

GBP Quiz

Jack – Irfan Kamarudin – Diva

ImpactXchange 2024















Diva FrontEnd Developer



Irfan
BackEnd
Developer



Jack
FullStack
Developer





About the challenge

What is the problem?

Lack of awareness of local culture (culture dilution)

Who is affected?

Local Community, tourists, educators, future generations

What is the root cause?

Globalization, tourism, urbanization/modernization, media influence



Solution description

How do you intend to solve the problem?

• A Quiz Application that promotes local culture. Our main purpose is to educate locals and tourists about our diverse culture while also rewarding them.

Concept(s) used for solving the problem

 SUSAF (Social Dimension and Environment Dimension) and Green Coding in Environmental Dimension.

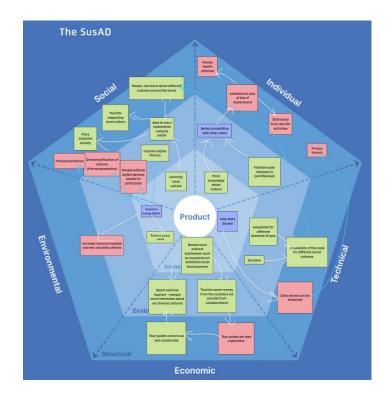
Stakeholders considered

- Users: People who use our application
- Investors: People who wants to collaborate to improve industry promoting culture



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Impact Assessment of the solution



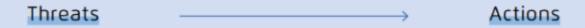


4.7.1: The extent to which (i) global citizenship education and (ii) education for sustainable development are mainstreamed at all levels in: (a) national education policies; (b) curricula; (c) teacher education; and (d) student assessment.

10.3.1 Proportion of the population reporting having personally felt discriminated against or harassed in the previous 12 months on the basis of a ground of discrimination prohibited under international human rights law.

Indicator 16.7.1: Proportions of positions (by sex, age, persons with disabilities, and population groups) in public institutions (national and local legislatures, public service, and judiciary) compared to national distributions.







	Cultural Oversimplification and disrepresentation	 Collaborate with cultural experts/local communities
0	Oata Privacy Concerns	 Strengthen data protection with encryption
	Addiction to Playing the Quiz Game and Distraction from Real Life	 Add a timely notification to remind user to stop using their application

Opportunities			Actions
Gamification and user retention —		Leaderboard, socia	l feature (friends system)
Boost National Tourism —	·	Collaboration with	local tourism
Promotion of lesser-known culture —		Include content on	lesser-known practices

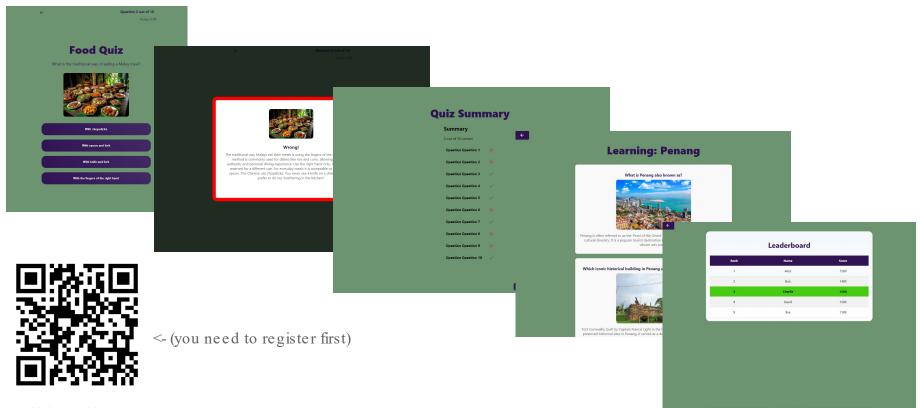


Key takeaways from Sus AF

- Continuously working on the App revealed new things to us.
- SOCIAL:
 - Trust: Authentication System for Registration and Sign In
- Inclusiveness & Diversity: Use of colors that are color blind friendly (color contrast ratio of 4.5
- Sustainability is NOT only about environment but also social, individual, technical, and economic



Product sneak peak (Web)





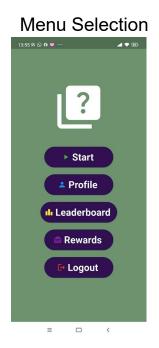


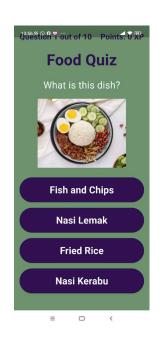


Website link before connecting authentication



Product sneak peak (Mobile)





