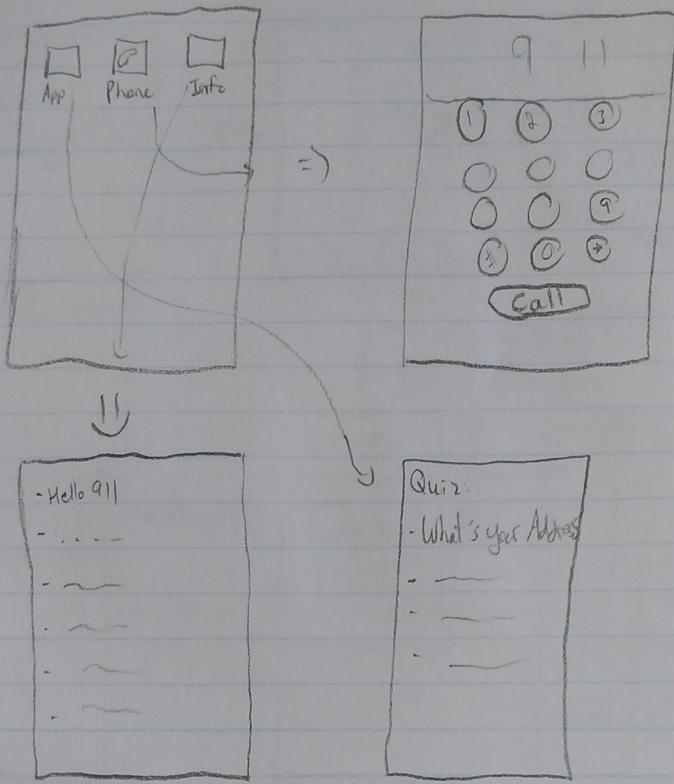
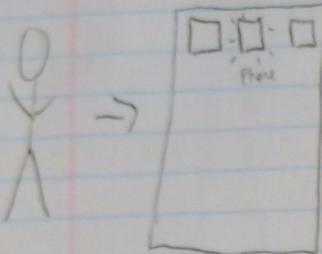
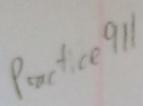
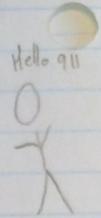
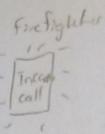
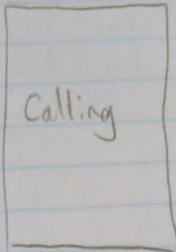
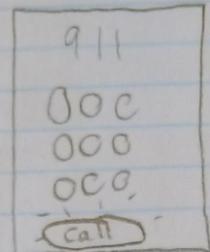


Idea!





L "calls" another plane

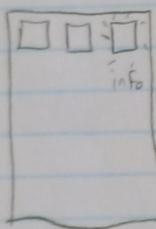


Firefighter
Parent

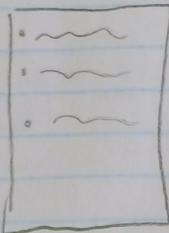
Get off call
steps

Kid's parent Bio Express

~~↳ transcript of the phone~~



→



→ practice



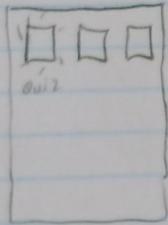
firefighter / parent



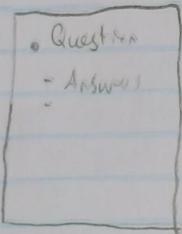
Test
flexibility

Kid Operant

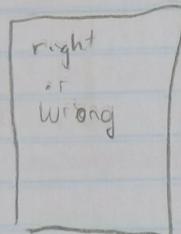
↳ parent facilitates if child can't read.



