

Project and team name:

Impact Local (IL) - J05 TechQueens

Beatriz

Eloisa

Maria Clara

Sarai

Learning Journey:

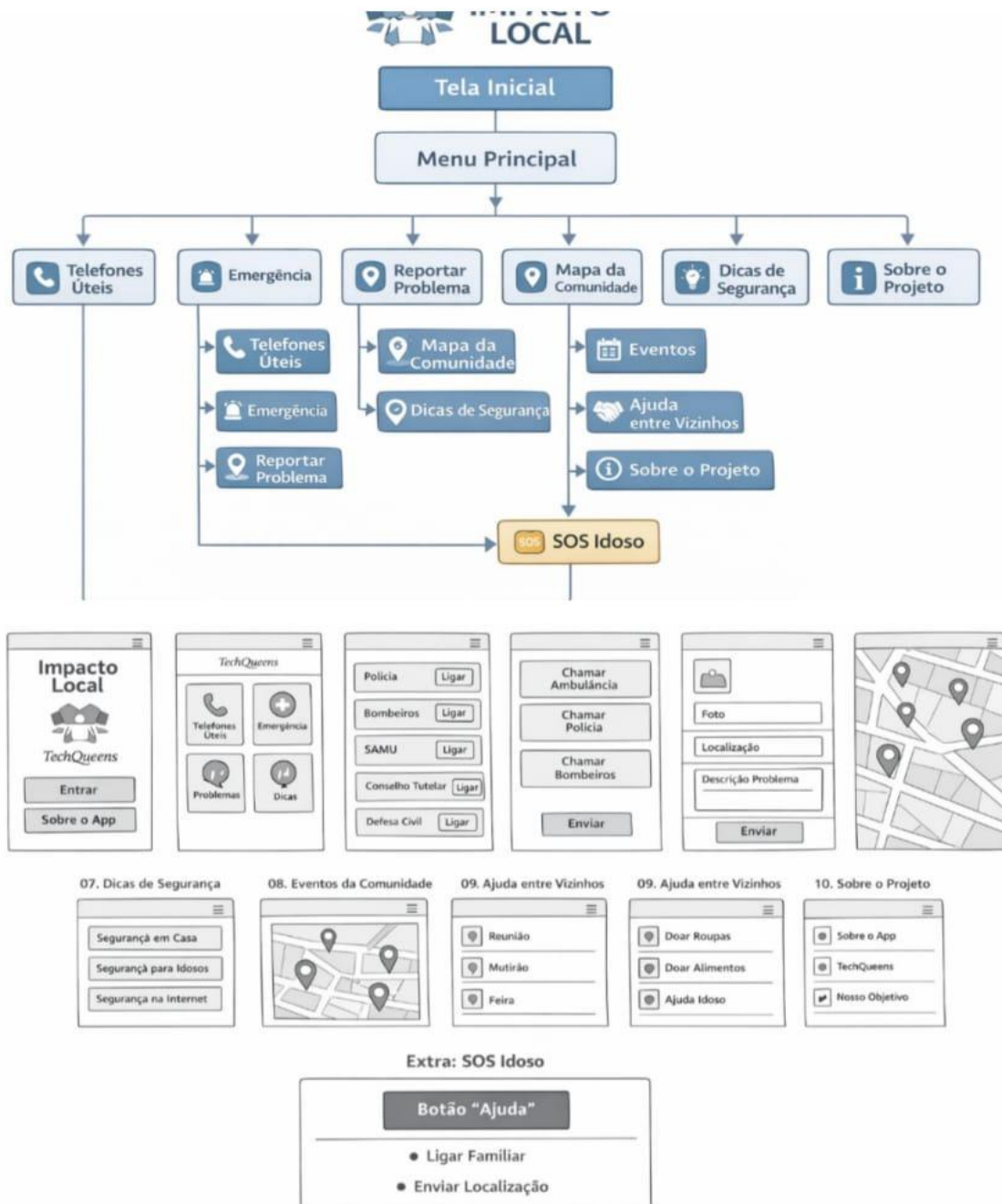
Creating this app was a huge challenge! At first, we knew nothing about programming; looking at that screen seemed incredibly difficult. We had to overcome our fear of making mistakes and learn from scratch how to use MIT App Inventor 2.

We learned to assemble logic blocks, organize data, and, most importantly, be resilient when something didn't work. Teamwork was essential: we listened to feedback and improved things together. Today, we realize that technology is not just code, but a powerful tool for solving problems in our community and transforming ideas into reality.

How did the team consider ethics when developing the app?

The team considered ethics an essential principle in the app's development, ensuring that all decisions were made responsibly and respecting users. From the outset, there was a concern for data privacy, avoiding the collection of unnecessary information and ensuring that everything was securely protected. Transparency was also prioritized, making it clear to users how the app works and how their information was going to be used.

