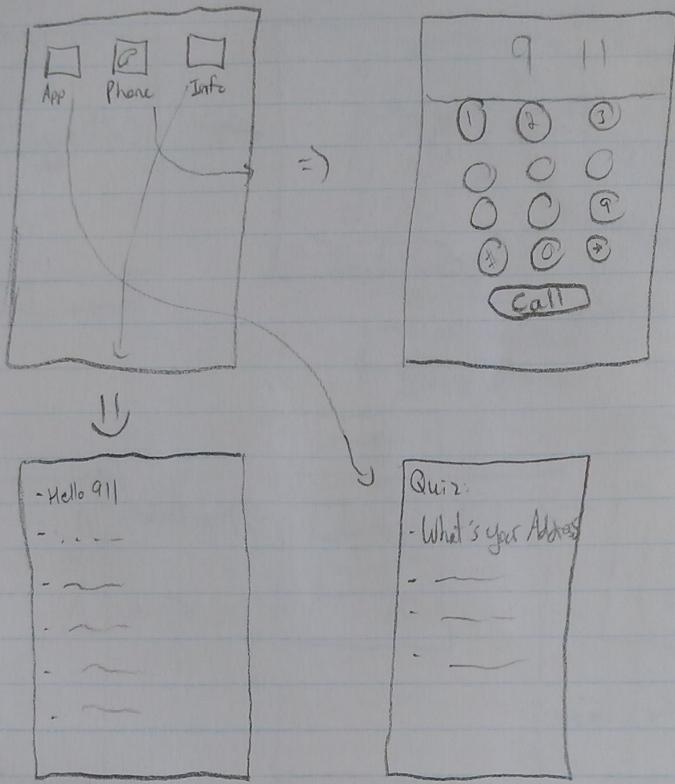
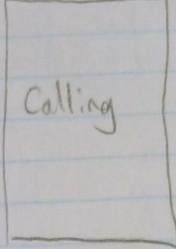
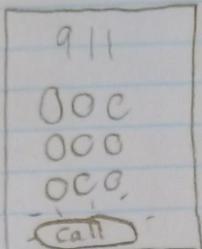
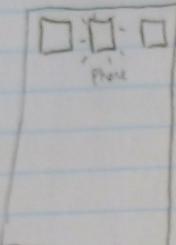
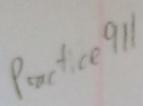


Idea!





L "calls" another plane

Kid

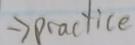
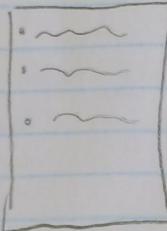
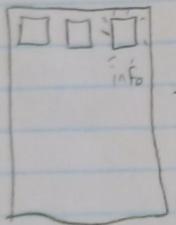
Hello 911

FireFighter
Parent

Get off call
steps

Kid's parent/Non-English

↳ transcript of the phone



A simple stick figure drawing on lined paper. It consists of a vertical line for the body, a circle for the head, and two diagonal lines for arms and legs.

firefighter parent

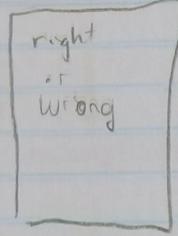
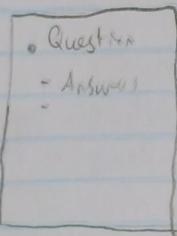


Test
fix safety



Kid Operant

↳ parent facilitates if child can't read.