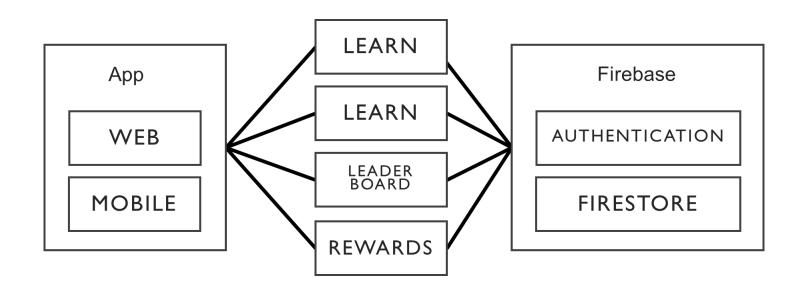
Quiz Game

Quiz Summary



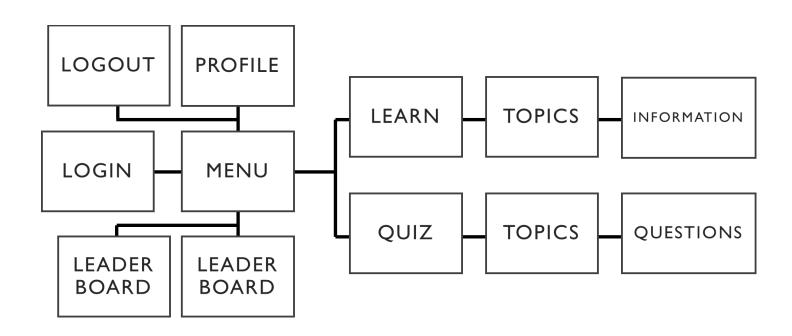


High level solution architecture





Implementation - Part 1 (Flow)





Implementation - Part 2 (Tools)

Website

- React Framework (html, css, javascript)
- Use Material UI library to support development of user interface

Mobile

- Flutter + Dart
- Release for Android Platform (Will release to more platforms in future)



Implementation - (Cloud & Backend)

Cloud based service for Backend - Firebase

Communicate using API Key (HTTPS encryption, secure token management)

Firebase Authentication

- Account System for managing user emails, passwords and token
- Provides verification features

Firestore Database

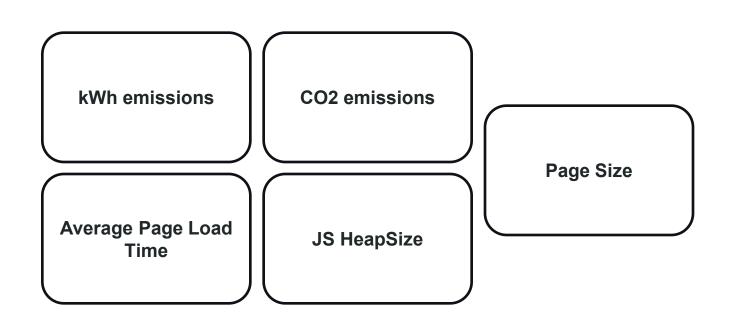
- Storage of user data (usernames, points, profile picture)





Measurement Metrics Comparison

Ecograder
Beacon
Lighthouse
Globemallow
Websitecarbon

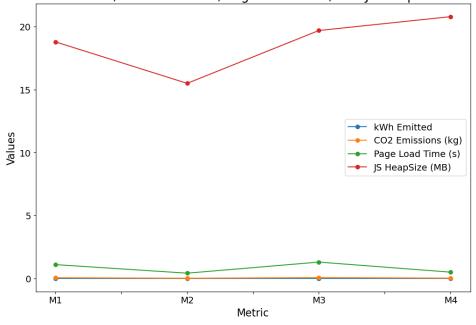






Average Measurement Trends

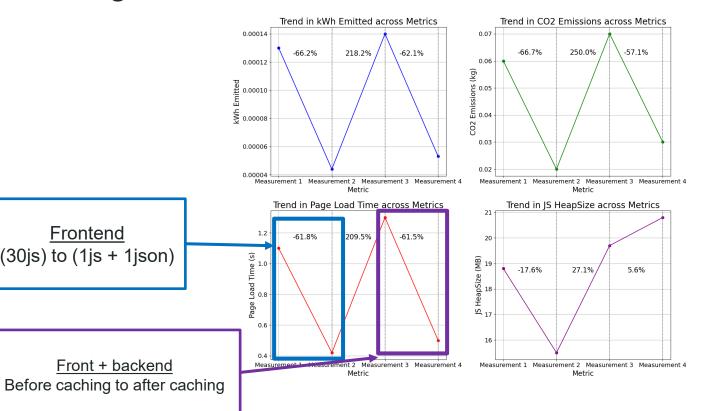
Trends in kWh Emitted, CO2 Emissions, Page Load Time, and JS HeapSize across Metrics







Average Measurement Trends



ImpactXchange 2024-2025

Frontend

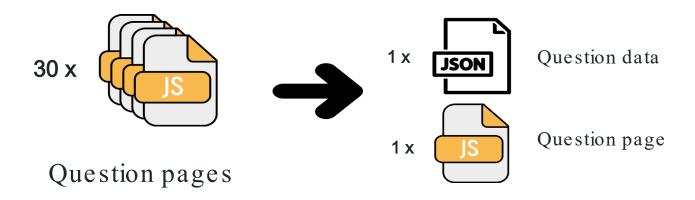
(30js) to (1js + 1json)

Front + backend











M1 to M2: saves 86 kWh (for 1000 page loads)

= Powering a 25ft strand of Christmas lights (68W) for 21 minutes.



