

Lo-fi Prototype connection to People Centered Design:

The lo-fi prototypes were all made with people centered design in mind. Some of the key features are: learnability, memorability, efficiency, utility, satisfaction and experience. In addition to these features, discoverability with affordances, signifiers, mapping and feedback are also incorporated into the designs. These help improve the quality of the potential applications putting the users first and focusing on the experience and interaction from the user perspective.

In the phone prototypes, the navigation is setup to be the same as the everyday navigation for smartphones that children would be used to. This helps with usability and learnability. It focuses on a simple design that emulates real life. This helps to create a memorable interaction that will help with testing as well as learning to be transferred to real life. The "Phone Prototype 1" focuses on utility with more fire education resources available in the app. The "Rr Phone Ideas" also implement this adding to the utility of the app above just simulating a phone call. The phone app prototypes also provide feedback on calling with tone and vibration similar to a real phone. Feedback is also provided instead of errors that are handled so a user mistyping 911 or other errors to improve the user experience and provide a better experience and improve desirability.

The web application prototypes focus on experience and discoverability. The "Web Application Idea" prototype displays an example of the web application home page. The home page and top menu bar uses mapping with proximity, similarity and enclosure. The menu button layout allows consistency and the similar actions provide learnability and understandable interaction. The prototypes for the fire escape game use memorability, satisfaction and feedback to improve the user experience and education. The drawing symbol in the fire escape game affords drawing on the page. The undo and drawing buttons could use text below could use the addition of signifiers to add to the learnability and discoverability of the application. Continuity in design is an important consideration to create an efficient, learnable and memorable web application for fire education. Using conventions that are familiar to users from outside experiences will help with user experience. Other design principles are also featured that will help with learnability and help to extend fire education through the web app.