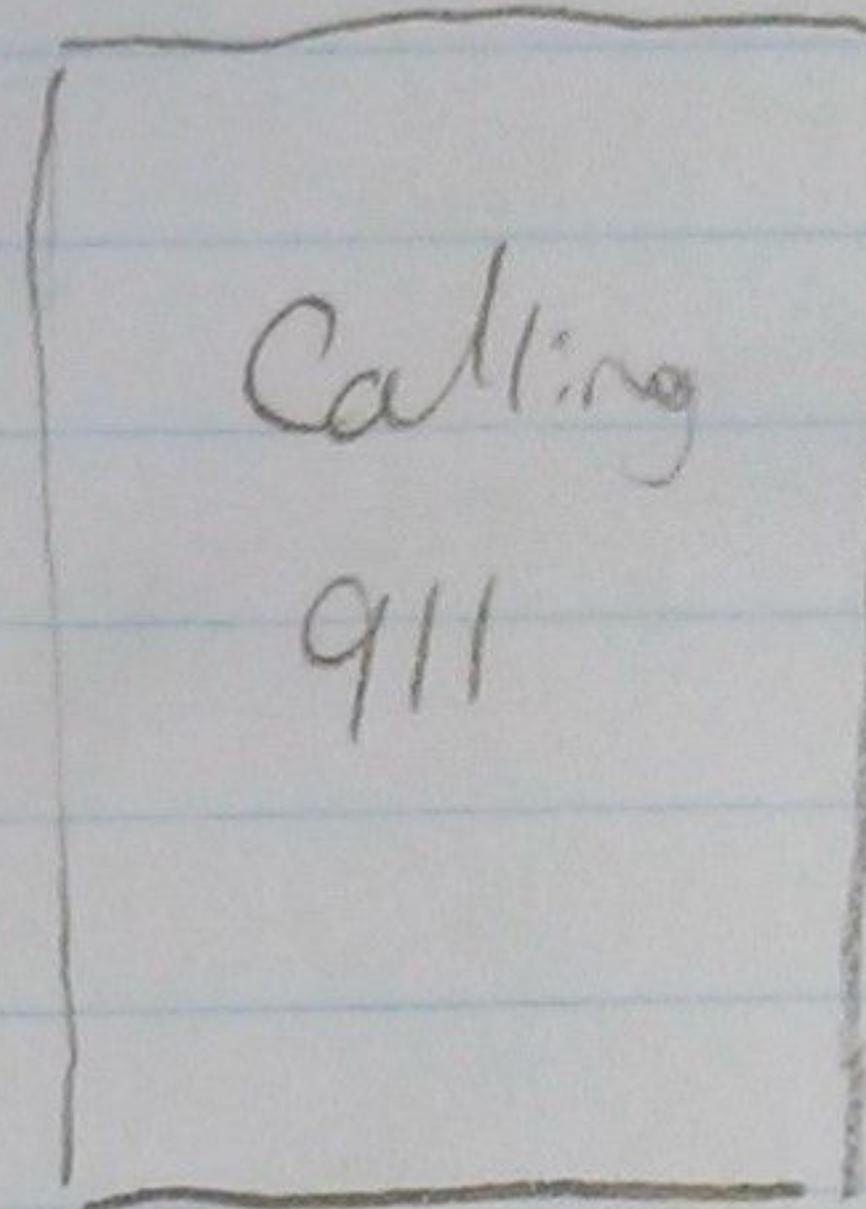
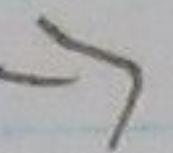
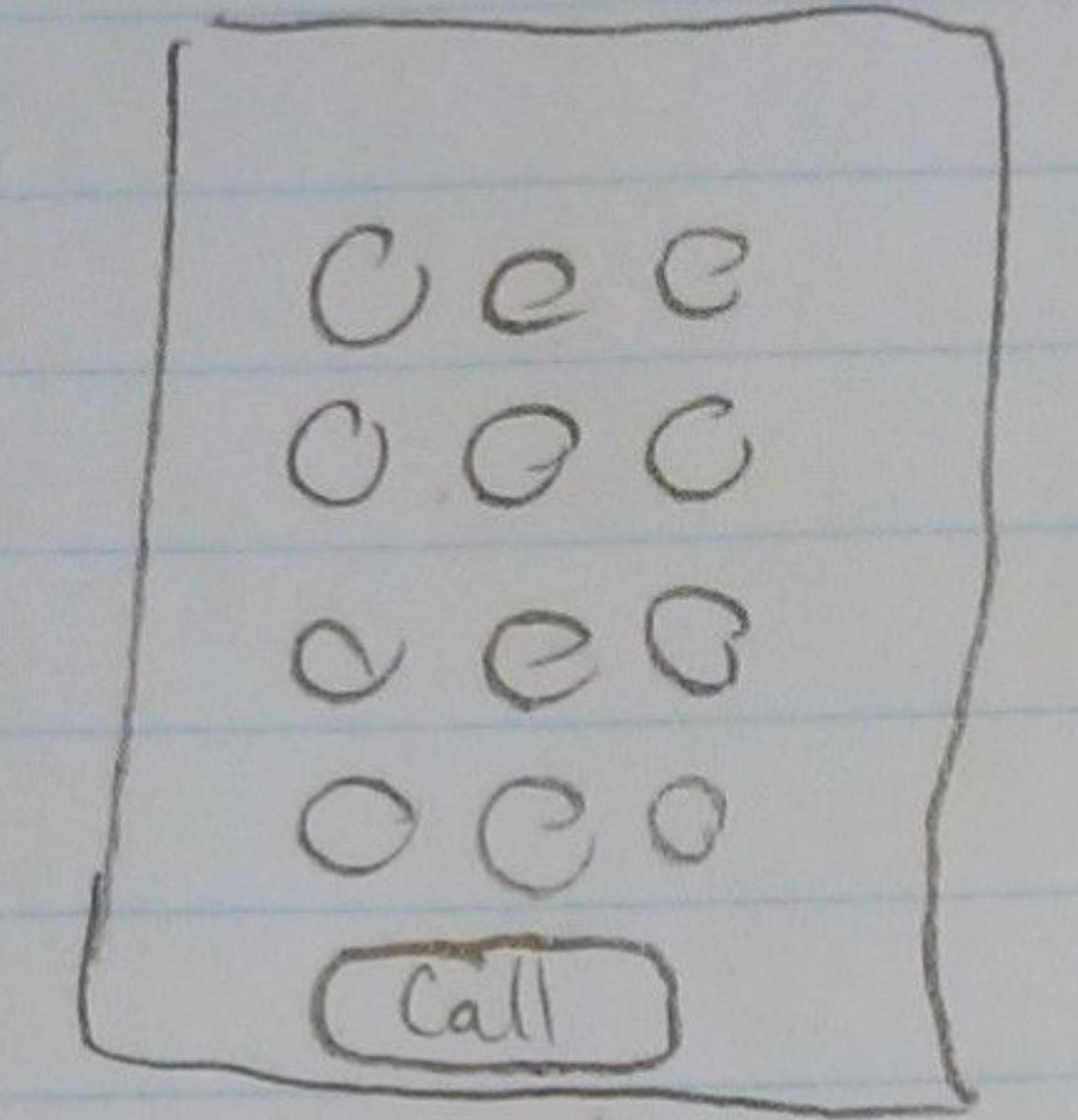