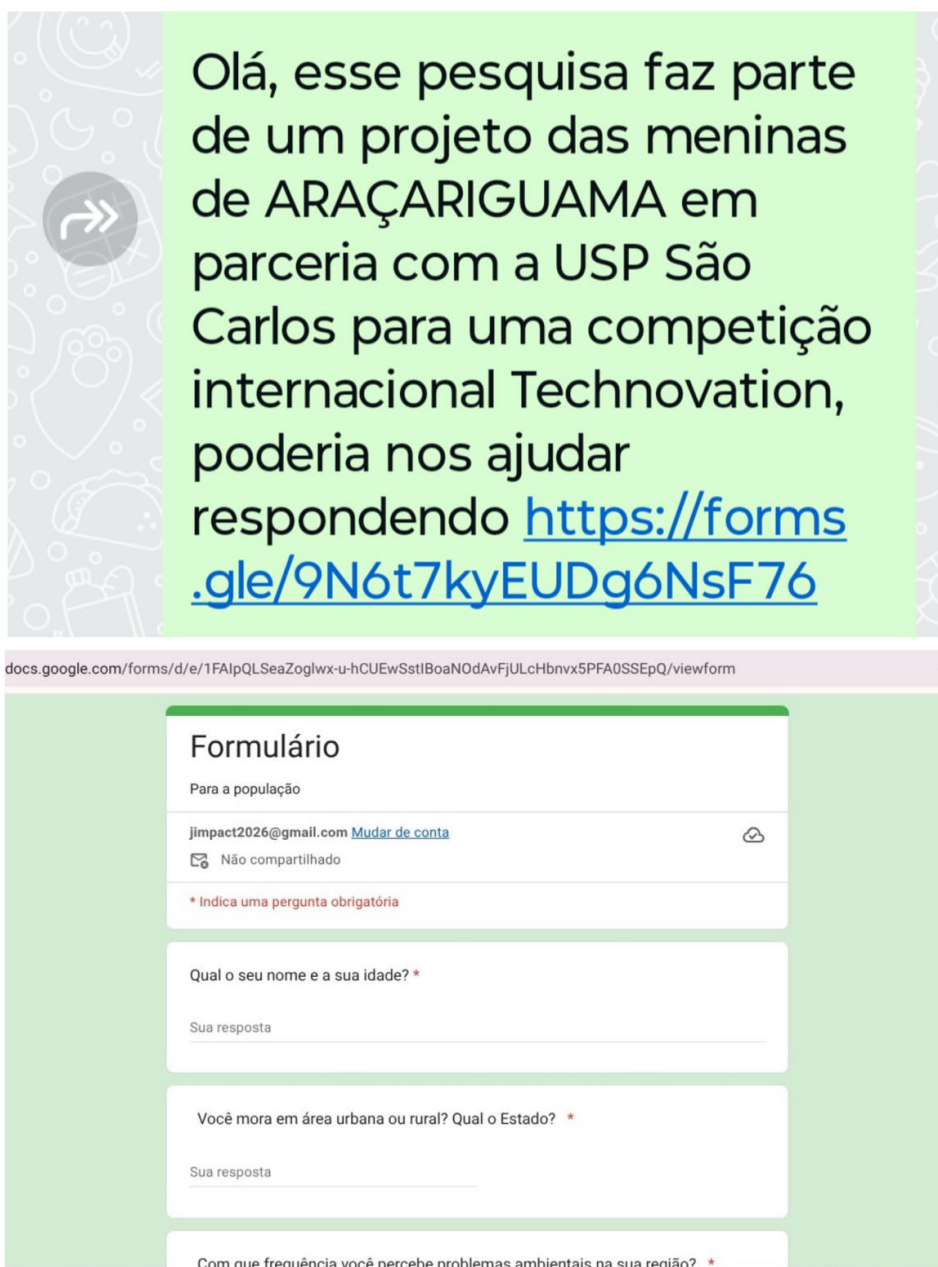
Furthermore, the team considered the social impact of the solution, seeking to meet the real needs of the community without causing harm or exclusion. Another important point was accessibility. We wanted to ensure that people of different ages and levels of knowledge could use the application easily. So, ethics were present at all stages, promoting trust, inclusion, and social responsibility in the use of technology.



The collected information is legitimate

The information that underpins our project is entirely legitimate and reliable, as it was extracted directly from reality. We have conducted a rigorous data collection process using structured forms and individual interviews with various community members.

This process of active listening allowed us to gather real testimonies and accurate statistics, ensuring that the app's solutions met genuine needs. Each response was seriously analyzed, transforming people's voices into a solid foundation for our programming. So, we made sure that the social impact intended is based on concrete evidence and the lived experiences of those who actually face these challenges.



Olá, esse pesquisa faz parte de um projeto das meninas de ARAÇARIGUAMA em parceria com a USP São Carlos para uma competição internacional Technovation, poderia nos ajudar respondendo <https://forms.gle/9N6t7kyEUDg6NsF76>

docs.google.com/forms/d/e/1FAIpQLSeaZoglwX-u-hCUEwSstlBoaNOdAvFJULcHbnvx5PFA0SSEpQ/viewform

Formulário

Para a população

jimpact2026@gmail.com [Mudar de conta](#)

📧 Não compartilhado

* Indica uma pergunta obrigatória

Qual o seu nome e a sua idade? *

Sua resposta

Você mora em área urbana ou rural? Qual o Estado? *

Sua resposta

Com que frequência você percebe problemas ambientais na sua região? *

Resources that have been used/remixed

1. Development and Logic Platforms:

- **MIT App Inventor 2:**

Use: Main development platform. Consulted for block logic, user interface (UI), and component integration.