1



2

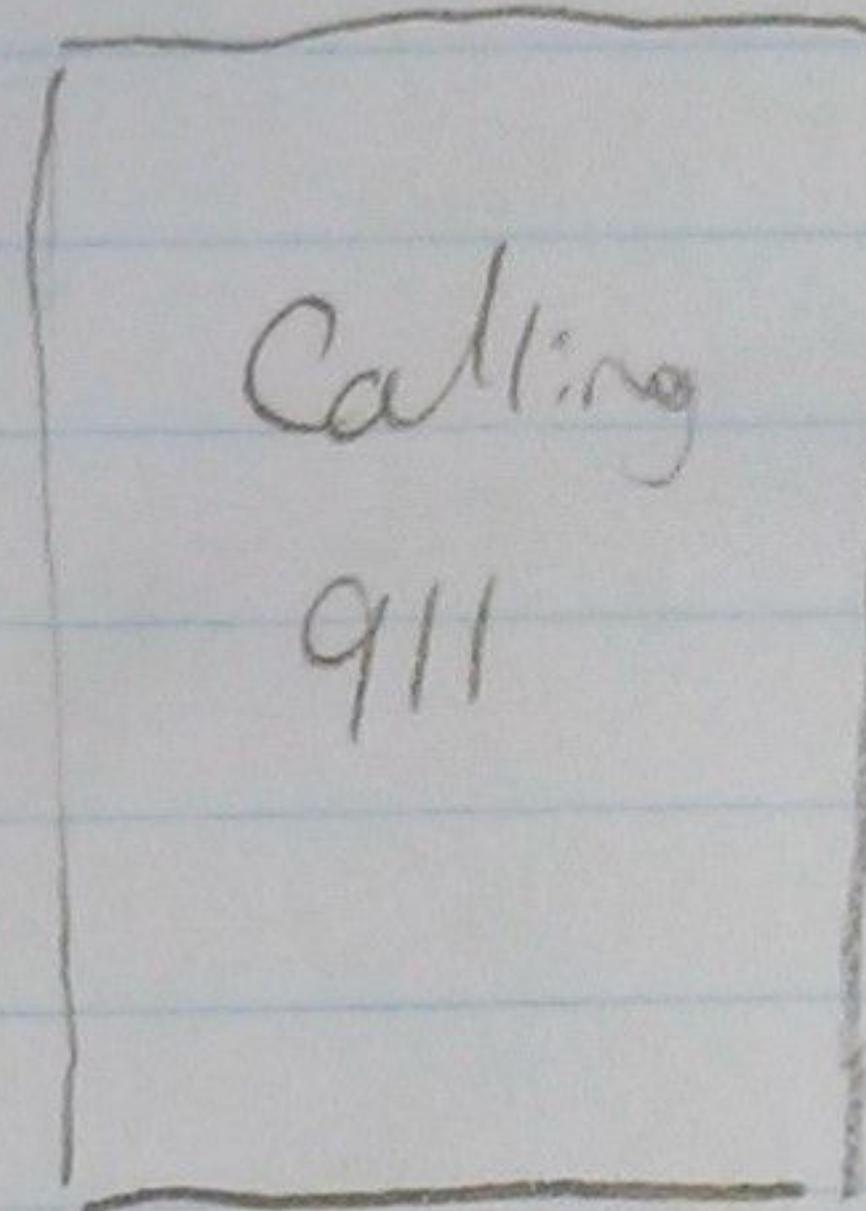
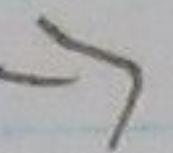
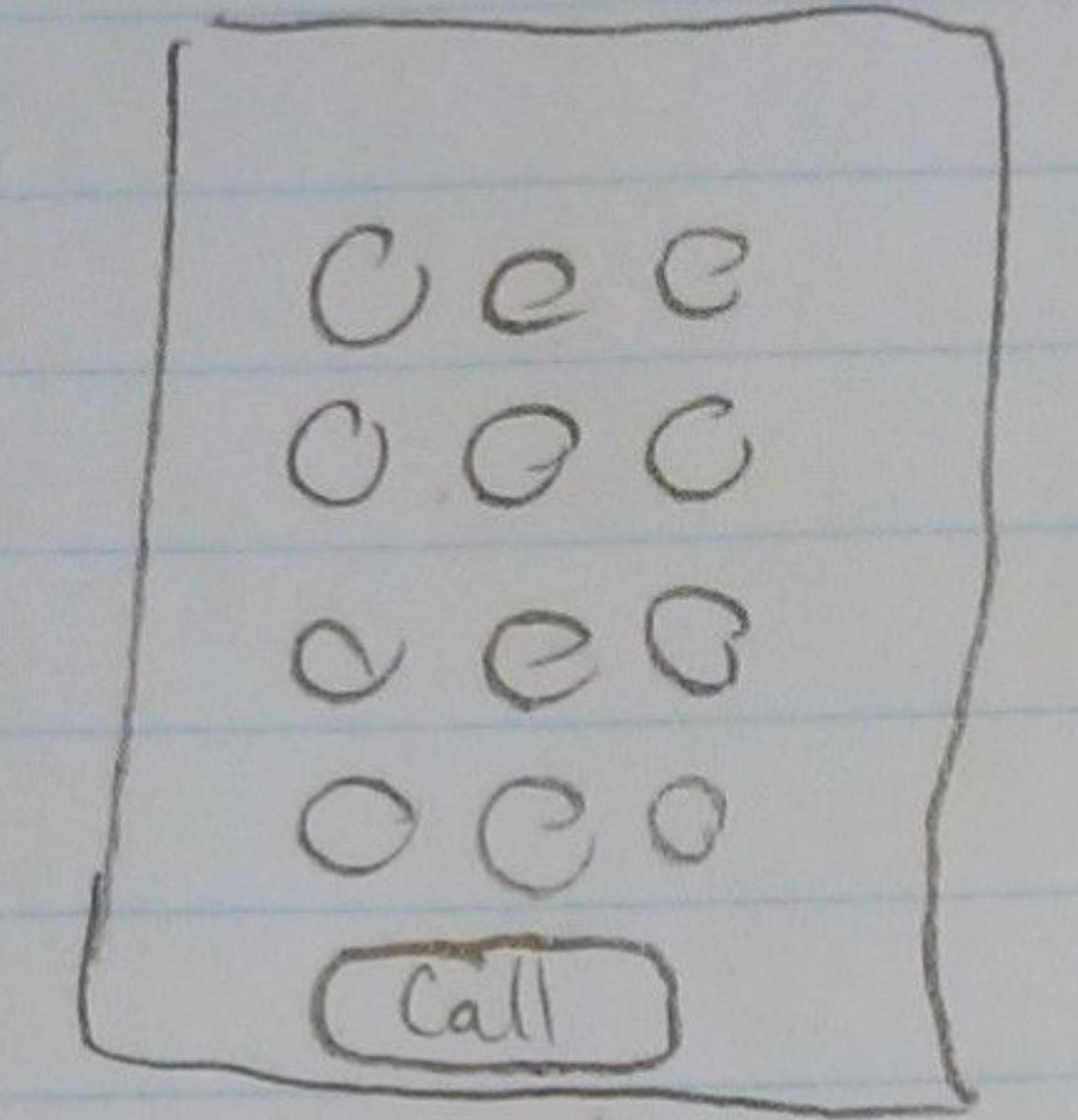
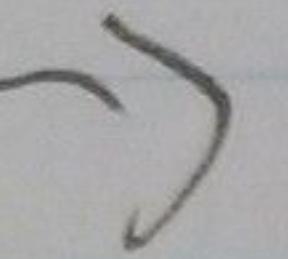
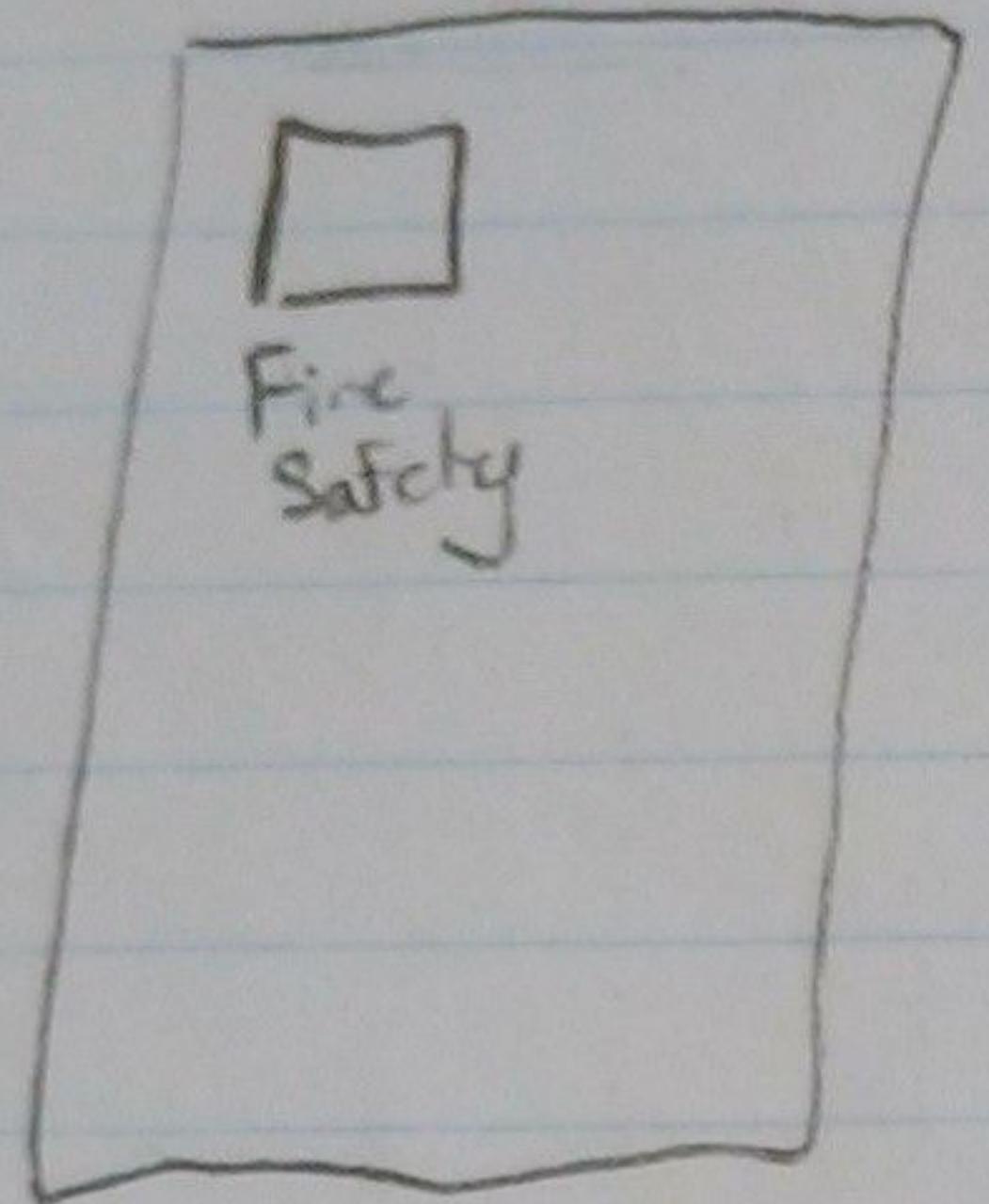