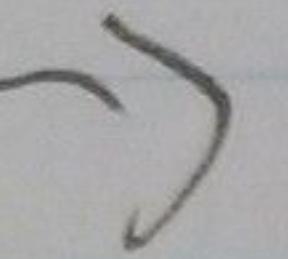
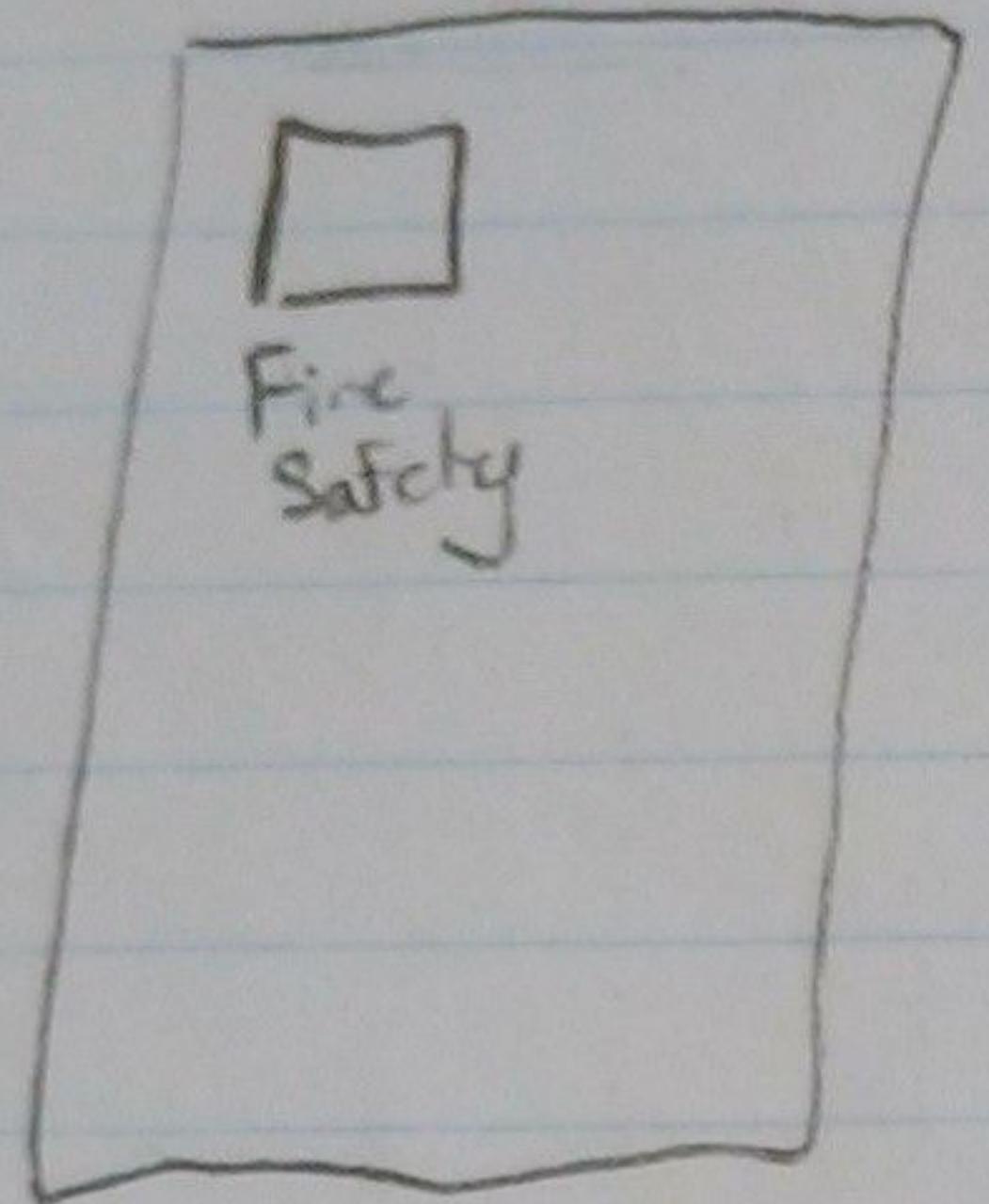


