



CARPA

*Crowdsourcing App for
Responsible Production in Africa*

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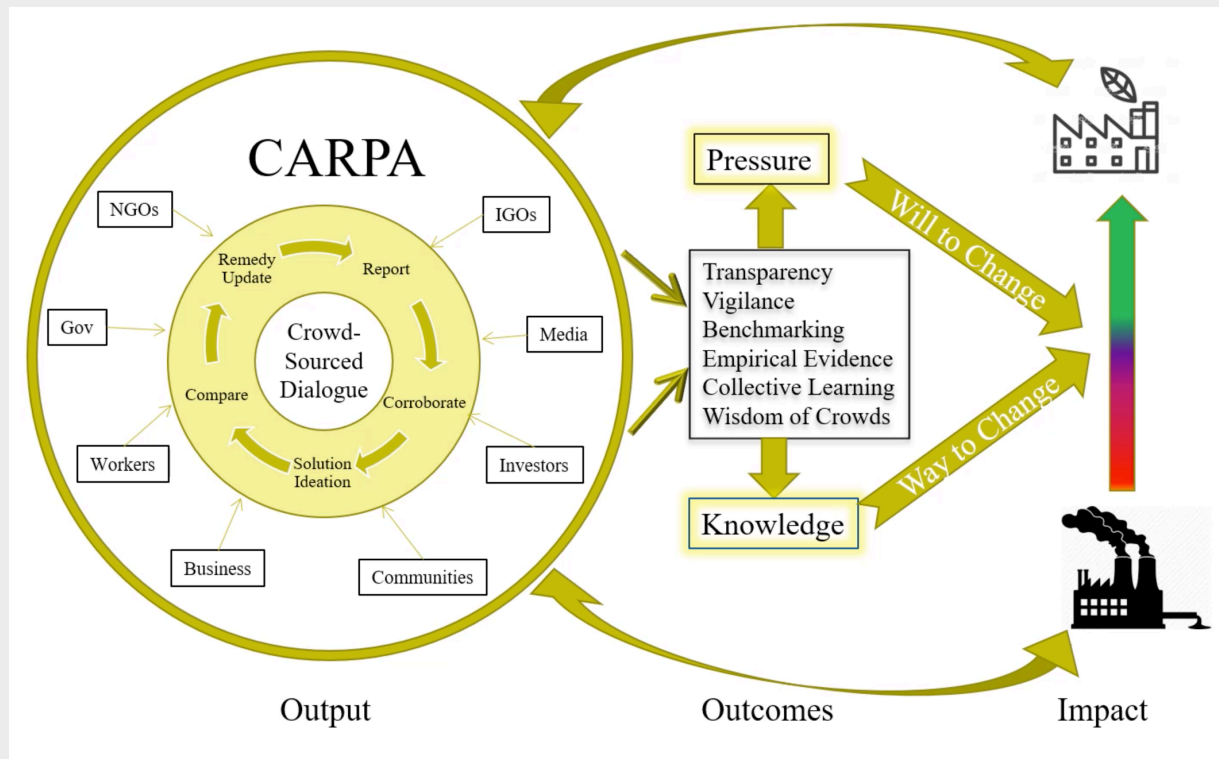


Introduction

- Companies have global supply chains
- Extend to areas of low/poor governance
- At risk of unaware irresponsible production

CARPA Project

Foster dialogue around responsible production



Background/influences

- ICT4D
- Crowd Sourcing
- User-centred design

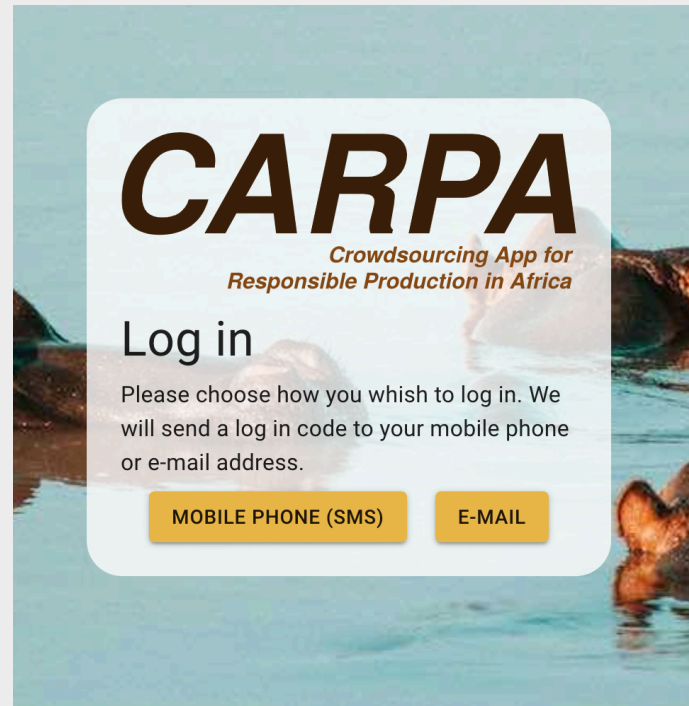
Development Approach

- Develop in cycles:
 - C1: May '18 – Mar '19, Mali
 - C2: Mar '19 – Sept '19, Rwanda
 - C3: Sept '19 – Mar '20, Rwanda & DRC
 - C4: Mar '20 – Ongoing