right
or
wrong

- echo / feedback / distortion
 - ↳ might be a problem in a big gym
↳ distracting

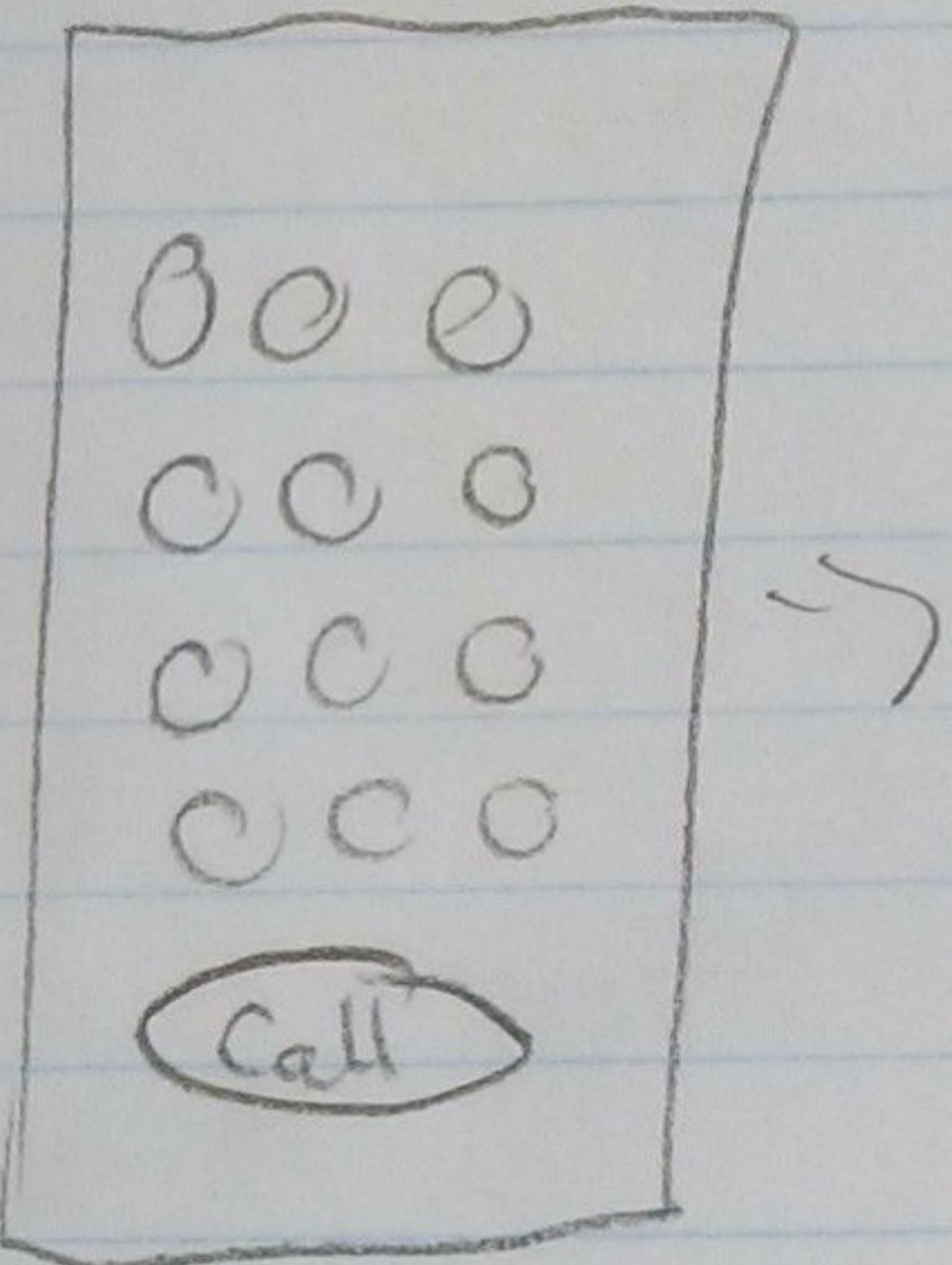
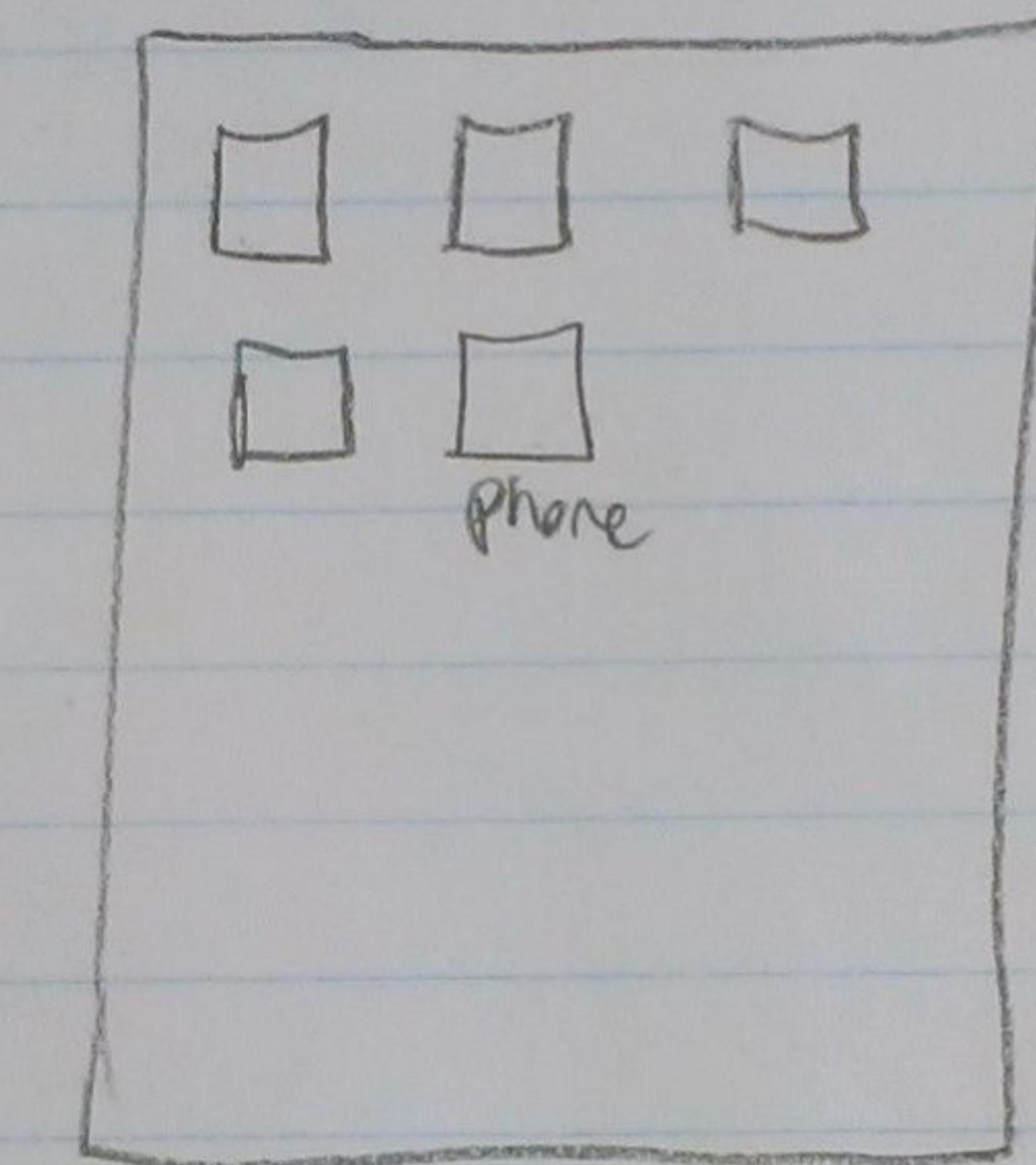
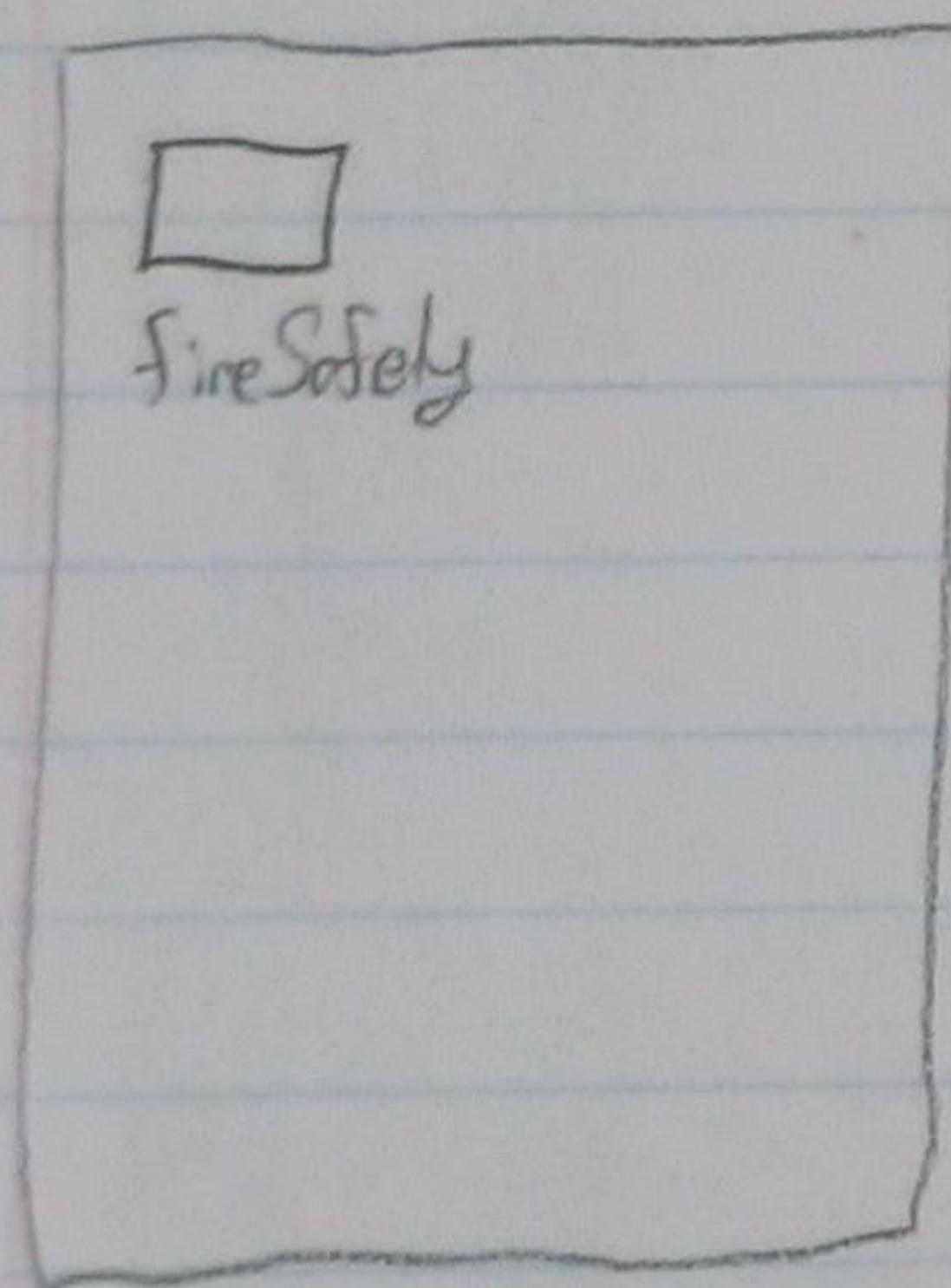


