**Design Principles**

**MVP:**

The design links to the following topics of human-centered design. These are very similar to the design principles of deliverable-3 with some addition.

1. **Affordances:** The four options, “Home, Stories, Guide, Missions” at the top of the website are affordances as they afford clicking on it and provides the range of functionalities and information the website can provide like fire-safety information, phone-call simulation etc.
2. **Signifiers:** In the phone-simulation, once you are inside the emergency call, the displaying of the number keys are signifiers as they provide signals on how to call 911.In the first step, keys from 1-8 are displayed red meaning they are forbidden and key 9 is displayed green indicating it should be pressed. Then in the second and third step all the keys are displayed red except 1 (which is displayed green). Once you are done with the process of dialing 911, the call button becomes green indicating that the call can be placed now.
3. **Feedback:** For every correct action the kid performs there will be a “Good job” message displayed which will serve as the positive reinforcement. Another feedback is that after successfully completing the procedure for calling 911, the user or kid will be redirected to the fire-safety website as a prize.
4. **Constraints:** One possible constraint could be the cultural constraint in a way that the instructions to go to the emergency call or any other fire-safety information are provided from left to right which can only be understood by people who read from left-to-right, top-to-bottom. Another constraint could be for someone who is color-blind. The displaying of keys with red and green color describes the restricted/allowable action which could not be understood by someone who is color-blind.
5. **Gestalt Principles:** The display of the various options like “Home, Stories” etc represents proximity. Also the design of the phone keys utilizes proximity to show that they are related to each other.
6. **Conceptual Model:** The design projects all the information needed to create a good conceptual model of the system for example: how to dial 911 and if successfully dialed, the call can be placed. All of these will lead to a feeling of understanding and control that you understand the fire-safety app and knows how to use it.
7. **Discoverability:** The displaying of various menus, number keys(being red or green), instructions, feedback messages will help the kids/user to determine what actions are possible and what stage of step they are currently in.