Team member introductions (everyone)

Introducing who's on the team. If you know, discuss everyone's project roles and responsibilities (or as you envision them now)

Project background & business need/opportunity(Rabaa)

Here, your team should discuss information that will help the viewer (SSE faculty and the general public) understand the context and background history regarding your team's project. This discussion should assume that viewers are not well-versed (knowledgeable) regarding the background of the project or project area. You should also try to dive into the business need (if any) or opportunity/innovation that your team's project idea will introduce into the world

1 century ago when someone was stuck in a serious situation, he/she either could save themselves or have someone nearby to call for help. Unfortunately, if these two options were not given at that time; there is a high chance they'll not stay for long.

Half a century ago, You could suddenly call the right people who could possibly save your life. A fire breaks out, a couple of families are stuck, someone handy of a cell phone could call the emergency to rescue the families. A classical situation with a satisfactory result. Well, not in 2022.

Why couldn't we rely more on technology in this process as it has grown more advanced, wouldn't it make the overall process more efficient, saving more lives?

In the long run our application will provide more options to suit people in more areas around the world, not just in Saskatchewan. Any personalization could be done through us, any funding would be granted through opportunities, and it could grow further to fund itself!

The car crashed, and your phone asked you if everything was alright? If you did not respond, it will call for help right on the spot. What do you think?

Global Positioning System, DGPS, Dead Reckoning, electronic gyroscopes, accelerometer, thermistor-based temperature sensors, and more will be deployed in our application for one reason, saving your life.

Our application will enable people from all over the world to call for help more efficiently. Car accident? Someone couldn't breath? SOS the way you deserve to SOS.

Reason (Li)

Before we start creating something, we need to know why we are creating. We create for many reasons, such as:

- To solve a problem (This is the engineer's bread and butter)
- Show someone our thinking
- Express our ideas, feelings, or interpretations
- Interpret information in a new way
- Etc.

So think about and discuss your team's reason to create? It would also be good to dive into your team's "why" (i.e. your team's golden circle, aka Simon Sinek, re: ENSE 374)

There are many reasons we decided to make a SOS mobile application.

- Emergency situations can happen anytime, anywhere to anyone.
- When we are facing an emergency situation we need help, also we need to give a warning to people to keep away from it. Thus, we need a mobile application that can help us in an emergency situation.
- People need an application to record their essential medicine information, especially for the people who have to take long term preventive medication.
- Plus, existing emergency mobile applications are too complicated to use. Most of them are not free to use. These applications are not designed for serving people, especially for seniors. We want to develop a low threshold and high ceiling application that is available to everyone.
- Our team is excited about using our knowledge practically. This project will be an excellent chance to share and learn knowledge together.

Impact (Li)

Sometimes we can start with the impact we want to create - how will our project and the work we do on our project change our current reality, and how will we achieve this new reality, e.g. learning new tech, using class notes from Tim's classes...haha, etc.)? This helps us think more broadly while we are creating. To help discuss your project's impact, [fill in the details] and discuss the following statement in your vlog

When we are done [our current reality] will now be [our new reality] so we think we need to [action step]

Our SOS mobile application has many good impacts on society.

- Our SOS app will save lives when people are in an emergency situation which endangers their lives .
- Our application will improve the work efficiency for emergency workers.
- It sends warnings and keeps our community citizens safe.
- Our application is designed for public service, not for business purposes. It won't have commercials. No extra fee for charging by using this application.
- All in all, our application will benefit our society.

Who (Renz)

When we know who we are creating for, our audience, our work is more meaningful, relevant and appropriate. So think about and discuss:

- Who is your audience? Global audience
- Whose opinion matters? Everybody
- Who do you want to reach with your work? Everybody
- Also, know/discuss where your audience is?
    - In the same room, city, province, across the globe? Everywhere
    - Where do they get their information? (paper, digital, opinion, peer-reviewed, etc.)

The WHO is broad. We just know that the application and its user experience will be based on the general/layperson audience as with any other software.

What (Renz)

Think about and discuss *what* type of constraints your team envisions, e.g. knowledge, technology, access to customers, etc? Constraints are important to know as they enable us to push ourselves to think even more creatively To inspire better thinking, we have to

become more resourceful and work within limitations - what are the envisioned constraints and limitations?

- Privacy constraints - users will have to be willing to share personal information (medical, location, etc) in order for the software to react accordingly to the distress signal
- Technology constraints/limitations - the software will be unable to react and provide the relevant information about a distress signal if a hardware does not have a working GPS, accelerometer, gyroscope, temperature sensors, etc.
    - Example: Fire scenario – if a temperature sensor is lacking in a device, the software will just send a generic distress signal instead of a specific fire emergency signal
    - Scenarios such as the one given above will not be “specified” without certain hardware features
- Scenario limitations - certain scenarios such as a collapsing building will be difficult for the software to specify. This is a scenario where a bystander can hopefully use the software for a distress signal for the people in the unfortunate event. Either way, the software should be able to send a generic distress signal even if it was not able to specify the specifics of the signal