**Important Feedback and Key Information**

* Visuals should come first.
* The phones used will primarily be apple phones, but if need be they could specify that these phones would need to be android phones.
* For the teachers, while an actual phone call would be a cool idea, an option we could pursue is giving the teachers a prompt/script to read to the students.

(Candace described it as a “Wizard of Oz” behind the curtain type of exercise, so a legitimate phone call isn’t required.)

* Having the potential to give the kids hints or some type of prompt should they do something incorrectly would be an excellent idea if we have the time to do so.
* Kids will react positively to positive reinforcement and since they are younger it will also feel like a real phone call to them, so we should keep this in mind when developing the UI & concepts.
* There should be the possibility, capability, and usability to allow for the app to be taken home and used.

**Questions we asked**

* Q: How should we approach the complication of the kids unlocking the phone?
* A: Parents should be aware and go through activities similar to this with their childs through a school program called Seesaw. In which parents will document the fact that they’re teaching their kids these lessons additionally at home.
* Q: Should we be considerate of kids with disabilities?
* A: There is an outside company that is paid that will optimize these types of programs for children with disabilities. So this isn’t necessarily something we need to worry about.

**Team Insights vs. Customer Needs**

So while our initial interpretation was that we would be required to have a phone-to-phone communication, after our meeting with Candace we now understand that the UI could be considered more than adequate with a much more simple design than what we initially considered. Candace specifically mentioned how the instructors don’t necessarily need to have a legitimate phone call, they could simply have a good working UI with a prompt on the instructor’s end on what to say and a realistic simple simulation of a phone call on the children’s end to create the illusion of a real phone call.

This is a huge benefit to us in our designing process, as it will allow us to focus much more on the user’s (instructors and children) interface and experience as opposed to the coding and development of a bluetooth phone call.