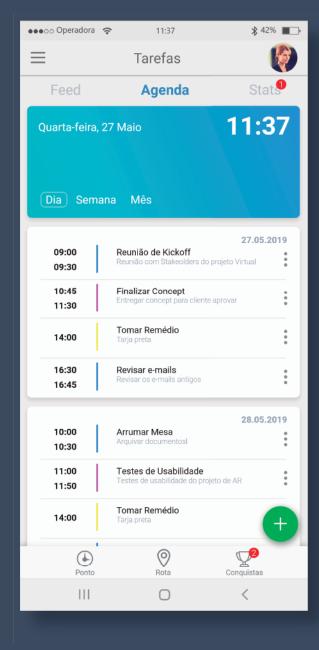
Feed is the main screen of the app, where the developer has an overview of the features and functions of the app. All company announcements, events and news were on this timeline.

#### **Features**

- Schedule
- Chat
- Rota
- Awards
- Check point
- HR Access

- Reports
- Ambulatory





# **Tasks**

Schedule is the page where the employee can organize with their daily tasks of the company. You can set up a meeting with coworkers, send the invitation, and even add other outside company activities.

# Leaderboard

Application is fully gamified, all actions made by employees generate points that are ranked weekly and monthly.

By achieving certain scores, employees earn rewards that can be:

- Bonus
- Travels
- Courses
- Consultation with nutritionists and personal
- Fit Baskets
- Days and hours of rest.



Thanks for watching

Dennys Cardoso, UX | UI Designer

Contact: +1 (754) 2098 673