Problem definition document

1.problem definition

The fire-safety education program by Regina Fire and Protective Services (RFPS) for kids has become obsolete and needed some replacement in order to cope up with the current technology and communication tools.

2.project vision

Designing an interactive application for kids that teaches them to learn various surviving skills in case of fire such as calling 911, getting away from smoke,evacuating the place and other escape procedures for their survival. .

3.stakeholders and north star customer

stakeholders: Elementary schools,kindergartens,fire stations,communities

Customer: kids,parents, teachers, governments, firefighters

4.assumptions

The kids have not been trained for the fire-causing emergencies before.They didn’t have any kind of formal training related to fire-escape procedure

?what is this assumption about?

5.constraints

Since this application is mainly focused on kids aged (5-11),

therefore we have to dive deeper to know the psychology of kids and their behaviour in order to develop a good conceptual model of the application which is both understandable and communicable by kids.Good communication is the key to good conceptual model.

6.customer eco-system map(s)

7.high-level customer needs/requirements

Since the application we are designing for are for kids it’s primary feature should be understandability. Kids should be able to use and understand its function easily in case of an emergency.It should also have a visually appealing signifier for they guide on how to use it. Communication is a key to good design (which is very important in case of emergency), and a key to good design is signifiers.