Link: <https://appinventor.mit.edu/>

- **Kodular:** Interface tools for creating the complaints module and integrating dynamic forms.
- **Google Apps Script:** Development of automation scripts for data connection and processing.

2. Artificial Intelligence and Creative Support:

- **Google Gemini:** Used for generating visual assets and supporting the creation of project images.
- **ChatGPT (OpenAI):** Support in curation, proofreading, and refinement of technical writing.

3. Communication and Media Production:

- **CapCut:** Editing and finalizing the pitch video and the technical demonstration video (App Demo).
- **Canva:** User interface (UI) design, visual identity, and graphic prototyping of screens.

4. Field Research and Validation:

- **Google Forms:** A tool used for administering questionnaires and conducting interviews, ensuring the legitimacy of the data collected in the community.

5. Social and Theoretical Framework:

- **Sustainable Development Goals (SDGs) - UN**

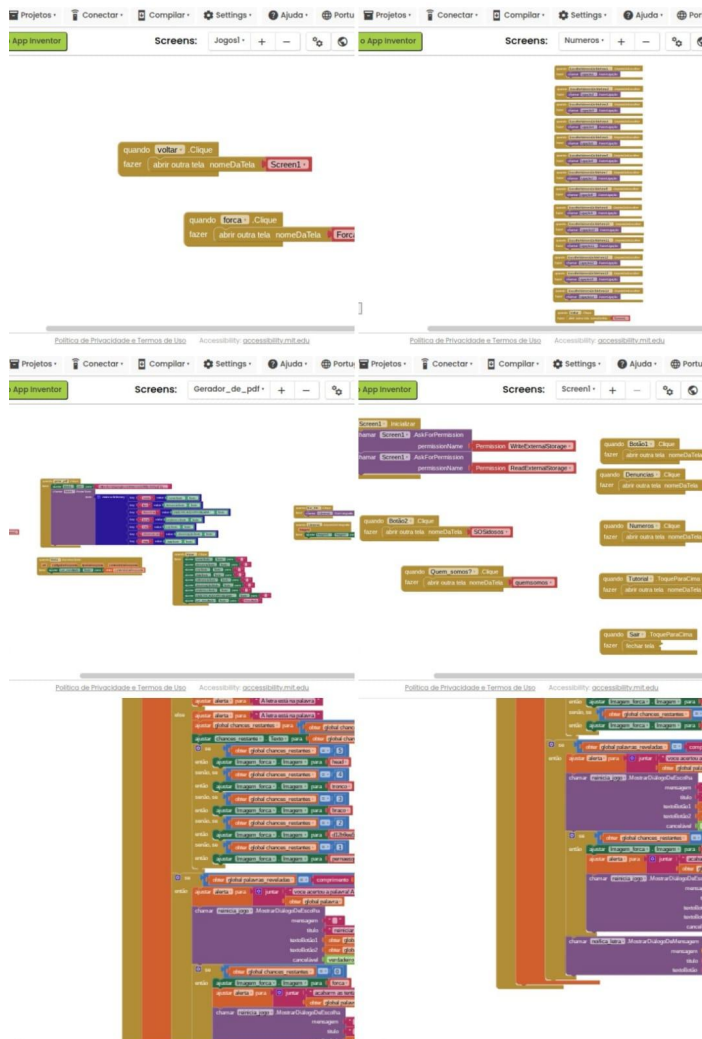
Use: Theoretical basis for aligning the social impact of the application with the global challenges of the 2030 Agenda.

Link: <https://sdgs.un.org/>

- **Technovation Girls - Learning Curriculum**

Use: A guide to structuring a business plan and developing a pitch.

Link: <https://www.technovation.org/>



Research and Validation

The project was based on real data, obtained through:

- Field research with the community, questionnaires;
- Interview with the programmer from SBT (a major Brazilian television channel);
- Interviews with healthcare professionals, contributing to the understanding of epidemiological risks, such as dengue fever;
- Consultations with Civil Defense, allowing for the mapping of risk areas and emergency situations,
- Interview with an environmental biologist.

This process ensured that the solution was built based on real needs and not just theoretical ones, increasing its social relevance.



Photo 1 - Sarah Fortini - SBT Programmer

Photo 2 - Nina - former Secretary of Health, current Araçariçuama city councilor

Photo 3 - Fabiano - advisor to the mayor

Photo 4 - Department of environmental issues personnel

Innovation and Differentiation

The key competitive edge of Local Impact lies in the merge between accessible technology, georeferenced data, and the active participation of citizens. This combination transforms the app into a collaborative urban intelligence tool.

Civil Defense Crew

