Mission Statement

The mAppers team decided to develop an app that would help children- the future decision makers!- become mindful of their and their peers travel habits: mode of transportation (whether car, truck/sports utility vehicle/van, school bus, public transit, biking, walking) and the environmental (carbon dioxide emissions) and health (calories) impacts of each mode of transportation.

This app’s objectives are twofold:

1. Assessment of current trip characteristics

2. Provide suitability scores for biking, walking and transit that will help foster critical questions about transportation accessibility within an area such as “ why doesn’t my location have a better suitability score?” or “are their areas or points of interest with a good score that we can try to bike or walk to rather than driving?”

Assessment of current habits

* Help children become mindful of their travel behavior by filling out a trip log. Raise awareness of travel behavior
* Compare their travel characteristics with their peers
* Raise awareness of the environmental impact of vehicles in terms of grams of CO2 per trip and the equivalent number of trees to be planted for 10 years to offset the amount of CO2
* Raise awareness of the connection between transportation and health by calculating the amount of calories burned using active transportation modes (walking and biking)

Provide information as tool to potentially change travel behavior

* Help children become conscious of the accessibility of a location in terms of suitability scores for walking and biking to the nearest bus stop and using the bus to reach the Halifax train station
* Encourage critical thinking in terms of asking why the suitability score is low in an area and what could be done to improve it.
* Raise the profile of alternative modes of transportation to the car/private vehicles such as public transportation and active transportation

moveMeant App Characteristics

The app turns learning into a kid friendly, fun game. It engages students by having them keep track of their trips by recording a trip log. It is visual- students can create a map of their and their friend’s trips. Different groups (e.g. students in class, or different classes within a school) can play games or hold contests to achieve goals such as the highest number of calories burned or lowest CO2 emissions over a period of time. This may even have an ancillary benefit by promoting fitness since students can track the number of calories burned by active transportation modes.