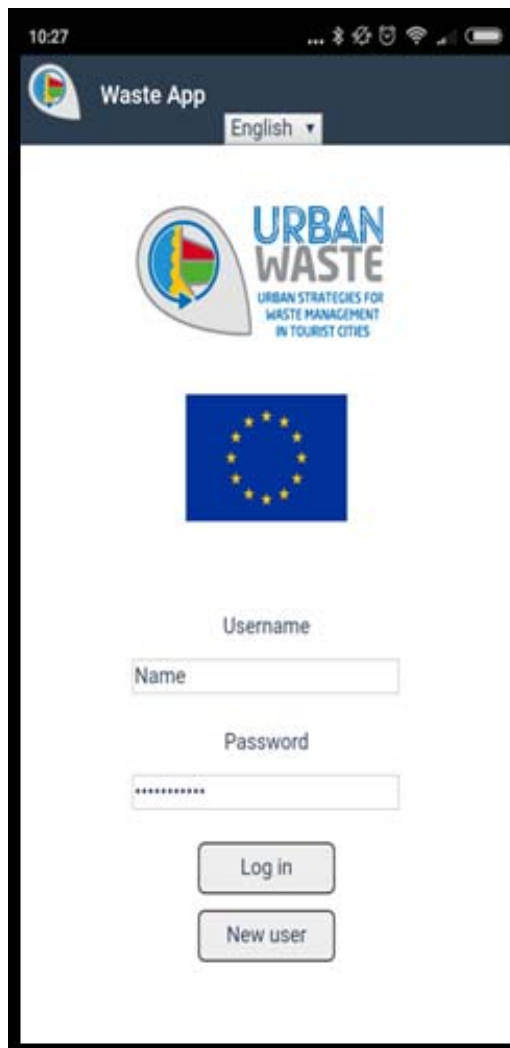



## ANNEX I: WasteApp User Manual



# WasteApp initial requirements

- App developed to work at least in Android and IOS platforms
- Accessible through commercial download platforms (e.g. googleplay) or directly using a QR access.
- Participant are requested to include links or this QR code in their specific touristic dissemination media and entrance facilities used by tourist (e.g airports, ports, railway or bus stations etc.).



- First step: search Urban Waste in AppleStore or GooglePlay.
- Download it on your mobile phone.
- This icon will appear 
- Press the icon and the first screen is shown username and password is required.





- When logging for the first time, we will be asked to register with a username and a password.
- In addition, a number of data will be requested in order to be used for statistical and academic purposes.
- At the top of the screen, language can be selected.
- An arrow is also shown to allow us to go back to the previous page.

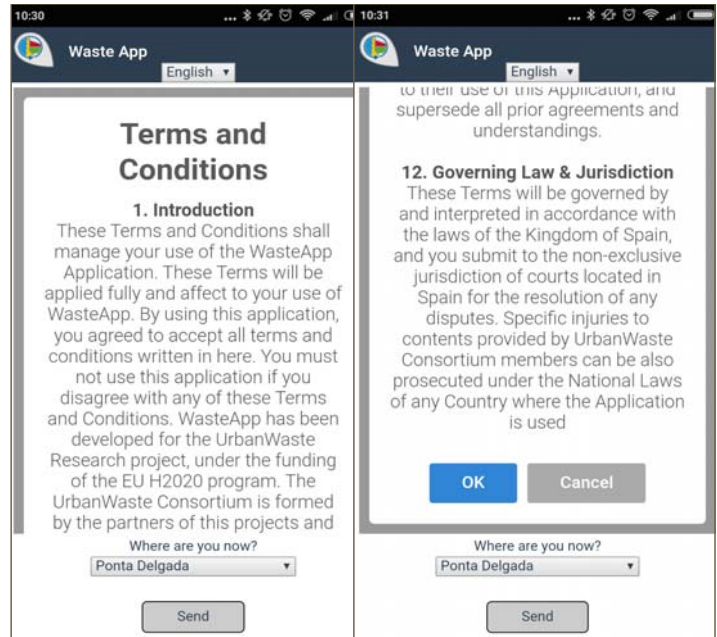
A screenshot of a mobile application interface titled 'Waste App' in the top left corner. Below the app name, there is a language selector set to 'English' and a back arrow icon. The main heading is 'New user'. The form contains several input fields: 'Username' (text), 'Password' (text), 'Re-type password' (text), 'Age' (dropdown), 'Gender' (dropdown), 'Visit type' (dropdown), 'Host type' (dropdown), 'Duration' (dropdown), and 'Education level' (dropdown).

- The last information requested is the city where the user is located, you can choose one of the eleven cities in the consortium (if you do not select a city, an error message will appear).
- You have to press the send button.

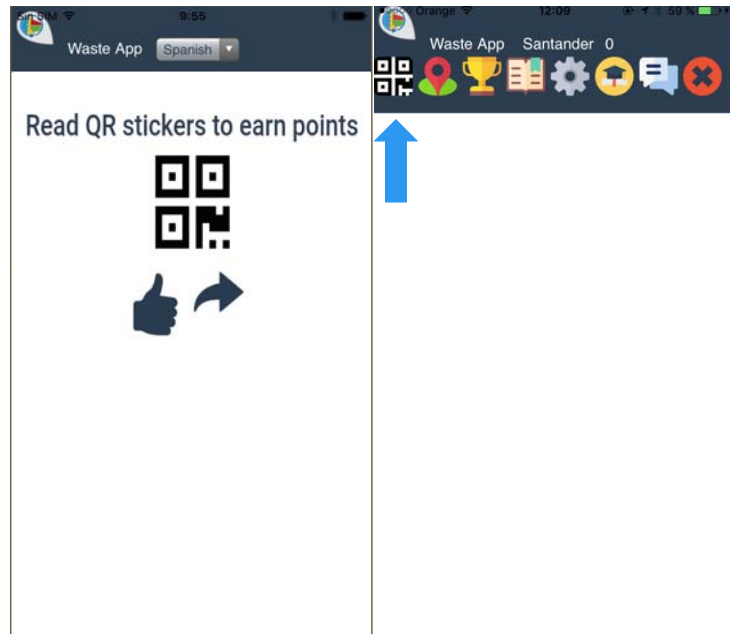
A screenshot of a mobile application interface showing a dropdown menu for city selection. The status bar at the top shows 'Orange 4G...', '13:43', and '66%' battery. The dropdown menu is titled 'Where are you now?' and lists several cities: 'Kavala', 'Dubrovnik', 'Syracuse', 'Ponta Delgada', 'Lisbon', 'Nicosia', and 'Tenerife'. A 'Send' button is located below the dropdown. Below the screenshot, a separate window shows the city selection list with 'Ponta Delgada' highlighted.