right
or
wrong

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

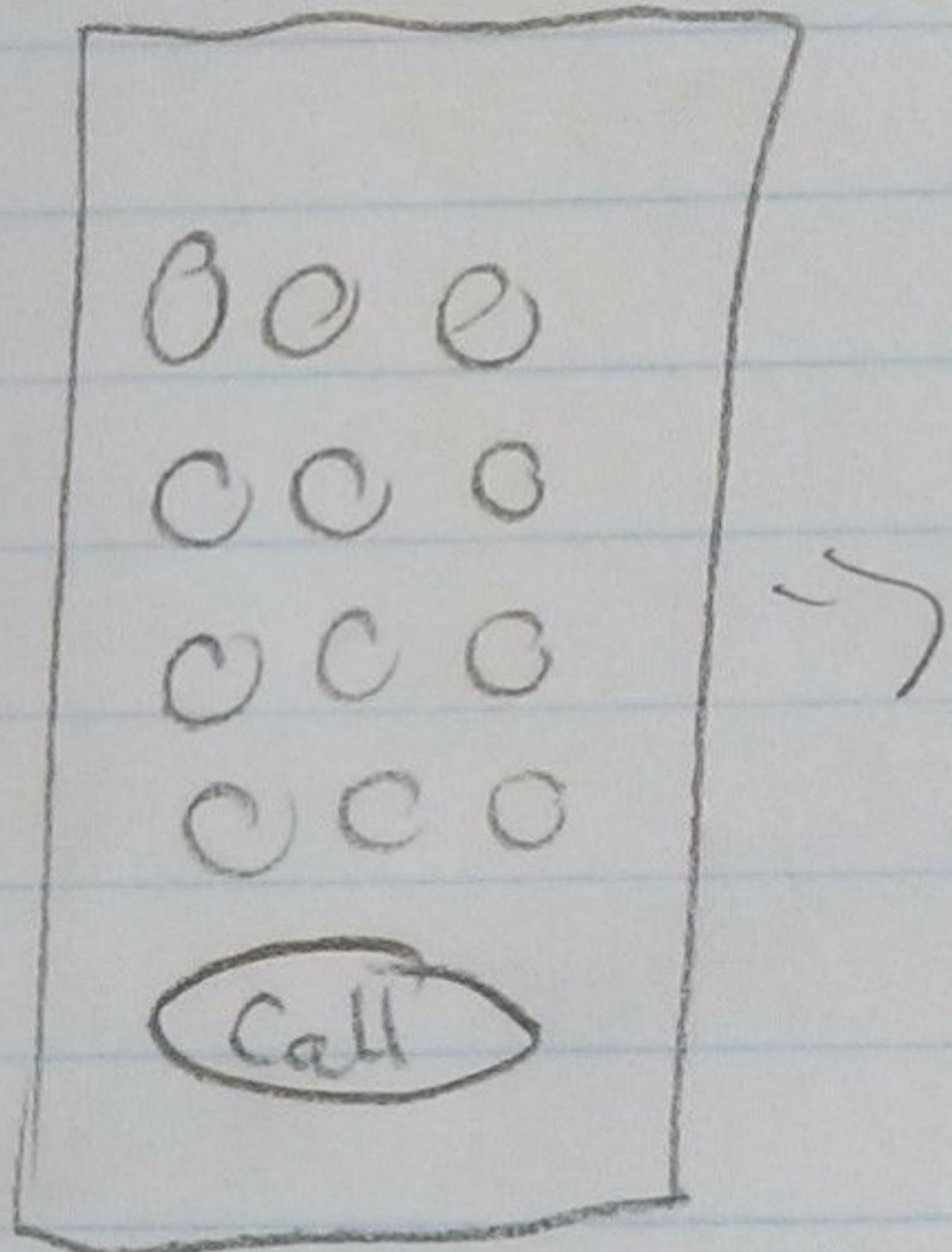
