**People Centered Design Principles**

**Deliverable 3**

**Goals and Intentions for MVP-1**

One of our main goals for this project is that we want to follow Gestalt’s principle of easy understandability for all parties intending on using the product. Whether that is the children, the instructors conducting the activity, as well as for parents doing the activity at home.

To accomplish this, we hope to have a simple and recognizable design, so that whichever grouping may be using the application will have an easy understanding of where to go, what to do, and how to navigate the app.

We want our application that we design to be simplistic, and self-explanatory. This is so that it will ensure high efficiency but more importantly easy learnability in the users of all ages.

An example of a constraint that we may use is on our call screen and our main screen, we’ve mentioned previously that we want to include buttons on the call screen to have it look familiar for the kids, but what we don’t want is for kids to accidentally press a button that they aren’t supposed to. An example of this would be the mute button, or the speaker button.

Our solution to this on both the home screen and on the call screen, is to try and make the buttons that we only deem ‘necessary’ to be overly visible. This would imply lowering opacity on buttons that aren’t intended to be used, and bringing more focus to the buttons that are intending on being used. Additionally we want to create a physical constraint on those buttons that aren’t intended on being used by making them unusable by having nothing happen when they’re pushed.

An additional constraint that we wanna produce is having an interlock setting for our dial screen. We intend on only letting the kids enter the correct sequence of numbers to dial ‘9-1-1’, should the child try and press other buttons, it won’t let them. Should the children enter the wrong numbers too many times, it may highlight or bring focus to the next number or button required to be pressed.