Application Design Considerations

- Accessibility and localisation
- Moderation and validity of information
- User privacy vs convenience



Accessibility and localisation

- From Android app to PWA (C1)
- Language customisation
- Integration with alternative platforms (C4)



Moderation and validity of information

Add additional information (optional)

If you know additional information about the incident, please add it to your report. This helps to inform readers and makes the incident easier to find on CARPA.

This step is optional: to skip this step, press the "Submit" button in the bottom right.

- Add a violation type
No violation type selected yet +
- No date/time period selected yet
Add the date or period the incident happened +
- Add a location
No location entered yet +
- Add attachments (photos, documents)
No attachments added yet +

< BACK SUBMIT

- Defined code of conduct
- Encourage the use of supporting documentation.

User privacy vs convenience

- Allow users to post using pseudonyms
- Change to token based authentication (C2)

CARPA

Report new incident

Using this form you can add a new incident to CARPA if it is not already in CARPA. If you wish to contribute to the "Discussion" section of the incident.

Title

Please give your incident a title, which summarizes the incident

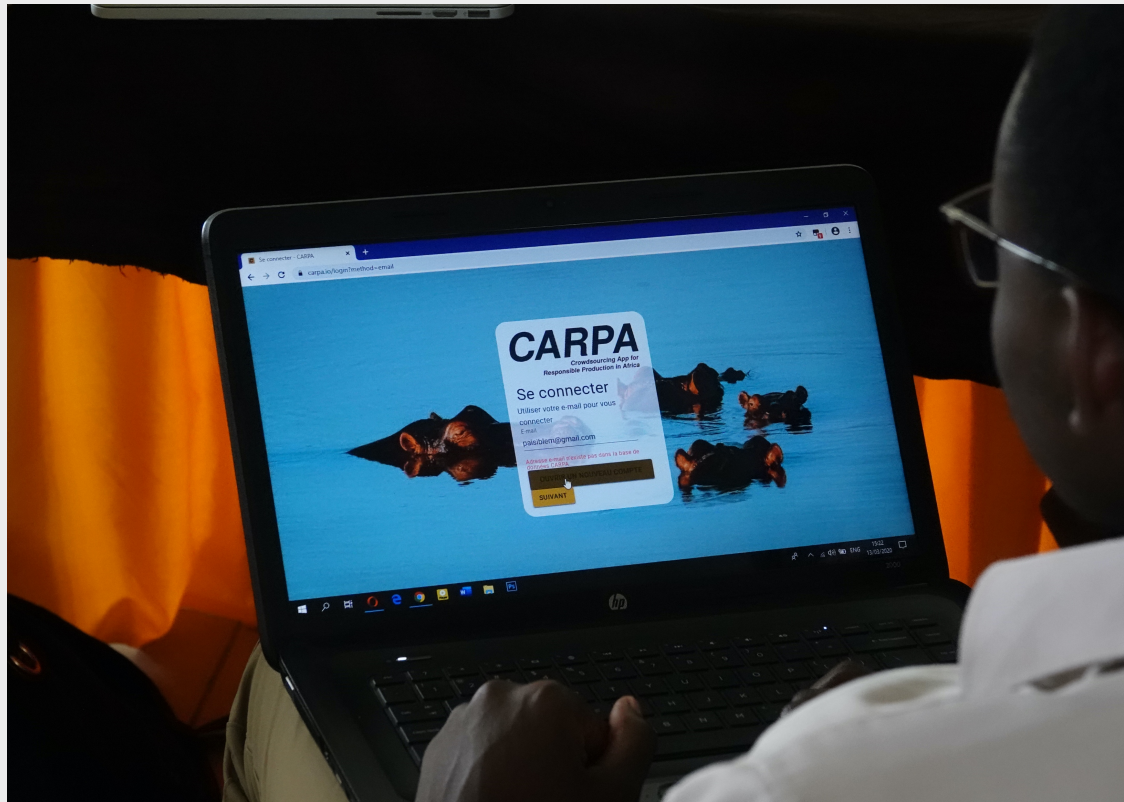
Description

Please describe the incident, as detailed as possible

Post using your pseudonym (oro)

Discussion

- The inclusion of users in the design iterations proving beneficial.
- User-friendly authentication still evolving.
- Exploring offline functionality to allow memory-offloading



Thank you