ENSE 471

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The JRS

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**MVP:**

This design links back to the following topics relating to people-centered design. These are very similar to the design topics of the Hi-fi prototype in deliverable 3.

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. **Feedback:** Every correct answer awards the kid with another star on the good job screen, which will serve as a positive feedback mechanism.
3. **Constraints:** There is a cultural constraint in the way that the questions are presented when the child makes a phone call. The next button is placed at the bottom right of the display, which only makes logical sense to people in cultures that read right-to-left, top-to-bottom.
4. **Affordances:** The three menu icons at the bottom of the app afford the range of possible functionalities the app can perform. Namely they are: practice a phone call, view questions a 911 operator would ask, and view additional fire safety information.
5. **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 three buttons corresponding to different functionalities are placed together at the bottom of the app. The green call button also provides a focal point for the kid. It is their ultimate objective on the phone display screen.