idea's



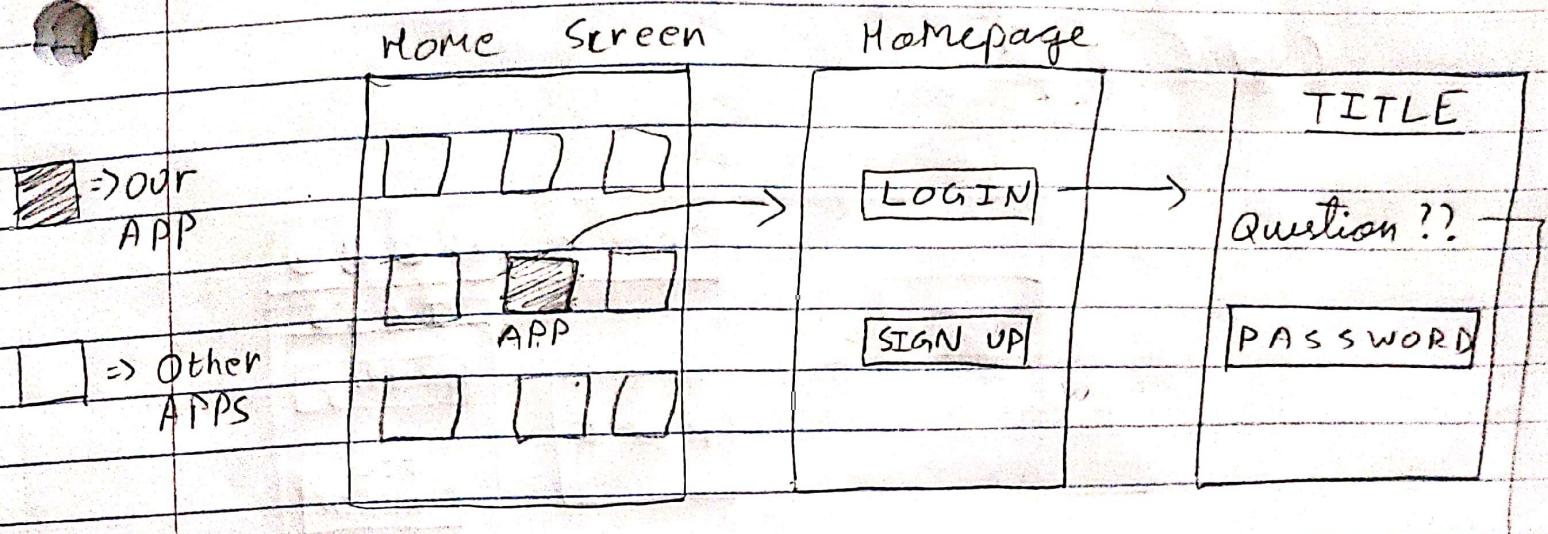
↳ immediately calls
brings up phone

idea 3



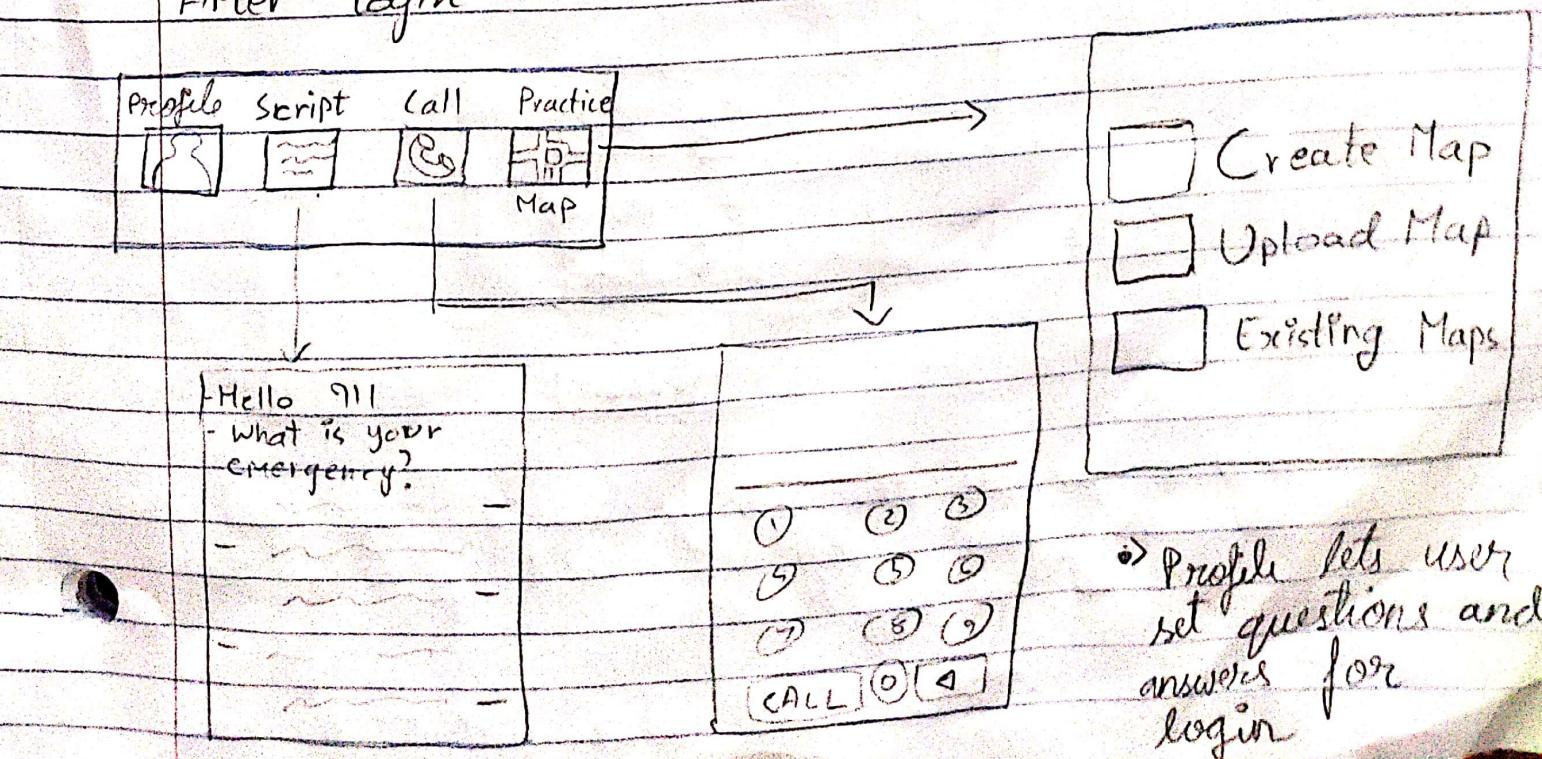
↳ Other apps don't do anything, just there to practice navigating to phone app