- Terms and conditions should be accepted to continue.

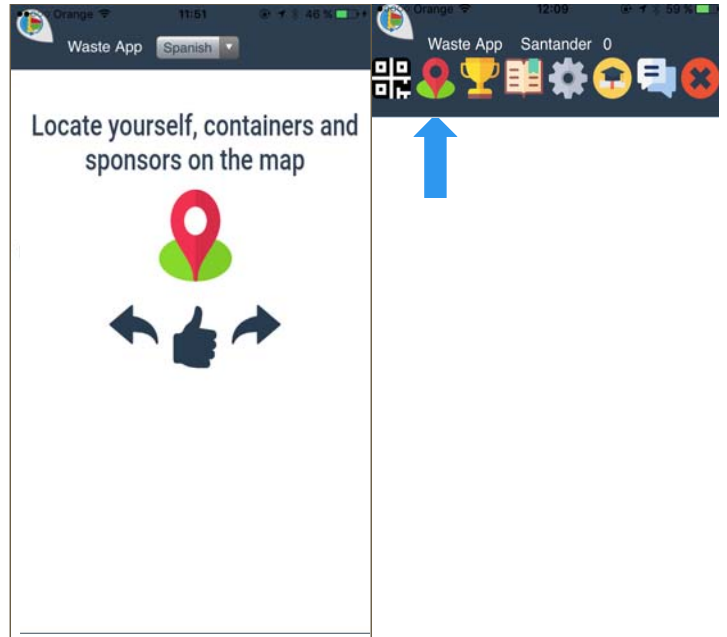


- A small tutorial starts.
- It shows the meaning of the main page icons.
- The “QR” image indicates the access to QR code scanning.
- Pressing the arrow, the tutorial continues, and pressing the “thumbs up” we leave it.

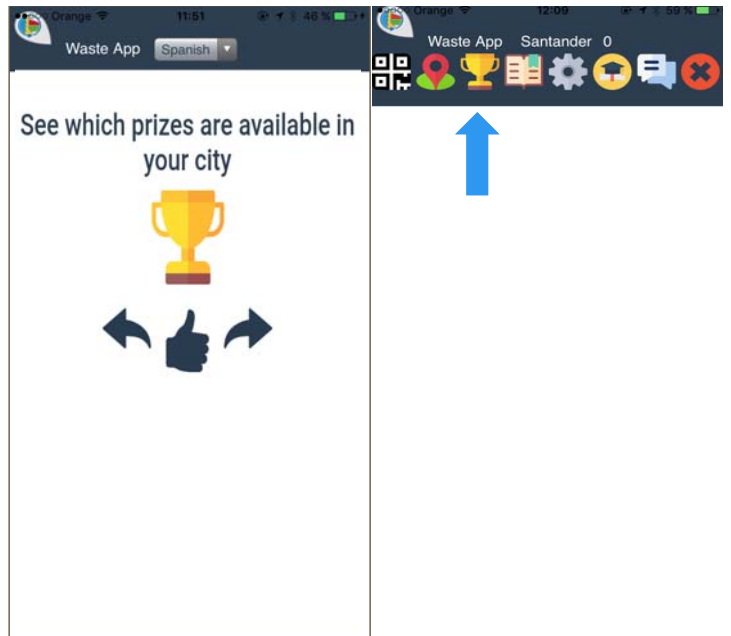




- The “position” icon gives access to the maps where bins, fountains and sponsors are located.
- From this tutorial page, we can navigate forward and backward by using the arrows.

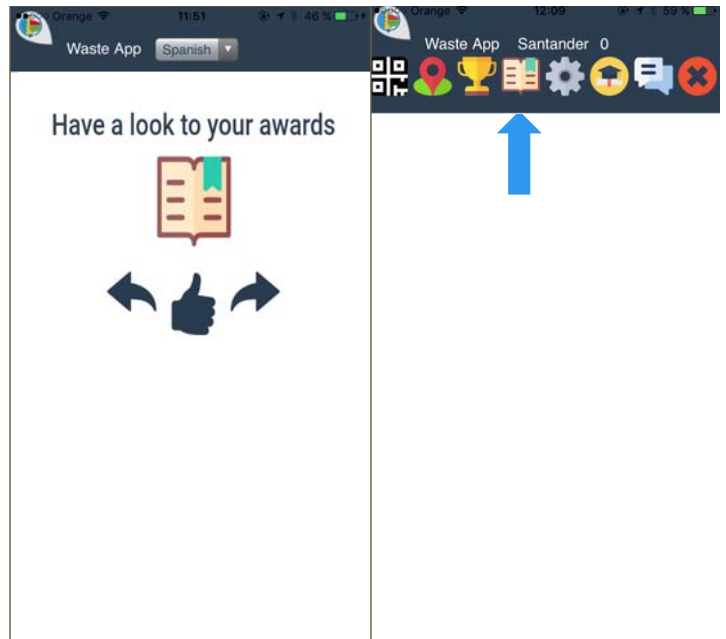


- The “cup” icon gives us access to the available prizes in the city where we are located.

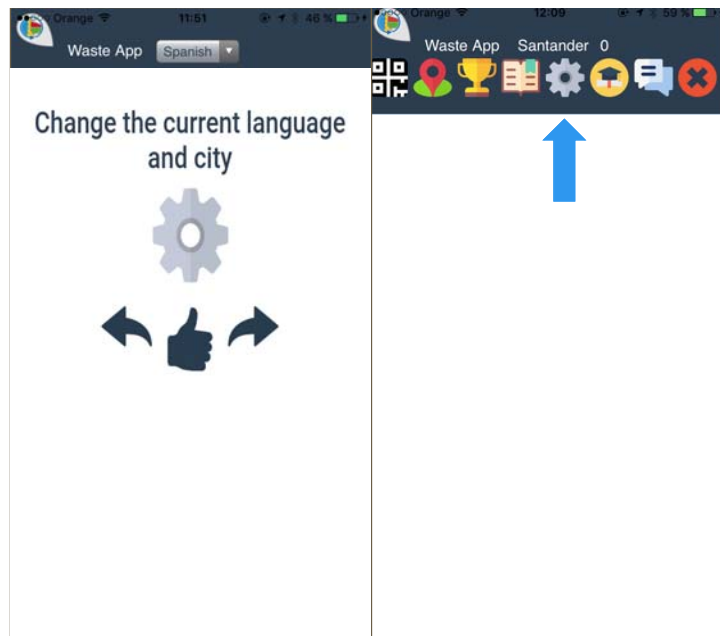




- The “book” icon indicates the awards available to be redeemed with the user points.