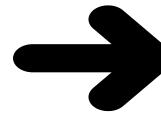
Measurement 2 to Measurement 3



Frontend

(Improved CSS)

Frontend



+

Backend (No caching)

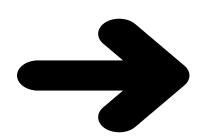
M2 to M3: consumes additional **96 kWh** (for 1000 page loads) = Powering a standard 60W light bulb for 1.5 hours



Measurement 3 to Measurement 4



Frontend + Backend (No caching)



Frontend + Backend (With caching)

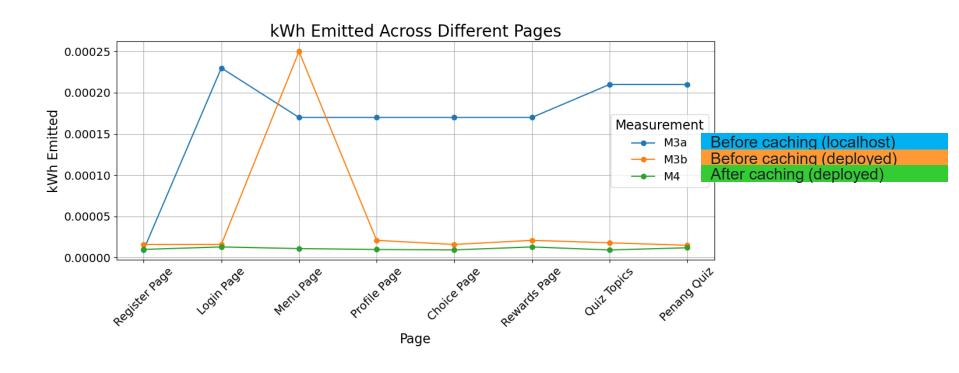
M3 to M4: saves **87 kWh** (for 1000 page loads) = Powering a microwave (1kW) for 5 minutes





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Comparison in kWh emissions for our different app versions



Sustainability Grade:

kWh Emitted: 0.000016





Pre-Cache Register Page



Sustainability Grade Metrics:

Design

Background

Color

CO2 Emissions: 0.008g

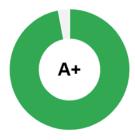


black/grey



Sustainability Grade:





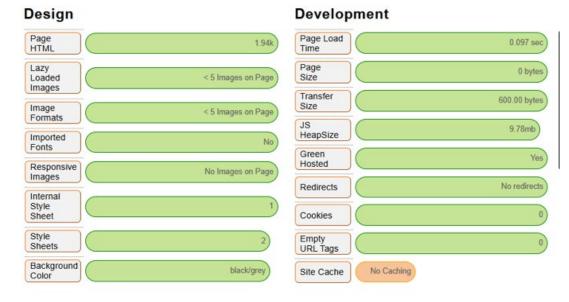
Post-Cache Register Page



kWh Emitted: 0.000010

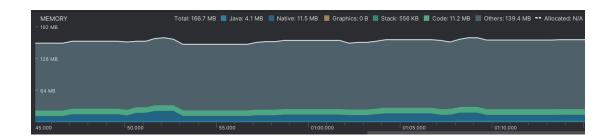
CO2 Emissions: 0.005g

Sustainability Grade Metrics:





Mobile Measurements





Reflection / Team's Learning Outcome

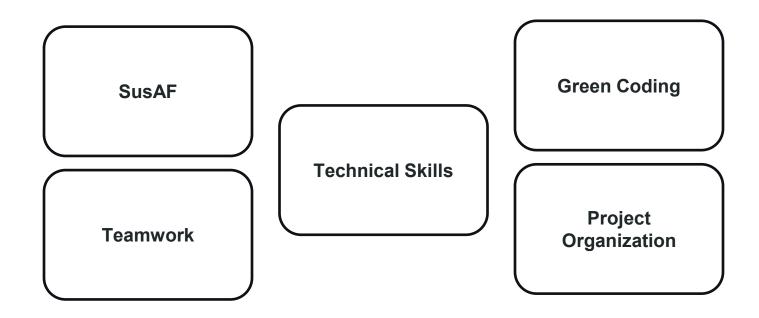


SusAF Green Coding











Khank You!



Terima kasih!