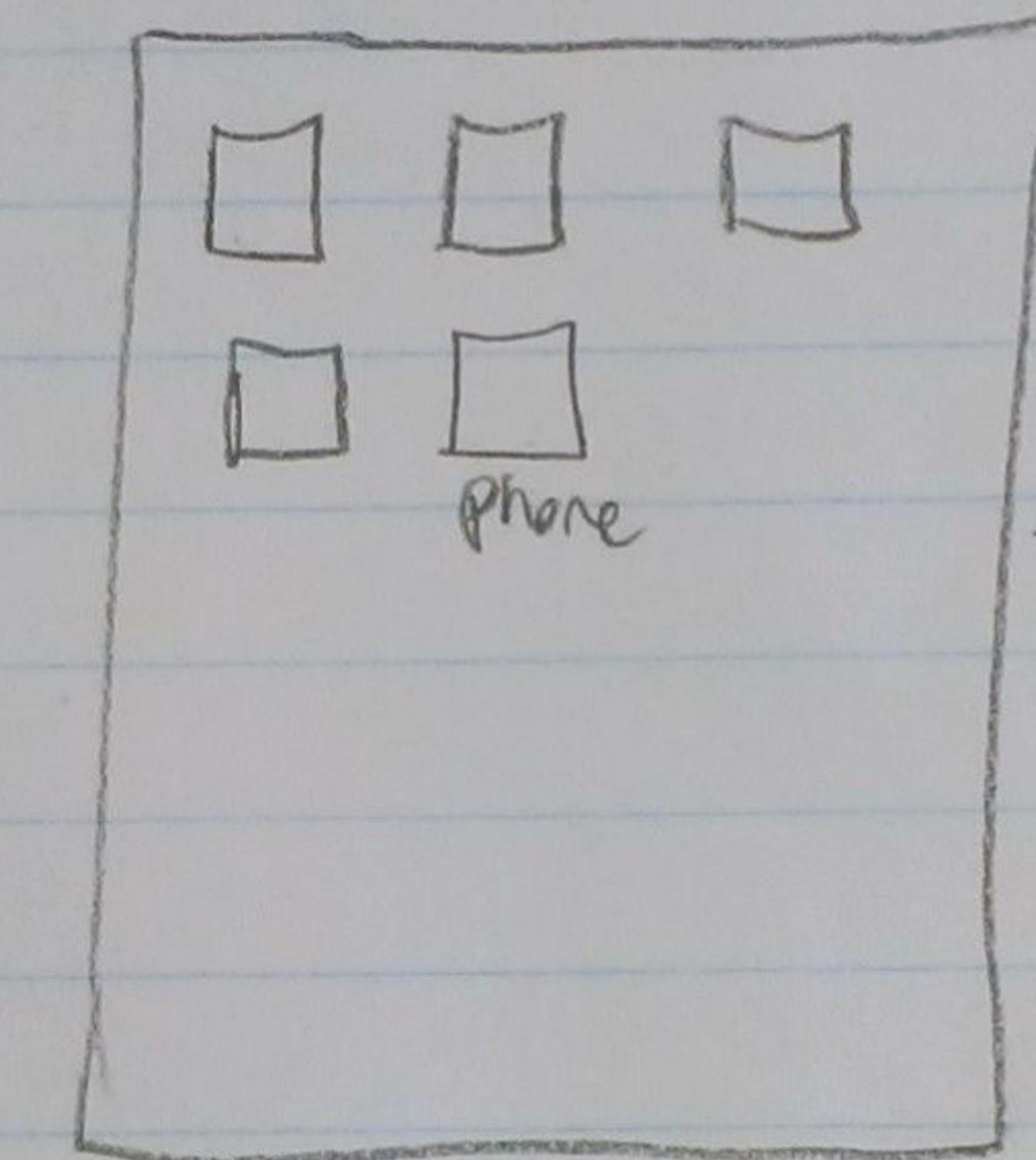
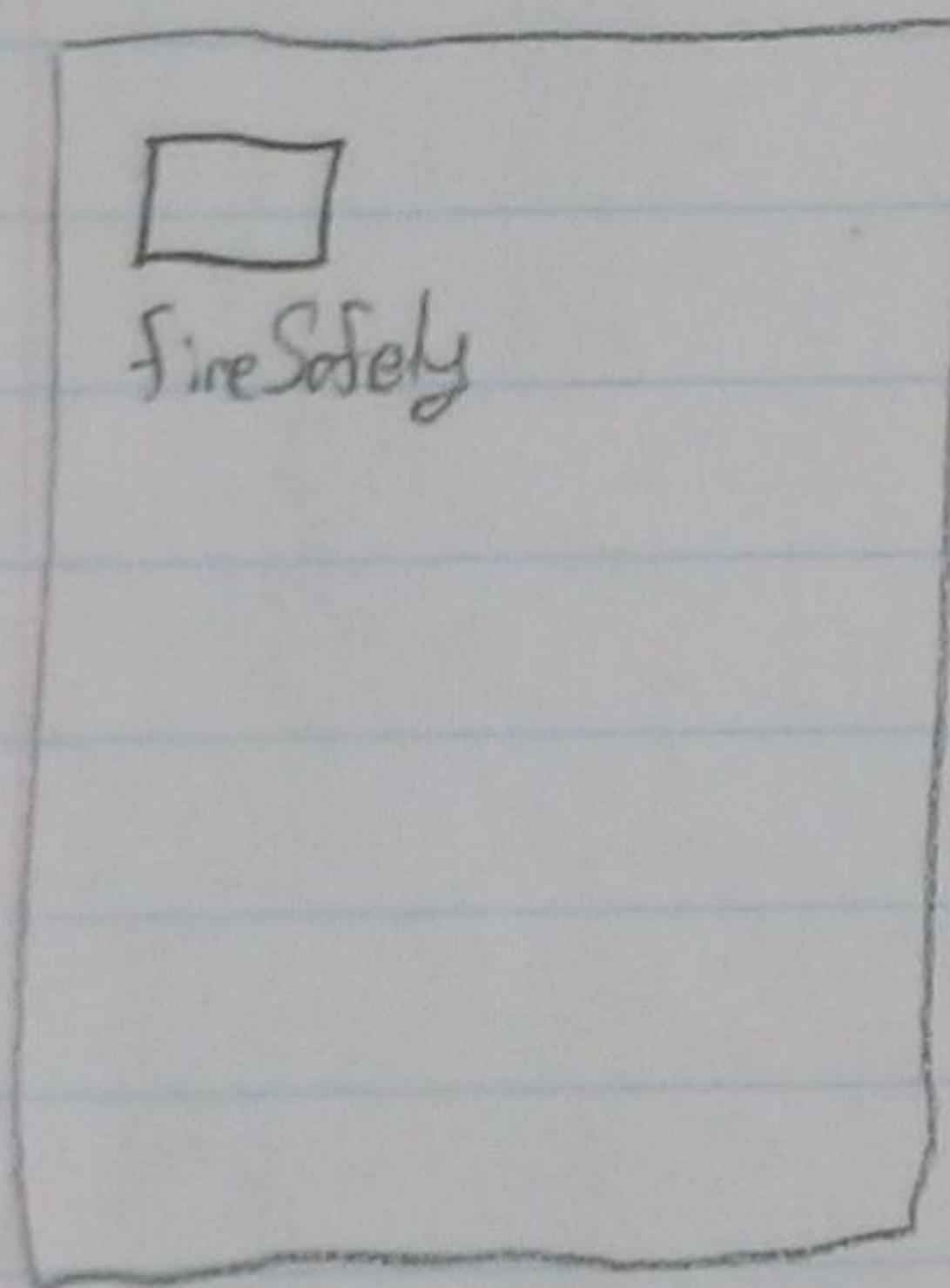