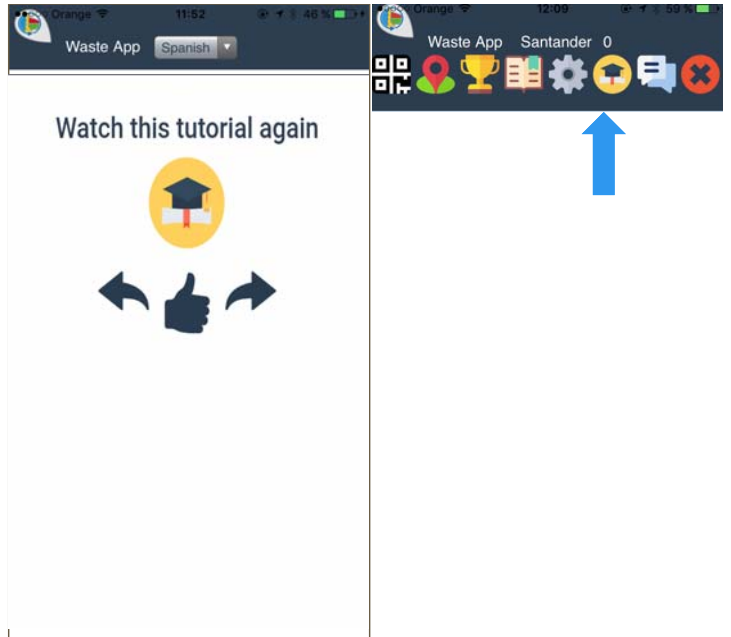


- This icon indicates how to access to the city and language change tool.

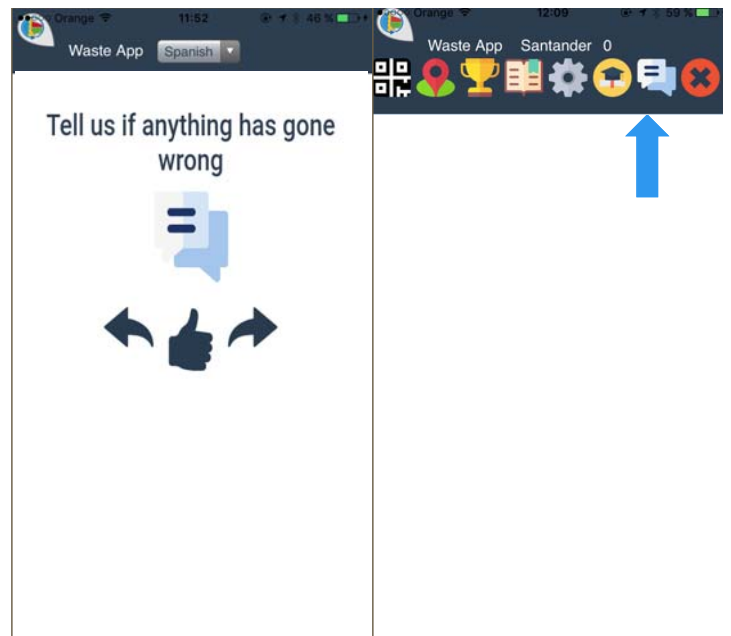




- By pressing this icon we can restart the tutorial.

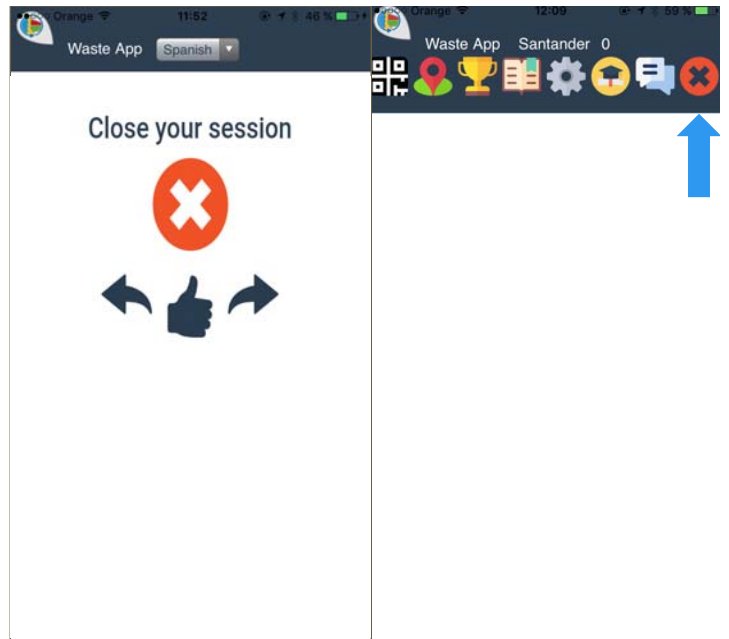


- This icon provides access to a small "reporting incidents" form.

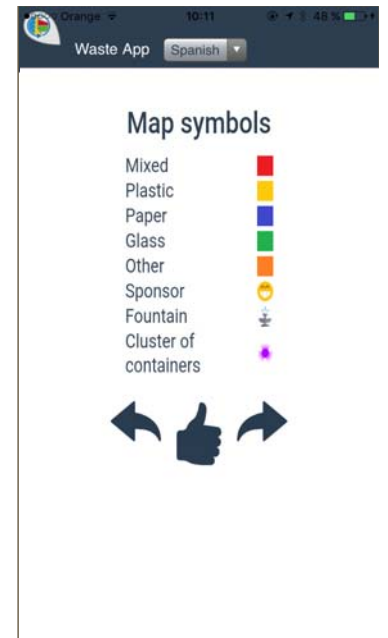




- This icon closes your session and goes to the start screen.



