**PHASE II.A : GUIDELINES**

1. Write the similarity function
2. Write the function that compares all the games according to their learning category (clinical field)
3. Evaluate metrics (number of apps found, papers per app, studies per app…)
4. Present all the gathered data in an easy-to-read solution
5. Write a dictionary of the most famous institutions that can cite the app in papers (not mandatory)

Legend:

Yiheng and Manuel

Walter and Simone

Yuva, Faustine

**DASHBOARD:**

*Display the level of validation per app and per clinical field.*

|  |  |  |  |
| --- | --- | --- | --- |
|  | First page | Second page | Third page |
| Access | Main page of dashboard (first thing that we see when we access the dashboard) | When we click on the name of **one app** in the list displayed on the first page | When we click on the name of **one paper** associated to the app whose information are displayed on the second page |
| Dash components | 2 dropdown menus (learning category, age range) to filter the list of apps |  |  |
| Displayed information | List of all apps in our database that can be filtered  Number of apps per learning category and age range  Metric per app  Graph of % of validation per learning category/age range | For one app:  Name, number of reviews, description, rating, number of ratings, age range, metric/KPI (traffic light/emojis)  + general papers’ information (number, titles, per study)  If no papers 🡪 list of similar apps  + picture | For one paper:  Title, authors, journal, abstract, type of studies, keywords |

Additional features

**FUNCTIONAL DIAGRAM OF THE DASHBOARD**