idea's



↳ immediately calls
brings up phone

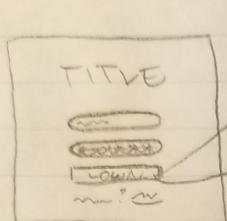
idea 3



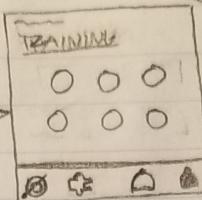
↳ Other apps don't do anything, just there to practice navigating to phone app

LOFI PROTO #1

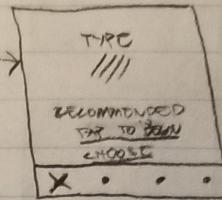
LOG-IN



LOG IN

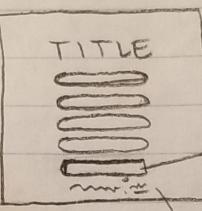
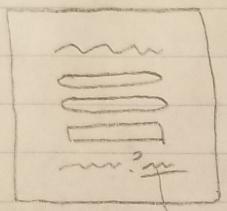


MAIN MENU

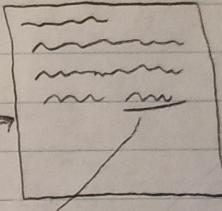


FIRST VISIT OF THE DAY

SIGN UP



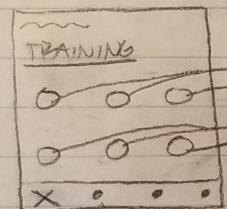
SIGN UP



VERIFY ACC

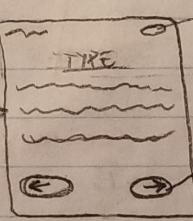
*CONSIDER ASKING FOR THE PERSON'S ADDRESS IN THE SIGN UP PAGE

'TRAINING'
/LEARNING

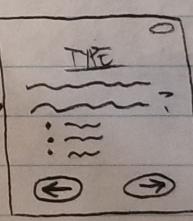


MAIN MENU

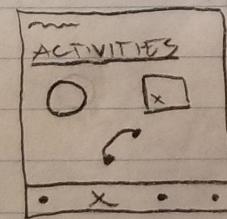
EITHER ONE



EXIT



ACTIVITIES

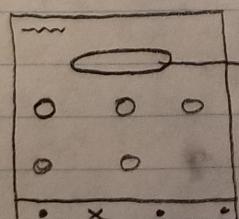


○ - "TESTS" IN GENERAL

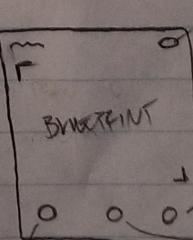
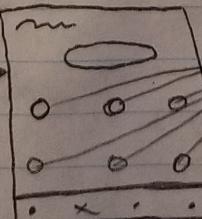
□ - FIRE ESCAPE PLAN TRAINING