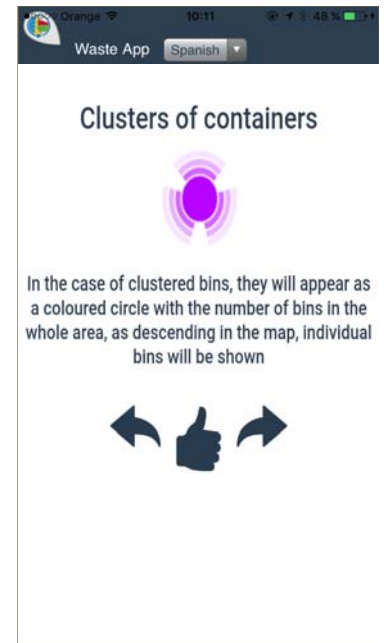
- On the next page we have some keys to understand the icons on the map.



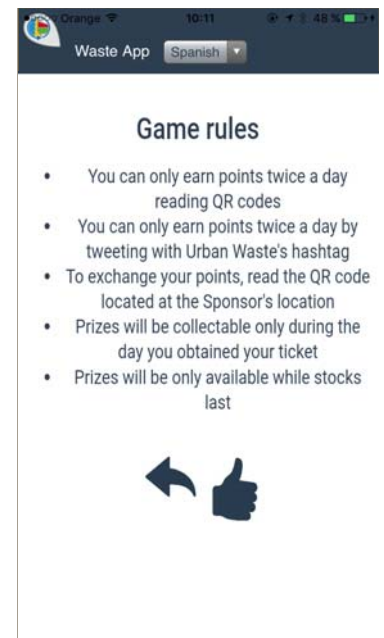




- The colours of the bin clusters change as the zoom approaches, until reaching the individual bins where the colour shown is that of the previous legend.
- Caution: If there are several bins with the same coordinates they will continue clustered with the corresponding colour.

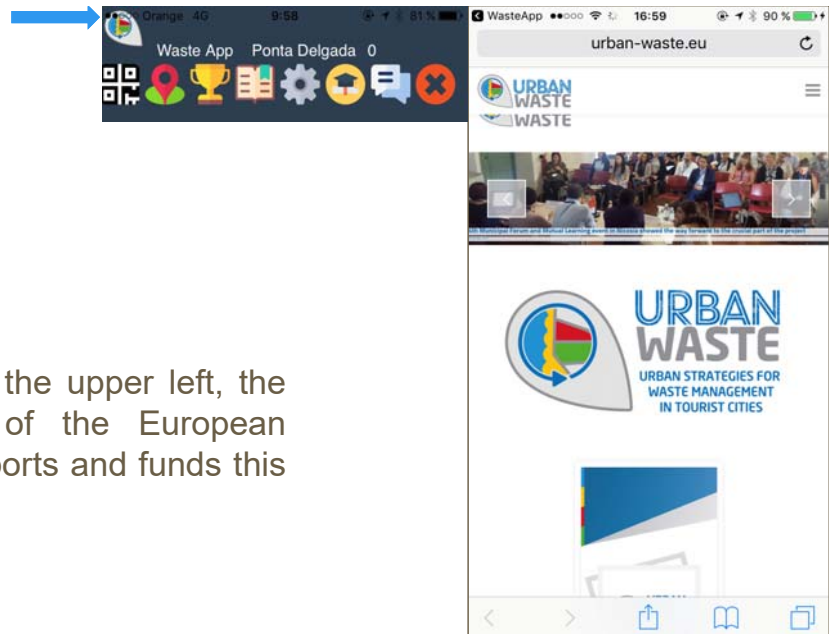
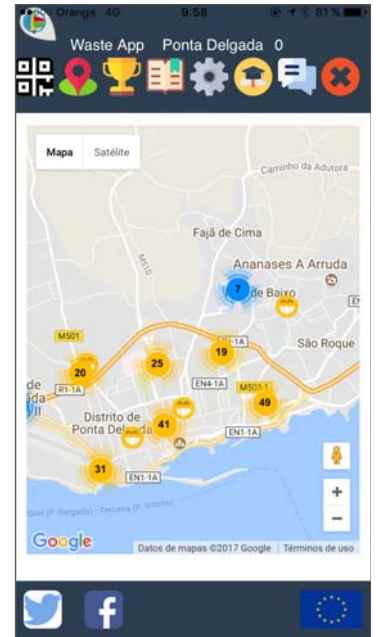


- On the last page of the tutorial we have the game rules.
- **IMPORTANT:** visitors can only get the rewards during the day the coupon is obtained (thus, when the player decides to redeem the points). Prizes can be limited by availability.

