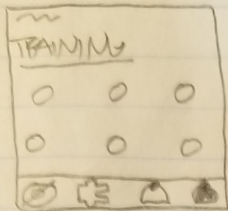
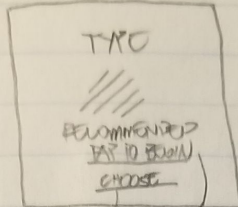


# LOFI PROTO #2

MAIN  
MENU

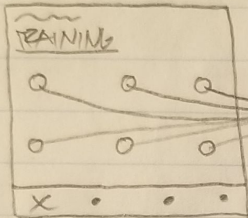


MAIN MENU

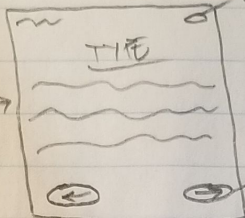


FIRST VISIT OF TWO DAY

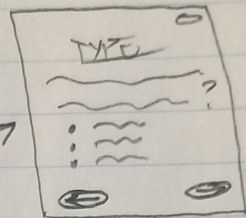
TRAINING



EDITOR  
OUT

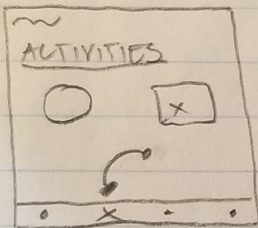


TRAINING



QUESTION

ACTIVITIES



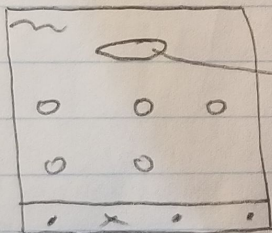
O - "TESTS" IN GENERAL

X - FIRE ESCAPE PLAN TRAINING

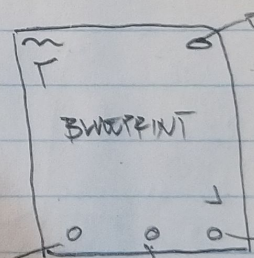
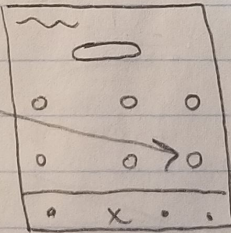
← - 911 SIM (MUST BE LOGGED IN)

FIRE ESCAPE  
PLAN TRAINING

X



ADD  
BURNPOINT



EXIT

SAVE AS

RESET

ANON USERS TO PUT

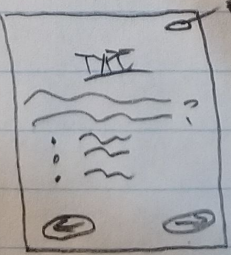
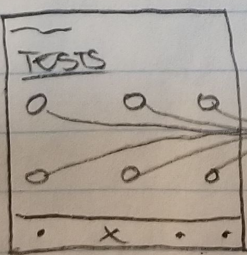
SYMBOLS FOR MUSTER POINTS,

LINKS TOWARDS AN EXIT, BURNING

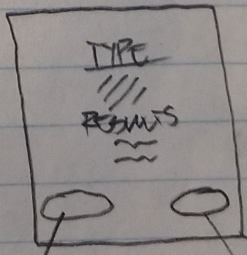
AREAS, ETC TO CREATE SCENARIOS

TESTS

O



EXIT



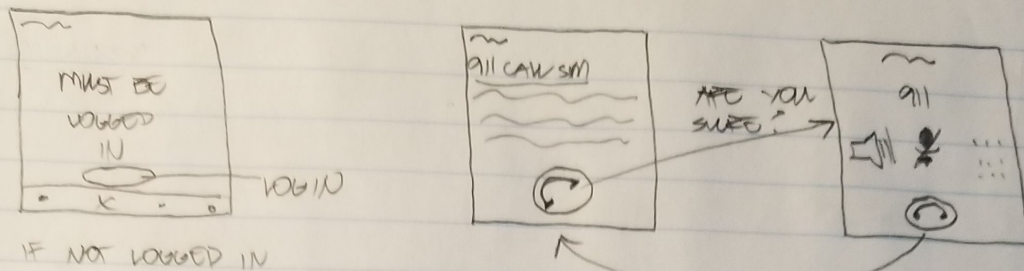
TRAIN

TRY AGAIN

Hilco



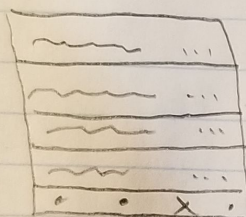
911 CALL  
SIMULATION



LOGIN

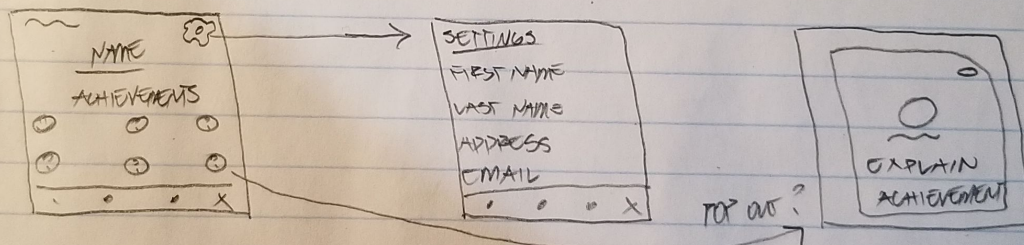


NOTIFICATIONS



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

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  
CONFERRED  
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)]

CONSTRAINTS

- PRIVACY CONCERNS - ASKS FOR USER ADDRESS
- USERS MAY FOCUS ONLY ON THE ACHIEVEMENTS & NOT REALLY LEARN THINGS

GESTALT PRINCIPLES

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