

What2Do Mobile App Project Overview

What2Do is an app aimed to replace the binders full of laminated posters, tokens, schedules and visual aids frequently utilized by and for neurodivergent people (primarily those on the autism spectrum).

Objectives:

1. Enable users to independently create and/or navigate:
 - Schedules/to do lists
 - Task analyses/sub-schedules (the individual steps comprised within a task, e.g., washing hands, etc.)
 - Token boards
 - Social stories
2. Enable parents, teachers, care providers, direct support professionals, etc. the option of supervisory oversight via a linked account, and to also create content for use by the primary user
3. Eliminate the problem of physically keeping up with a lot of materials, as the only needed material will be the device on which the app is installed
4. Eliminate the stigma of carrying around visibly “special needs” materials in public settings
5. Be perceived as easy and user-friendly by users and their support team by eliminating the excess visual clutter and complexity of typical to-do/scheduling/organization apps
6. Have no learning curve or instruction required to learn, the app will be visually obvious how to use

Users:

What2Do is for neurodiverse children and adults with a need for visually accessible structure to their activities. It is also for their teachers, family, and care team, to enable oversight and guidance without being the immediate source of interaction for the user to access information about their activities. Having consistent access to and the ability to safely use a touch screen device is a prerequisite to being a successful user of What2Do app. Having 2 separate devices on which to install the app is required for having a user interacting with the app independently as well as a “supervisor” providing remote oversight.

This is an app that will absolutely need to be tested in the target user population to ensure it is hitting its objectives. Special education classrooms, group homes, alternative family living (foster homes), community-based service providers, and private families would all make excellent testers. Asheville is home to Arms Around ASD, We Rock the Spectrum, the Progressive Education Program, and many other settings where networking about the needs of this population would be possible. User feedback will be essential to development.

Charter

What2Do is a highly customizable ultra-simple and intuitive way to manage visual structure for people with autism. It replaces physical materials for schedules, task analyses, token boards, and social stories. It can be used by a user alone as a low-clutter scheduling app and storage for recipes, instructions and visual prompts. It can also be used with a connected supervisor account on a 2nd device to enable a teacher, family member or support professional to create materials and authorize checking off tasks and earning tokens. What2Do facilitates greater independence and self-management for neurodivergent people who are already able to navigate a mobile device. Users can easily transition from mostly supervisor-driven content and management to greater self-management as new skills are mastered. Interacting with What2Do eliminates the feeling of being directed by another person, as well as having to manage physically cumbersome and often stigmatizing printed materials, and replaces it with an easy-to-use all-in-one digital interface.

Objectives for What2Do App

- Develop an app that is intuitive and easy to use and works seamlessly to create and manage users' content
- Both primary users and support people should be able to successfully navigate app after a 5-minute demonstration
- Encourage members of the autism community to try the app and provide feedback
- Continually develop and improve app for better user experiences based on feedback
- Maintain an app that will make life easier for target population

Indicators of Success / Goals

- Name recognition within autism community as being among best apps for users with ASD – will receive mention in at least 5 neurodiversity community media channels (blogs, newsletters, YouTube channels, etc.)
- 100 Play Store/App Store downloads and at least 90% 5-star reviews
- Discount contracts for bulk downloads with 20 organizations (schools, group homes, Medicaid service provider agencies, etc.)

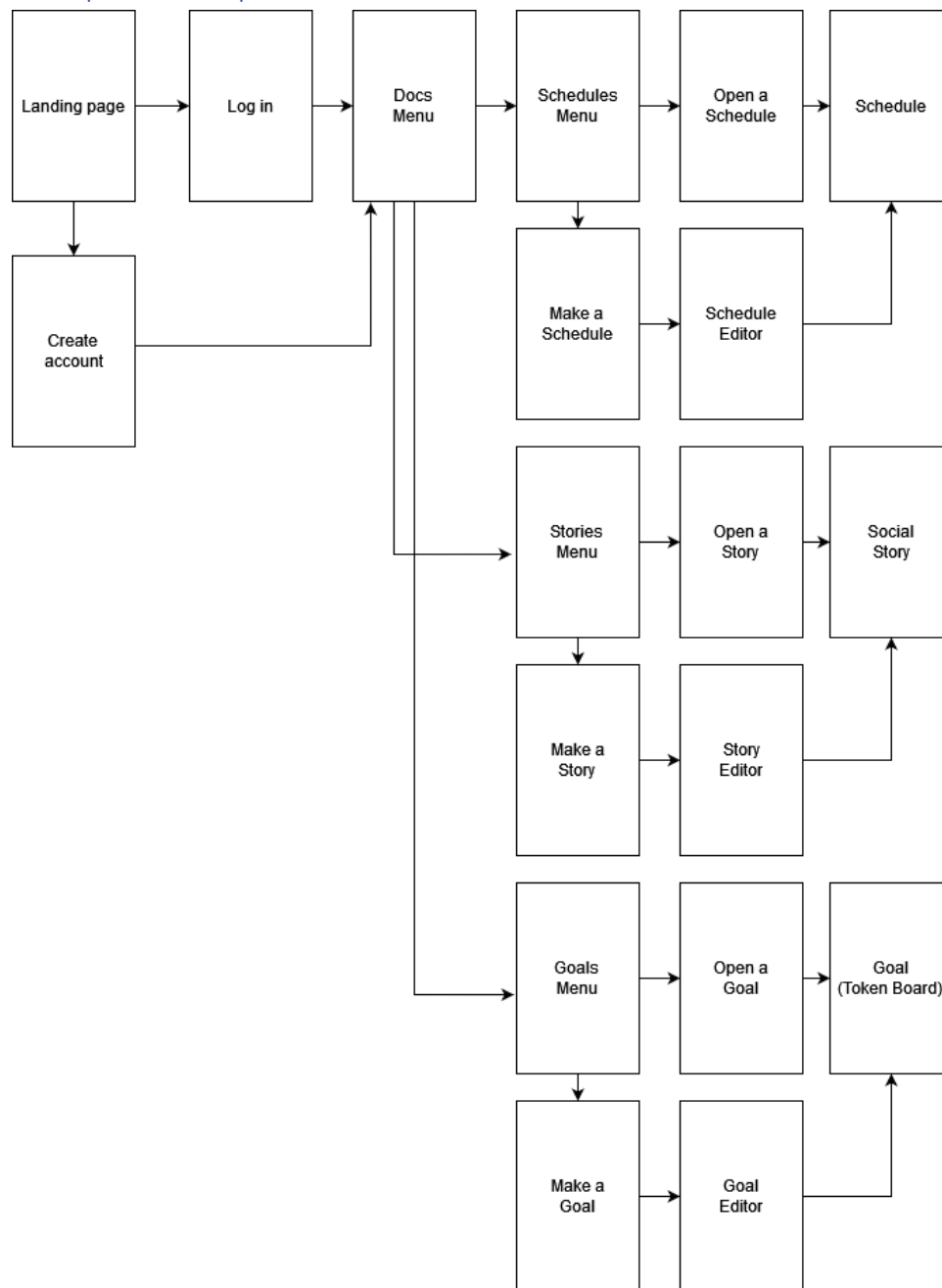
Production Overview

- Ideation (Develop user persona, Market research, Feature set - UI/UX goals development)
- Content Analysis / Site Map
- Wireframing / Interface Design / System Flow
- Interactive Comps
- Code Production
- Testing
- Deployment
- Promotion
- Ongoing Analysis and Maintenance