Mobile

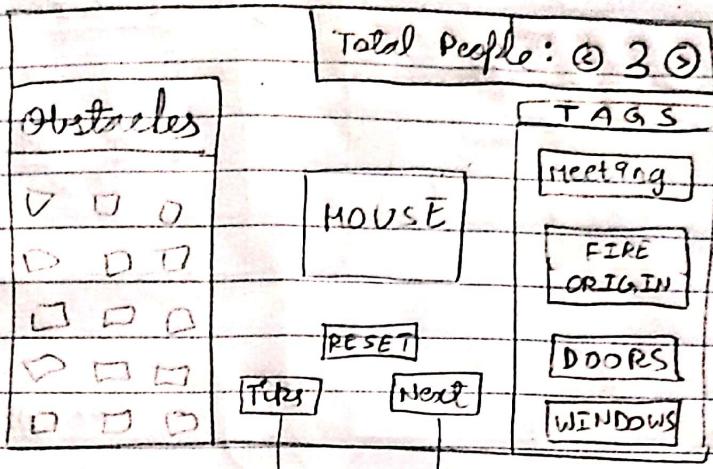


- » Other apps don't do anything but make app realistic
- » What is your unit #?
- » What street do you live on?
- » What is your postal code?
- » It won't login until and unless the password is entered correctly.

After login

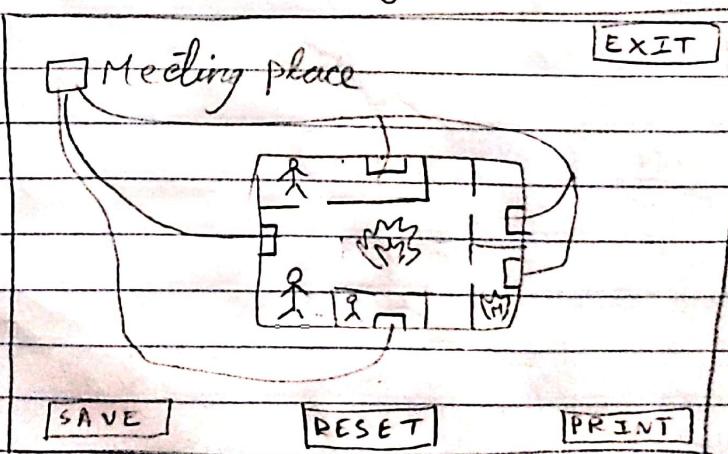


CREATE MAP



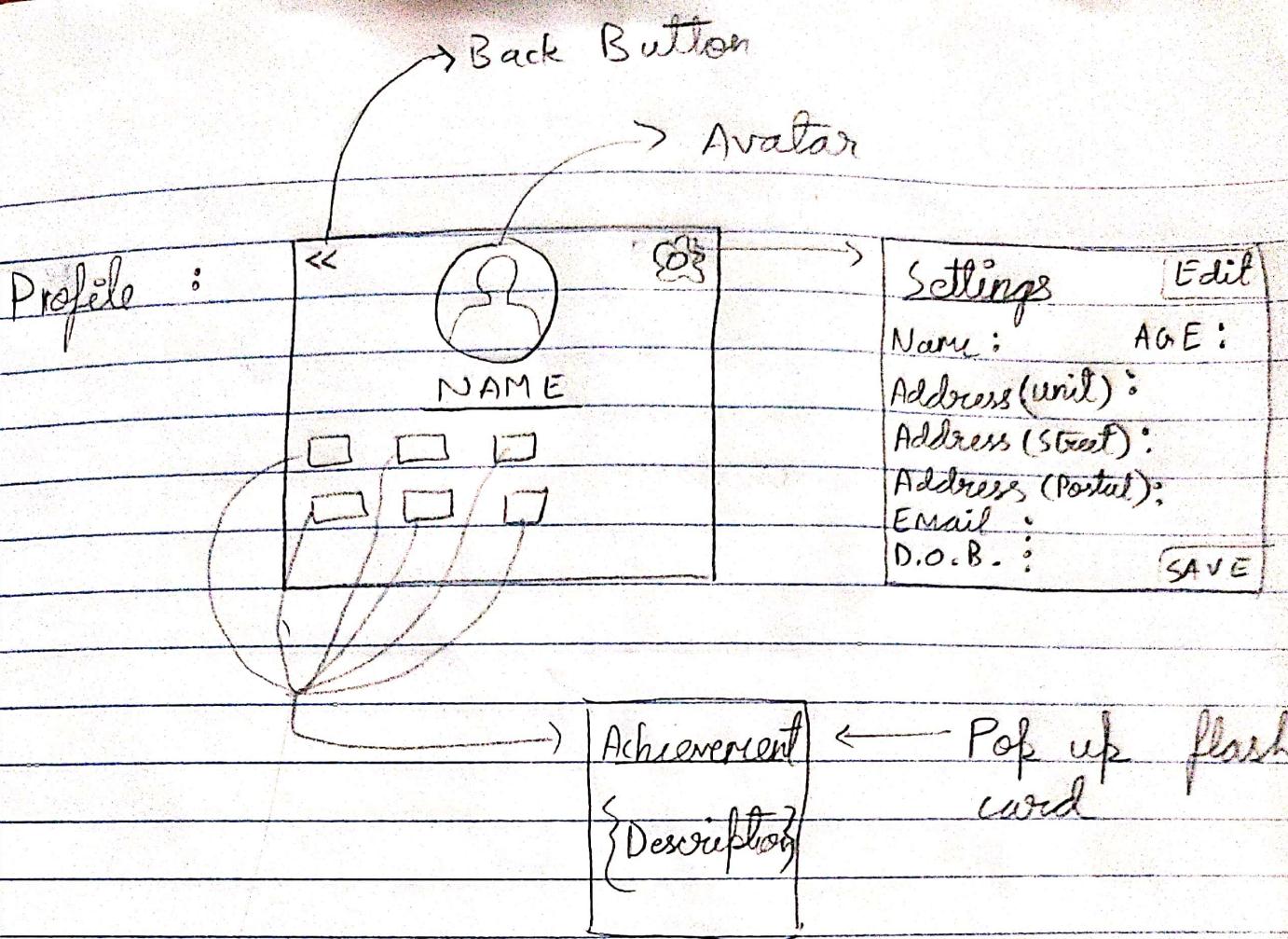
⇒ The obstacles and tags work as a 'drag & drop' which can be set anywhere in/around the house

⇒ Provides hints



⇒ User shows the escape route by drawing routes from different exit points to the set meeting place.

