Fire & Protective Services Problem Definition

Problem Definition:

                Fire and Protective Services’ children education program uses touch tone phones that kids no longer know how to use, this hinders 911 call demonstrations. Information to parents is going home in letter format which is not as effective as desired.

Project Vision:

                Create a solution to allow kids to practice calling 911 to add to the education experience in a way that is familiar to them. Enhance fire education for kids, families and communities with new tools and solutions.

Rationale:

                Fire education is extremely important, kids, their families and the entire community benefit from fire prevention strategies and fire escape plans if fires happen. Fires are a tragedy and effective education, without barriers is important. By creating a solution, such as a phone app, to allow practice calling of 911, using a smartphone like what kids are used to, a barrier in education is removed. Improving communication between kids and their parents concerning fire education, increases safety in the community and allows fire escape plans to be formed.

Stakeholders & North star customer:

                Fire & Protective Services is the north star customer, the creation of fire education programming makes the solutions proposed especially helpful and important to future programming. The children and firefighters are important stakeholders as they are being educated and delivering the education respectively. The students and Tim/the university have a stake in the project for education and experience as well as building ties with the community and supporting fire education.

Assumptions:

Solutions (applications) will have to be able to run on both Apple and Android for easy use.

Applications that can run on computers or other devices at home would help with extending fire education.

Constraints:

Network connectivity at schools is potentially limited.

    Information must be simple and direct for younger students.

Customer needs/requirements:

Customer eco-system maps: