# Project Vision:

This project aims to help the Regina fire department in educating children regarding fire safety with a more interactive, digital medium. This is to keep up with evolving technologies that children are otherwise more familiar with.

# Rationale:

Technology is an exponentially changing resource. As a result, children are more familiar with digital/touchscreen devices like smartphones and tablets. For many families, landlines are either rarely used or entirely forgotten. Children more than ever are unfamiliar with such phones. As a result, this project is to supply a modern way to educate children on 911 calls, specifically with digital devices and other fire safety topics, while also attracting children’s attention in a fun and meaningful way.

# Stakeholders:

Children is the largest audience of our expected stakeholders. They are the core consumer and we will need to design the application’s usability with them in mind. This project needs to keep children interested and involved, ensuring that they may apply their knowledge with little or no guidance. Last but not least, children should be able to gain knowledge about fire emergencies from this project.

The fire department will be another stakeholder in this project. They will pick up simulated 911 calls from children and provide sufficient assistance for children during the education session. This project should be easy to use and provide clear instructions for people with no technical background. Firefighters & teachers would also be responsible for more administrative options within the app, like preparing exercise sessions, etc.

# North Star Customer:

The north start customer of this project is the children. We are aiming to provide them with an app they can use & learn from. As such, this application would ideally be easily adopted by other educational or government organizations - not just the current fire department.

# Assumptions:

We will assume the fire department will provide essential hardware including computers and smartphones during the education session. We will also assume that the on-site firefighters who provide the education session are able to set up the environment based on the instruction provided. Educators should be somewhat familiar with phone apps.

# Constraints:

Due to time constraints, the MVP (minimum viable product) may not be able to achieve all the features we proposed. The core 911 calls simulation will depend on the viability of the VoIP function.

# Customer Ecosystem Map:

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