⇒ User can also save and print the result

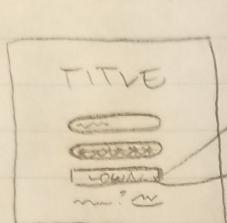


Signup : << SIGN UP

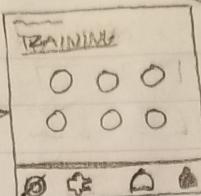
NAME	AGE	a) Use email address to verify the user's account.
EMAIL		
ADDRESS		
POSTAL		
CREATE		

LOFI PROTO #1

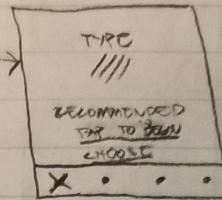
LOG-IN



LOG IN

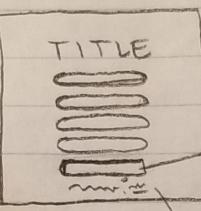
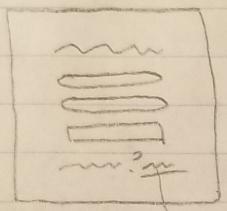


MAIN MENU

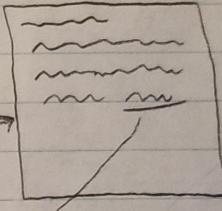


FIRST VISIT OF THE DAY

SIGN UP



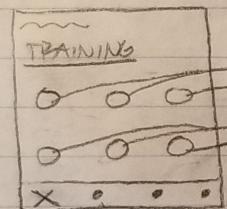
SIGN UP



VERIFY ACC

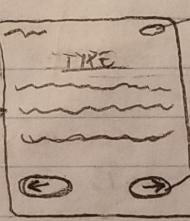
*CONSIDER ASKING FOR THE PERSON'S ADDRESS IN THE SIGN UP PAGE

'TRAINING'
/LEARNING

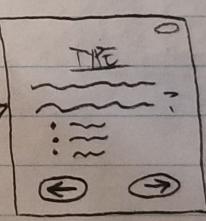


MAIN MENU

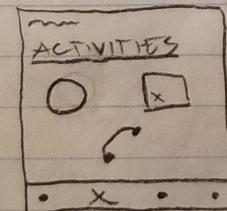
EITHER ONE



EXIT



ACTIVITIES

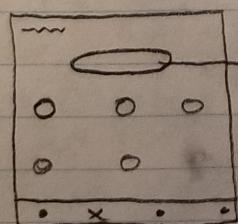


O - "TESTS" IN GENERAL

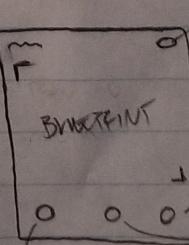
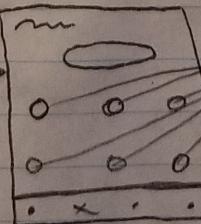
- FIRE ESCAPE PLAN TRAINING

⟳ - 911 SIM (MUST BE LOGGED IN)

FIRE ESCAPE
PLAN TRAINING



ADD
BLUEPRINT



EXIT

SAVE AS PNG/PDF

RESET

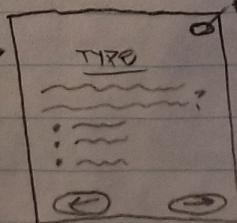
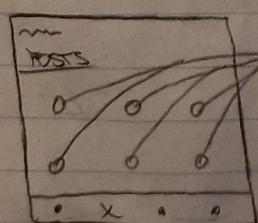
ARROWS THE USER

TO PUT SYMBOLS FOR

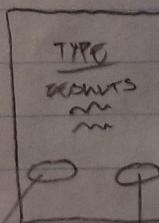
MUSTER POINTS, VINES TOWARD EXITS,
BINNING AREAS, ETC TO CREATE
SCENARIOS

Hilroy

TESTS



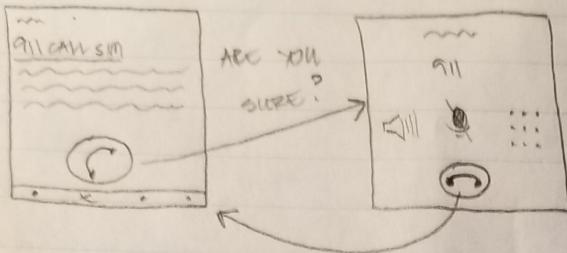
EXIT



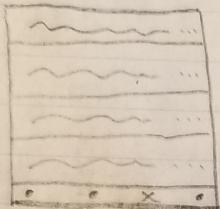
TRAIN

TRY AGAIN

911 CAN
SIMULATION

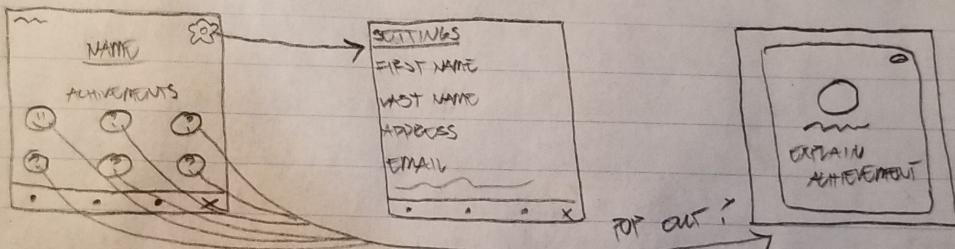


NOTIFICATIONS



- ACHIEVEMENTS
- UPDATES
- DAILY TIPS?
- ADDRESS REMINDER?

PROFILE



* THIS DESIGN REQUIRES THE USER TO BE LOGGED IN TO DO ANYTHING

PEOPLE
CENTERED
DESIGN

IMPROVED DESIGNS (KNOWLEDGE IN THE HEAD)

- BOTTOM NAVIGATION TAB
- LEFT TO RIGHT SEQUENCE
- TOP RIGHT FOR EXITING A PAGE
- 911 SIM CAN IS SIMILAR TO MOST ANDROID UI
- USE OF COMMON SYMBOLS (GEAR, SETTINGS, NOTIFICATION BELL), POP OUT MENUS (DOTS)