↶ - 911 SIM (MUST BE LOGGED IN)

FIRE ESCAPE
PLAN TRAINING



ADD
BLUEPRINT



EXIT

SAVE AS PNG/PDF

RESET

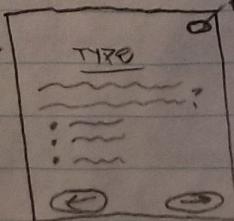
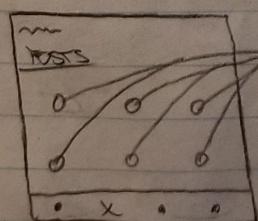
ARROWS THE USER

TO PUT SYMBOLS FOR

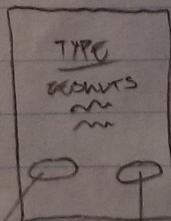
MUSTER POINTS, VINES TOWARD EXITS,
BINNING AREAS, ETC TO CREATE
SCENARIOS

Hilroy

TESTS



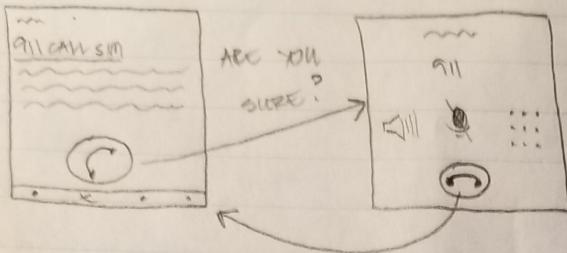
EXIT



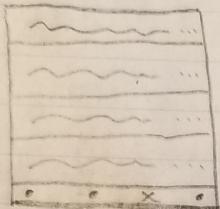
TRAIN

TRY AGAIN

911 CAN
SIMULATION

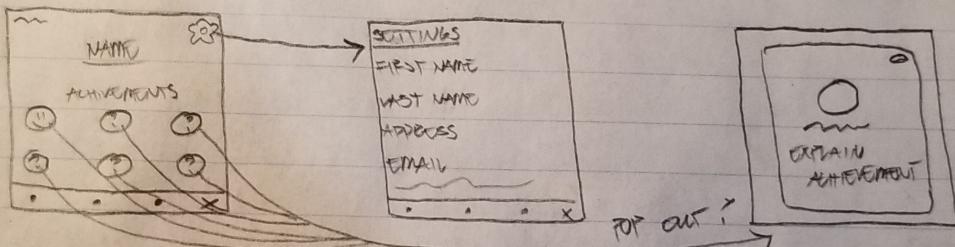


NOTIFICATIONS



- 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

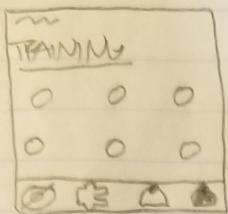
- USERS MAY FOCUS ONLY ON THE ACHIEVEMENTS ? NOT REALLY UNDERSTAND LEARN THINGS

GESTALT PRINCIPLES

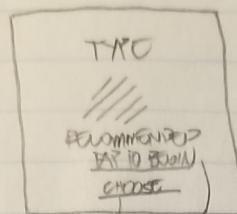
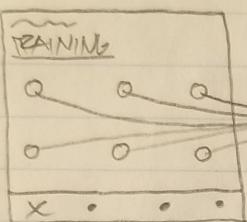
- SIMILARITY - VISUALLY THE SAME COMPARED TO OTHER APPS
- CONTINUITY - IT IS CONSISTENT THROUGHOUT THE PAGES
- CONNECTEDNESS - ALL FUNCTIONS ARE INTERCONNECTED

LOFI PROTO #2

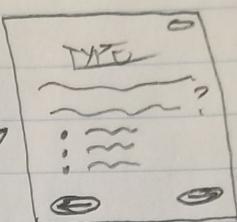
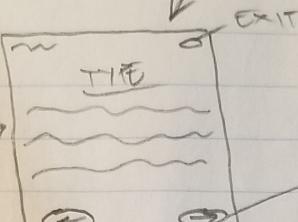
MAIN
MENU



