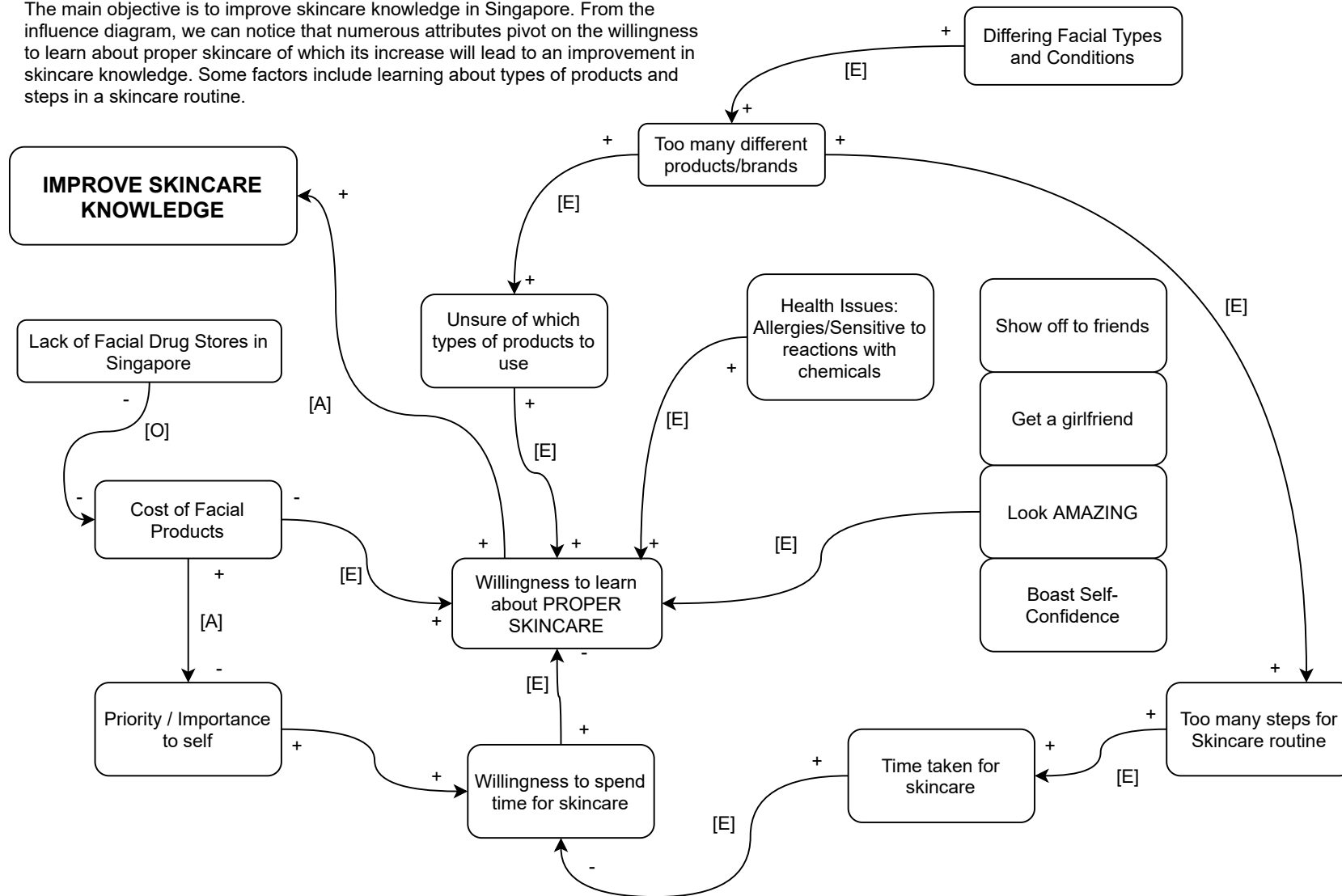


As-Is Situation Map

The main objective is to improve skincare knowledge in Singapore. From the influence diagram, we can notice that numerous attributes pivot on the willingness to learn about proper skincare of which its increase will lead to an improvement in skincare knowledge. Some factors include learning about types of products and steps in a skincare routine.



To-Be Situation Map

To-Be Situation Map allows us to see what features and components our educational game needs to cover. We can see how our game (main system) is able to ultimately improve skincare knowledge through the influence pathways.