CULTURAL CONSTRAINTS

PRIVACY CONCERN - ASKS FOR USER ADDRESS

SEMANTIC CONSTRAINTS

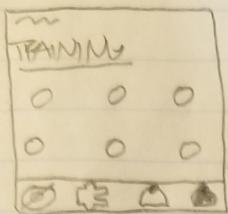
- USERS MAY FOCUS ONLY ON THE ACHIEVEMENTS ? NOT REALLY UNDERSTAND LEARN THINGS

GESTALT PRINCIPLES

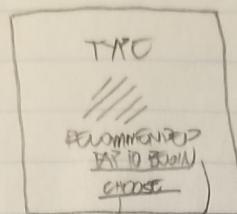
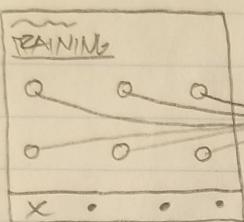
- SIMILARITY - VISUALLY THE SAME COMPARED TO OTHER APPS
- CONTINUITY - UI IS CONSISTENT THROUGHOUT THE PAGES
- CONNECTEDNESS - ALL FUNCTIONS ARE INTERCONNECTED

LOFI PROTO #2

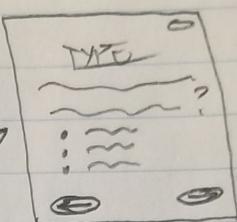
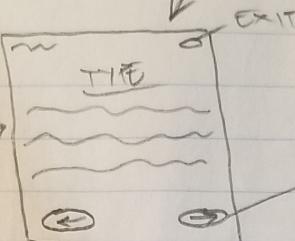
MAIN
MENU



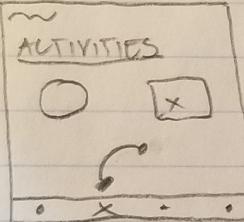
TRAINING



FIRST VISIT OF THE DAY



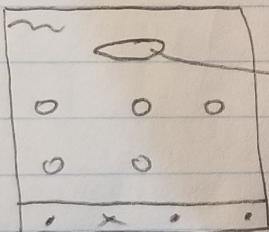
ACTIVITIES



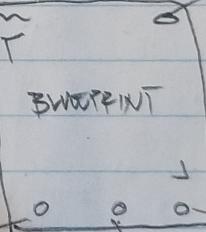
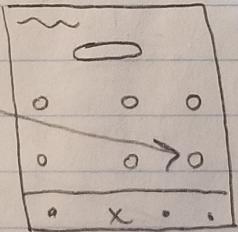
○ - "TESTS" IN GENERAL

- FIRE ESCAPE PLAN TRAINING
- ⌚ - 911 SIM (MUST BE LOGGED IN)

FIRE
ESCAPE
PLAN TRAINING



ADD
Blueprint



SAVE AS

RESET

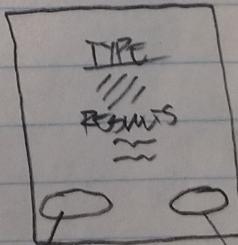
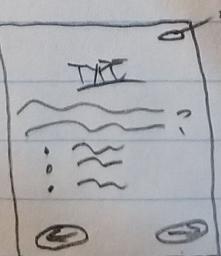
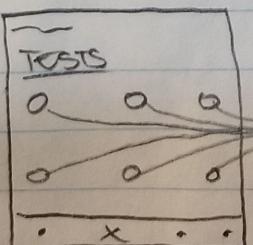
ANON USERS TO PUT

SYMBOLS FOR MUSTER POINTS,

LINES TOWARDS AN EXIT, BURNING

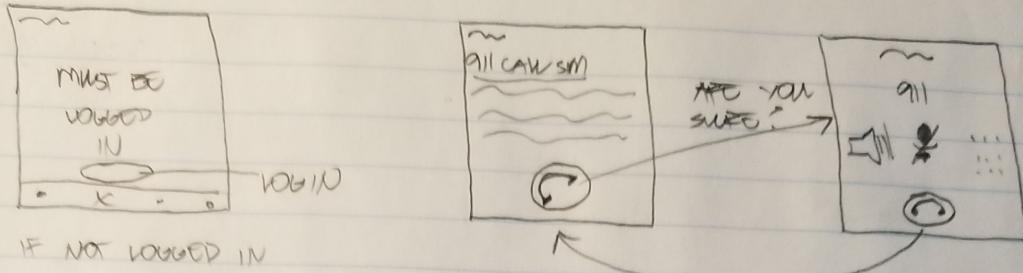
AREAS, ETC TO CREATE SCENARIOS

TESTS



Hilfe

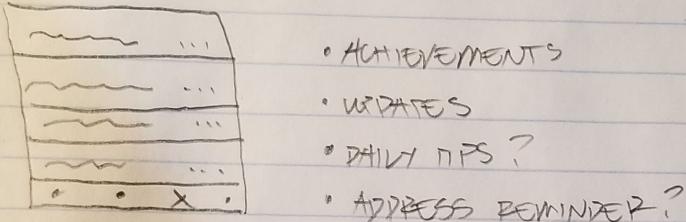
911 CALL SIMULATION



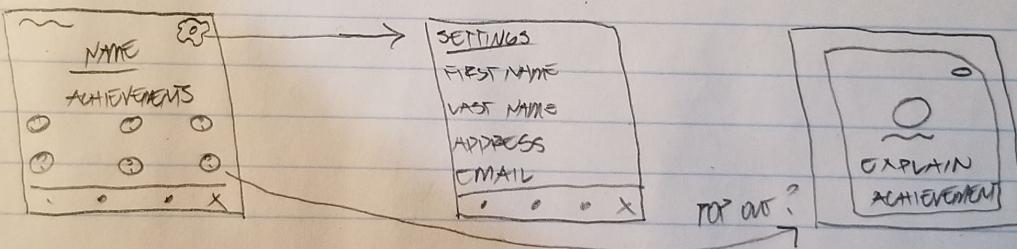
LOGIN



NOTIFICATIONS



PROFILE



*THIS DESIGN ONLY REQUIRES A USER TO LOG IN IF THEY WANT TO DO A 911 SIM CALL (SIGN UP PAGE IS SIMILAR TO PROTOTYPE #1)

PEOPLE CENTERED DESIGN

IMPLIED DESIGNS (KNOWLEDGE IN THE HEAD)

- BOTTOM NAVIGATION TAB
- TOP LEFT TO BOTTOM RIGHT SEQUENCE
- TOP RIGHT FOR EXITING A PAGE
- 911 SIM CALL IS SIMILAR TO MOST ANDROID UI
- USE OF COMMON SYMBOLS (GEAR(SETTINGS), BELL(NOTIFICATION))

DESIGN CONSTRAINTS

- PRIVACY CONCERN'S - ASKS FOR USER ADDRESS
- USERS MAY FOCUS ONLY ON THE ACHIEVEMENT'S ? NOT REALLY LEARN THINGS

GESTALT PRINCIPLES

- VISUALLY THE SAME COMPARED TO OTHER APPS, UI IS CONSISTENT ACROSS PAGES, AND ALL ACTIVITIES ARE INTER CONNECTED