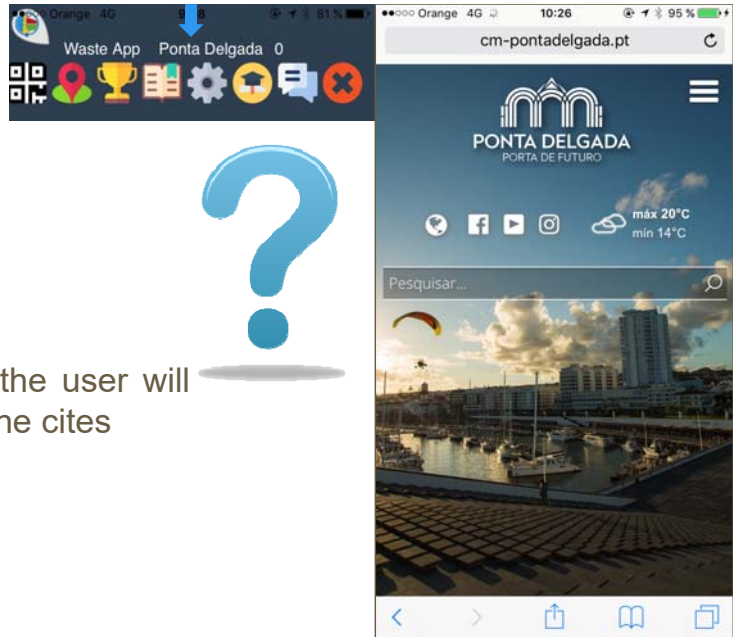




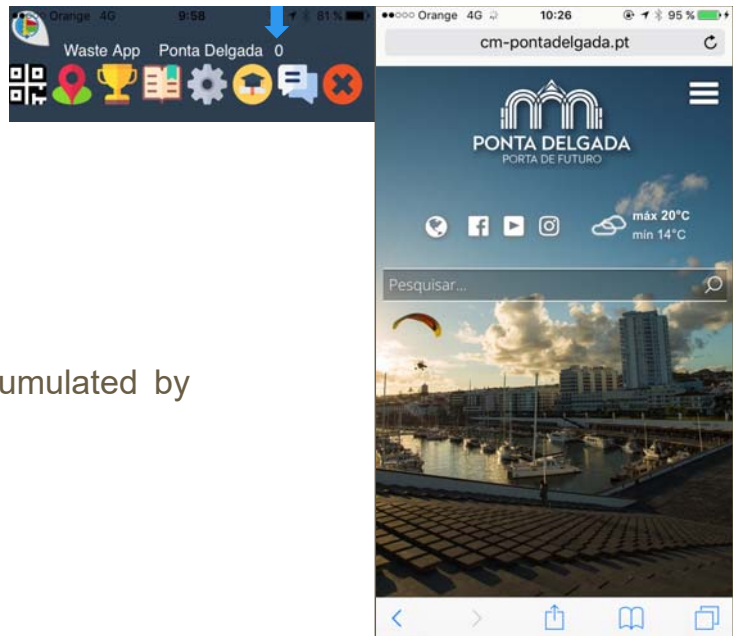
- When we click on the “thumbs up” on any page of the tutorial, the map with the user bins, fountains and sponsors geolocation is shown.
- While using the map, all icons will remain on the upper banner, in order to provide information to the user.



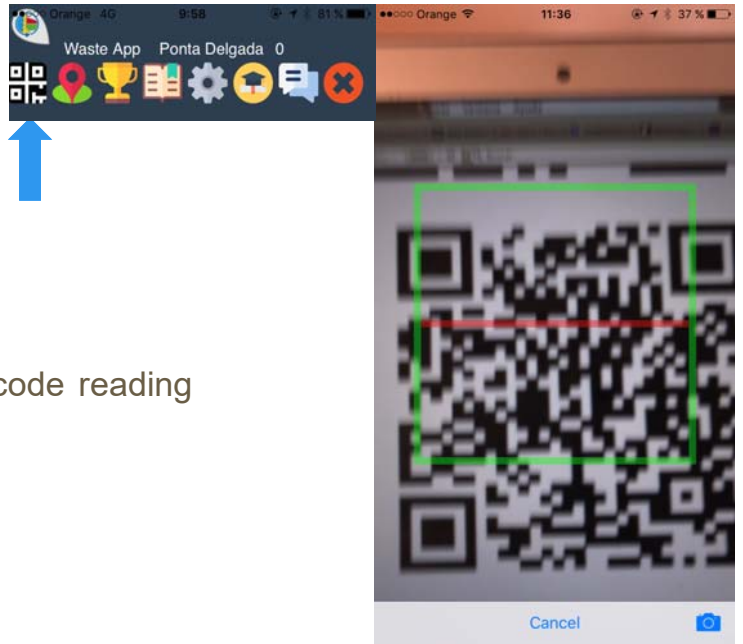
- By clicking on the first icon in the upper left, the user accesses the website of the European Project (UrbanWaste) that supports and funds this initiative.



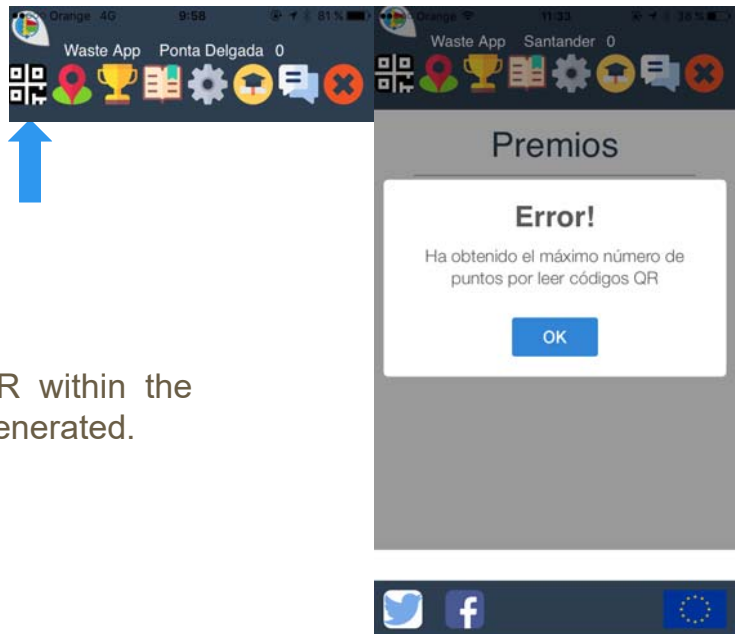
- By clicking on the name of the city, the user will enter a promotional web provided by the cities



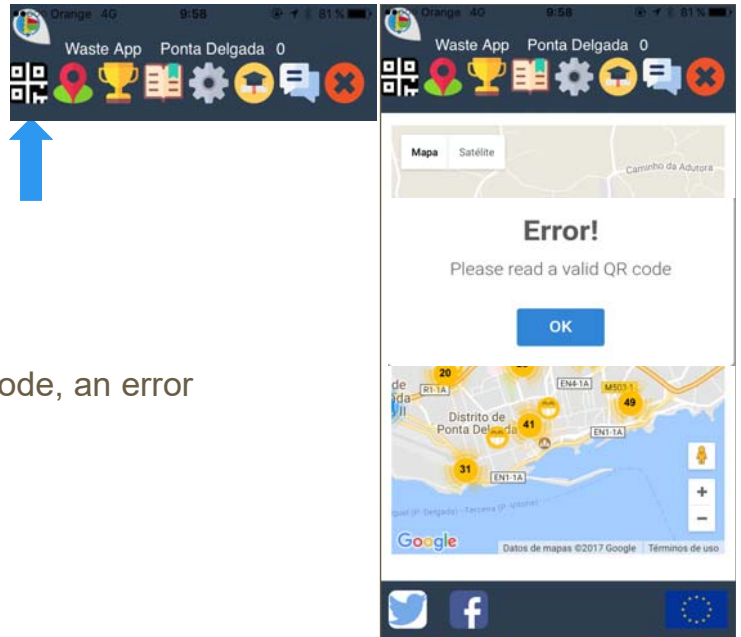
- This number denotes the points accumulated by the user in the selected city.