TRAINING



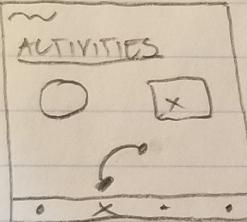
FIRST VISIT OF THE DAY



WARNING

QUESTION

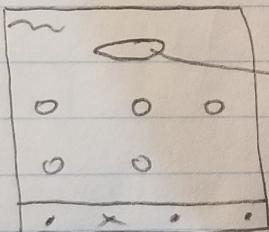
ACTIVITIES



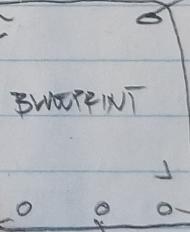
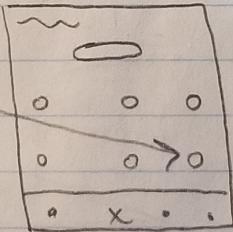
O - "TESTS" IN GENERAL

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

FIRE
ESCAPE
PLAN TRAINING



ADD
Blueprint



EXIT

SAVE AS

RESET

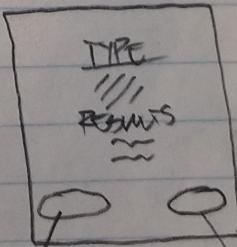
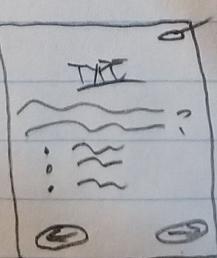
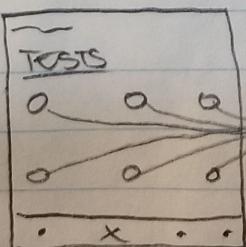
ALLOW USERS TO PUT

SYMBOLS FOR MUSTER POINTS,

LINES TOWARDS AN EXIT, BURNING

AREAS, ETC TO CREATE SCENARIOS

TESTS

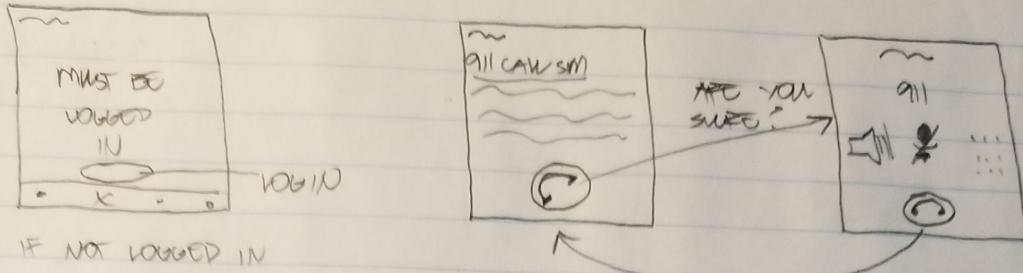


TRAIN

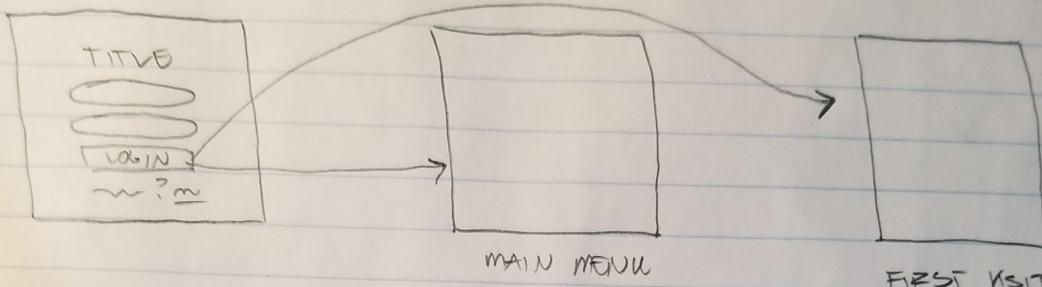
TRY AGAIN

Hilfe

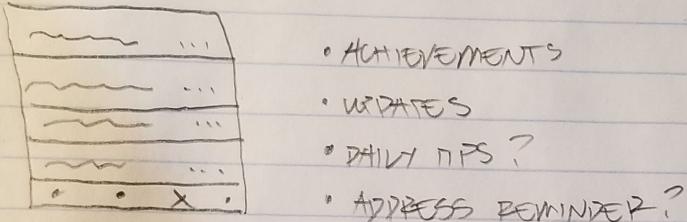
911 CALL SIMULATION



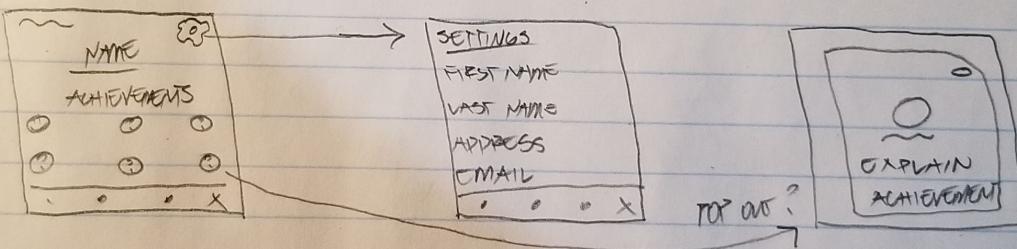
LOGIN



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