

# Team HAHAЕ

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# Need

41% of young people don't have a regular hobby

We set out to solve the thresholds:

- Culture of having hobbies
- Friends and communities

# Approach

- Chatbot
- Gamification
- Rewards



# Benefits

- Existing solutions are clunky and not user friendly.
- Users are on mobile
- Social aspect

Users are able to find new hobbies and activities more easily.  
City of Helsinki benefits from people joining more courses.

# Prototype clickable

[http://users.metropolia.fi/~hannest/innovation-project/clickable\\_hahae/Prototype2/](http://users.metropolia.fi/~hannest/innovation-project/clickable_hahae/Prototype2/)



End