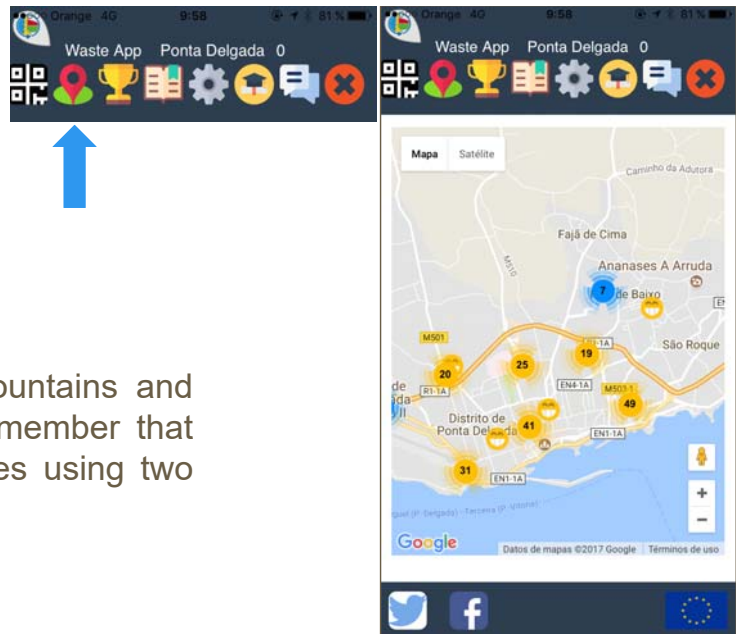
- By pressing this “QR” icon, the QR code reading tool appears.



- In case of trying to read a third QR within the same day, an error message will be generated.

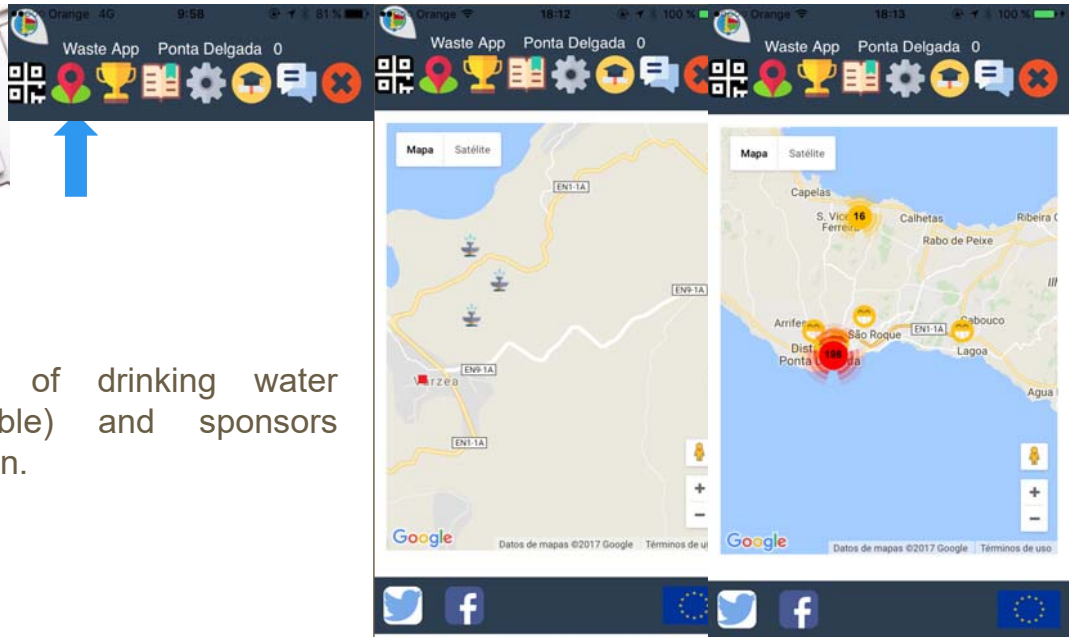


- If user tries to read a non-supported code, an error message will be generated.

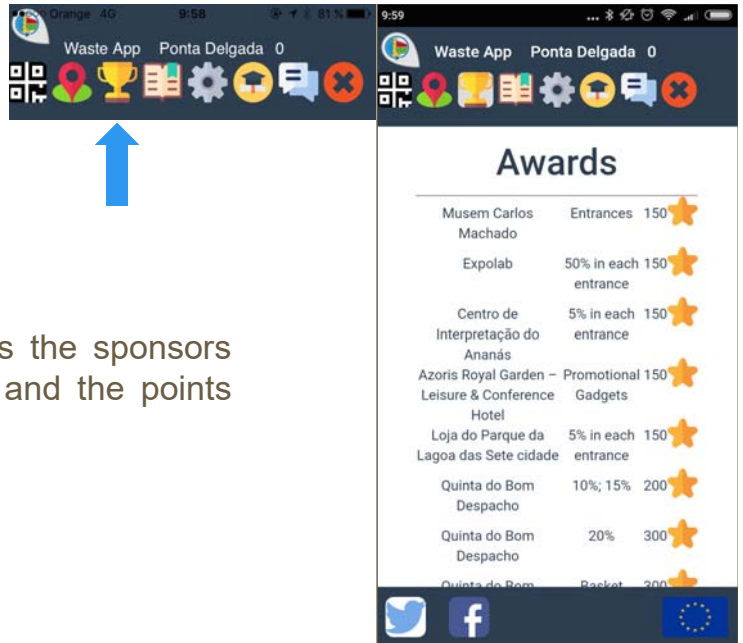


- The “position” icon provides bins, fountains and sponsors geolocation on a map, (remember that moving over the Google Map requires using two fingers).

