

Affinity Diagram Information:

We individually created ideas about the layout, development of both the phone app and an application that will help with fire education. After talking over the independently generated ideas, we created the four categories Phone Development, Phone Design, Application Tools, and Application Design. These categories fit the general theme of the sticky notes. We fit the sticky notes into the different categories and noted some general themes and ideas that came up more than once. After grouping them into the main categories, we created subcategories and arranged the notes in order or priority. The top left corner of a category was decided as the location of highest priority or ideas that came up and resonated with the group. Insights into generalized development, eye catching themes and a focus on user experience were noted. New insights into accessibility and a user system were proposed. In Phone Development, the idea of React Native or a platform independent solution in general came up, as well as the use of voice calling through a library such as Web RTC. In Phone Design we noticed a general phone app UI was a common idea along with device feedback for a realistic experience. In Application Tools, accessibility from home and a sort of web game solution were proposed. A framework such as electron to allow access through a phone app as well, was also noted a few times. In Application Design, big buttons and simple words were main features of note. A general eye catching, engaging theme were grouped together as notes and ideas for the application interface and appearance. The user experience side of Application Design included a parent and kids' section, engaging activities, user log in and error free design. The iteration of our affinity diagram can be seen in the “./Close Ups/Categorized” folder. A closer look at the individual finished columns can be found in “./Close Ups”.