**Design #1:**

This design links back to the following topics relating to people-centered design:

1. **Signifier**: The right arrow button at the bottom right of the screen signifies the next step for the user. The call button and number buttons on the first page show the action the user has to take.
2. **Constraint**: The user cannot move on to the next step if the first question (about the dialing of 911) is not answered correctly.
3. **Feedback**: The user gets feedback at certain steps, letting the user know if it was correct or wrong.
4. **Gestalt**: The design of the phone number pad (like all phone number pads) uses the proximity of the buttons to show that they are related.

**Design #2:**

This design links back to the following topics relating to people-centered design:

1. **Signifier:** For each step with a question, there are icons that show what the system is asking for. The call button and number buttons on the first page show the action the user has to take.
2. **Constraint:** The user cannot move on to the next step if the question is not answered correctly.
3. **Feedback:** The user gets feedback after each step, letting the user know if it was correct or wrong.
4. **Gestalt Principles:** The design of the phone number pad (like all phone number pads) uses the proximity of the buttons to show that they are related. They are different options for the same scenario. Similarly, the options to ‘practice’ or ‘demo’ in the app are placed close together to show that they are the two options a user of the app has.