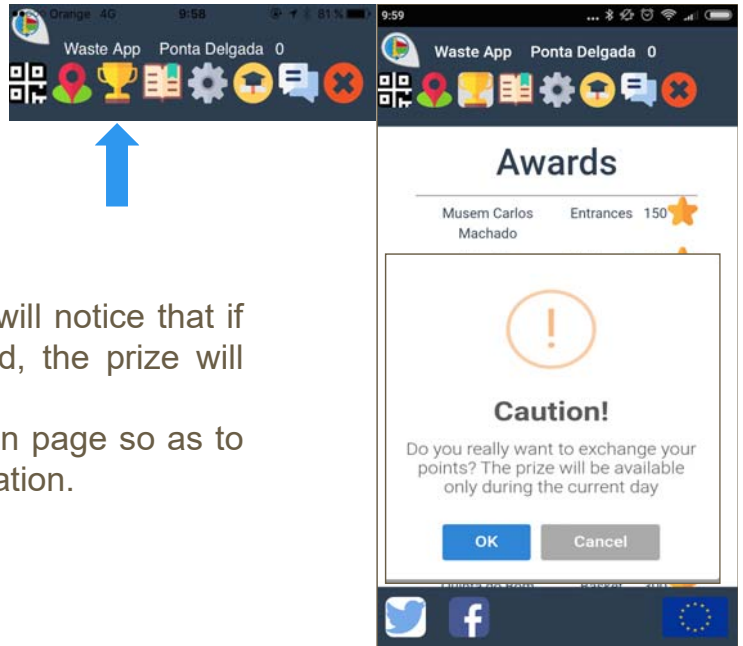




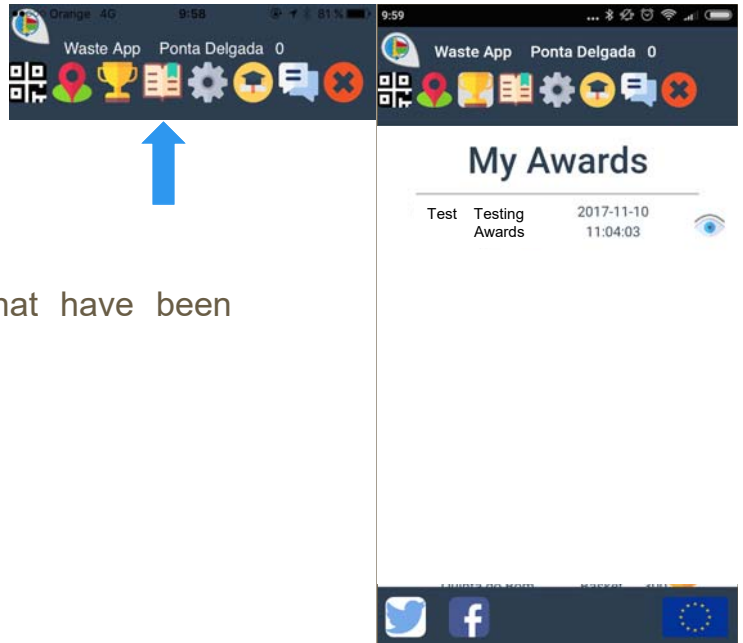
- The fountains of drinking water (where available) and sponsors appear as shown.



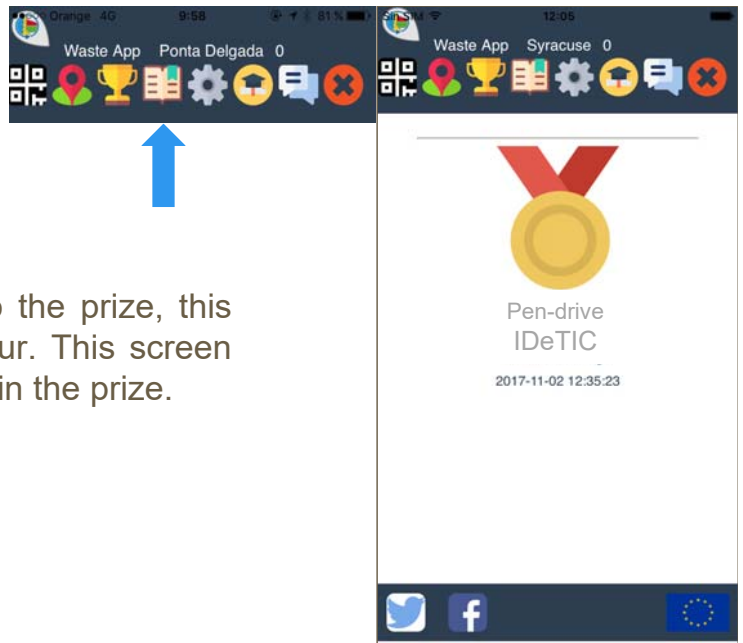
- Pressing the “cup” icon, user obtains the sponsors and the available prizes in the city, and the points required to obtain them.



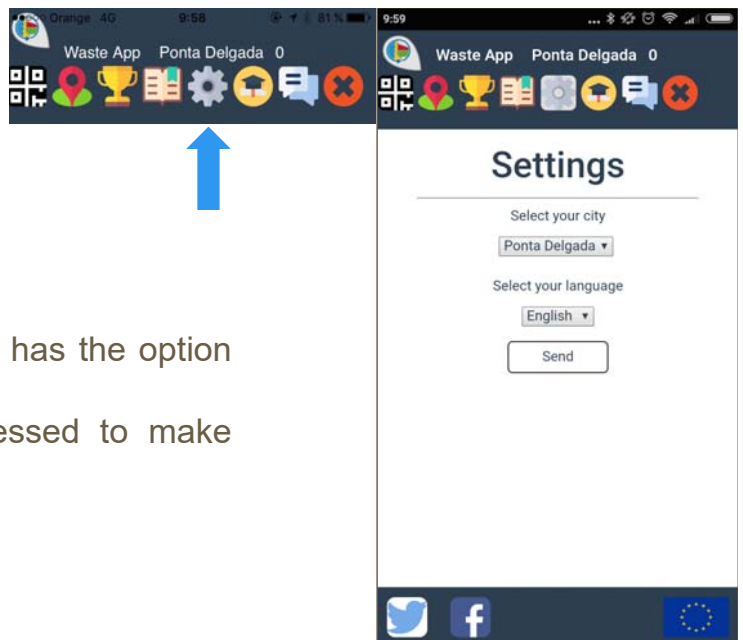
- Pressing on the “stars”, a message will notice that if the accumulated points are changed, the prize will be only available during that day.
- User will be also sent to the QR scan page so as to scan the QR code at the sponsor location.



- Clicking on this icon, the prizes that have been redeemed are shown.

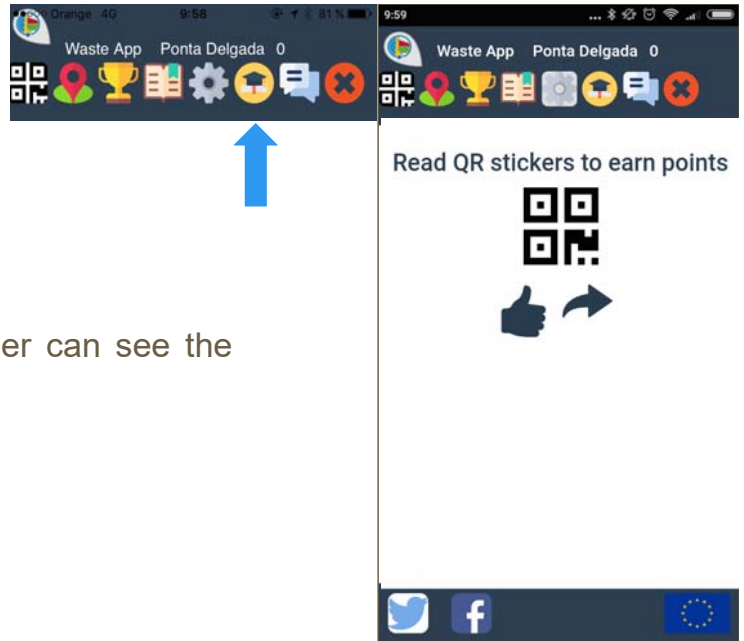


- By clicking on the “eye” icon next to the prize, this medal appears with the date and hour. This screen must be shown to the sponsor to obtain the prize.

