

Bully Bucks Mobile App

The problem

Bullying is a major issue in US schools. It affects all youth, including those who are bullied, those who bully others, and those who witness bullying. The effects of bullying may continue into adulthood. About 20% of students ages 12-18 experienced bullying nationwide. Nationwide, 19% of students in grades 9–12 report being bullied on school property in the 12 months prior to the survey. Research indicates that persistent bullying can lead to or worsen feelings of isolation, rejection, exclusion, and despair, as well as depression and anxiety, which can contribute to suicidal behavior. However, almost 4 in 5 cases of bullying are not even reported, making it a huge chunk of almost 80% of unreported bullying cases.

What we did

We worked with our clients to create a bullying reporting mobile app to increase the rate of reporting bullying cases. schools. It is a wallet which rewards students when they report an authentic case of bullying. The app has an in-app e-commerce store where users can do shopping using their wallet amount. The app was developed in Flutter, with Firebase & Google Cloud services as back end. The Wallet and the e-commerce system was all built from scratch by the team at HeapStash Global.

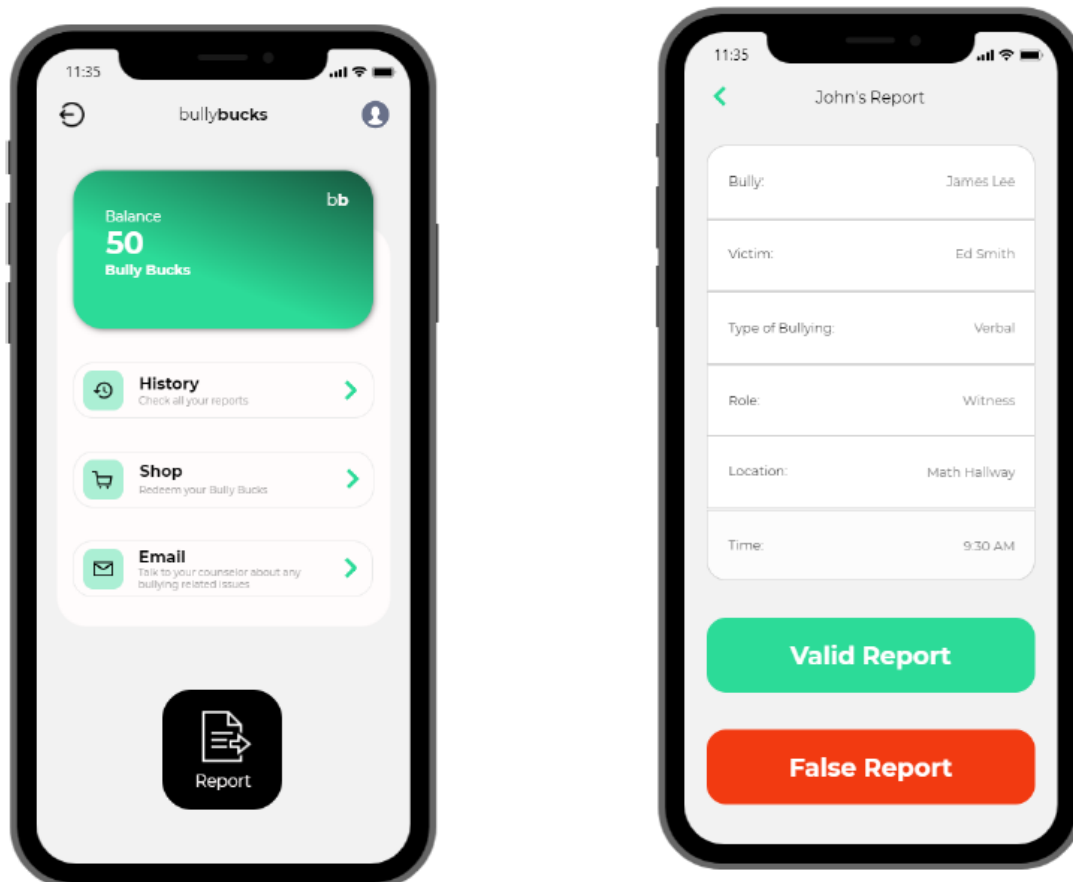


Figure 1 Bully Bucks Screenshots