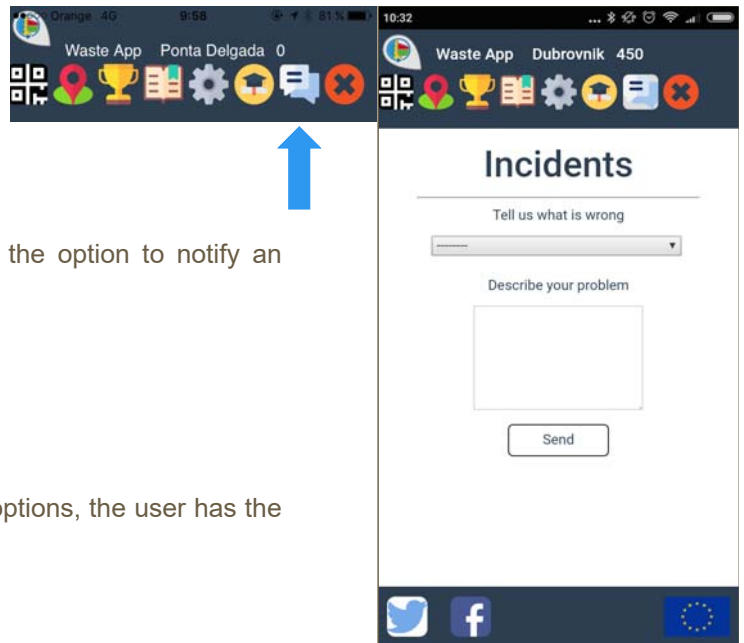


- By pressing the “gear” icon, the user has the option to change both language and/or city.
- Caution: “send” button must be pressed to make changes effective

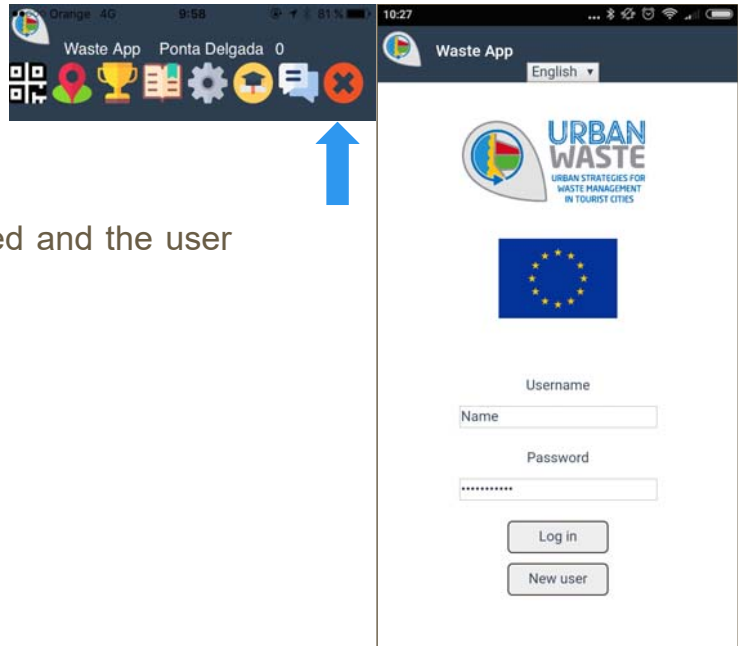




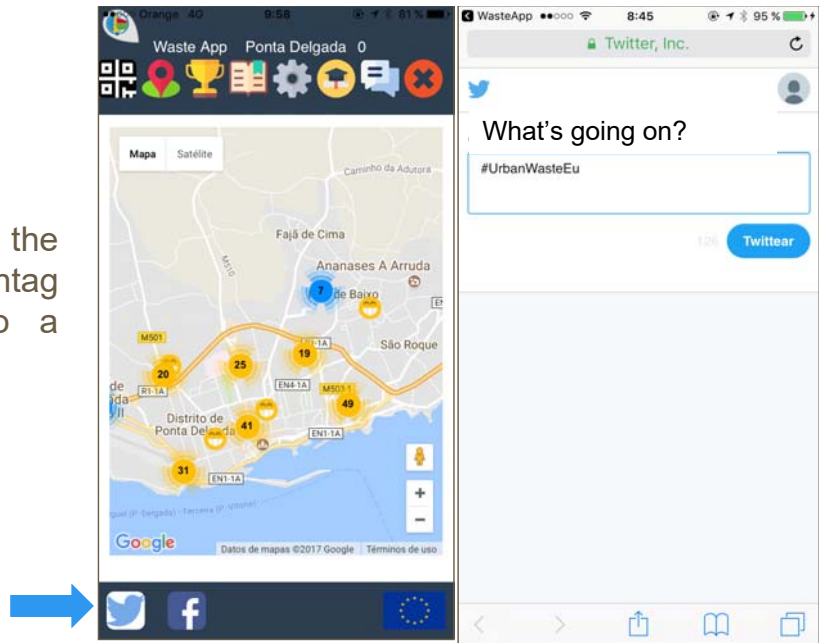
- By clicking on the “cap” icon, the user can see the tutorial again.



- By pressing the “balloon” icon, the user has the option to notify an incident in the bin environment.
- The options that can be chosen are:
  - \* The bin is missing
  - \* Bin is damaged
  - \* QR code is missing or not readable
  - \* Bin smells bad
  - \* Something goes wrong in WasteApp
- If the incident does not adapt to any of these options, the user has the possibility of adding new information



- With the “X” icon the session is closed and the user is logged out.



- Pressing the “twitter” icon opens the browser with the project’s hashtag (25 points are added up to a maximum of twice a day)



- By clicking on the “Facebook” icon, the user can enter the UrbanWaste Facebook website.