Feature Set

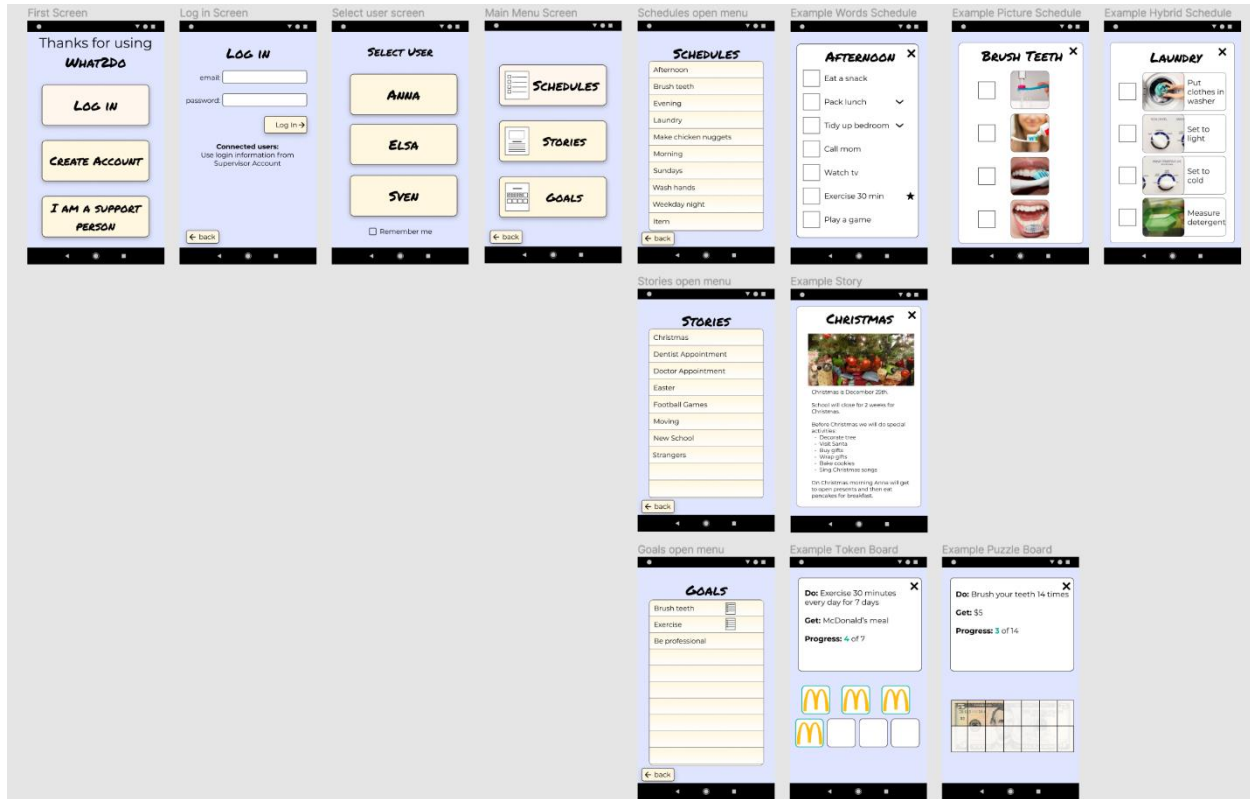
- Connects user account with supervisor account on another device to allow caregiver/support person to populate materials and/or require authorization to check off tasks or earn tokens
- Accesses device camera to take pictures for picture schedules, task analyses, token boards (option to put together photo as a puzzle), social stories
- Supervisor accounts can be linked to a single user or a caseload of users for teachers and professionals
- Supervisors can adjust setting for users to enable varying levels of autonomy over schedule and other materials, eg. the ability to add/delete items or drag to reorder
- Materials can be saved for reuse

Example Site Map



What2Do Designs

<https://www.figma.com/file/LaCgoyu2Dk6wV2suQgrf9p/What2Do?node-id=29%3A794>





Persona – Mark Howard

Occupation: Supported Employment/ Volunteer Work Networking in Community Day Program/Lifelong Learner	Age: 23 years old	Location: Asheville, NC
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“Don’t tell me what to do! Can we go to McDonald’s?”

We want him to feel

- Comfortable with the interface
- Empowered to plan his time
- Safe in knowing what to expect
- Independent and not micromanage

Description

Mark is a graduate of TC Roberson’s Progressive Education Program and is now living in an Alternative Family Living placement and receiving day program services to learn new skills and engage meaningfully in his community. He loves movies, fast food, and shopping, and hates chores, exercise, and being told what to do. He dreads medical appointments and major life changes.

Mark has his own tablet and spends as much time on it as he can. He is able to easily navigate apps and web browsers.

Mark’s family enforces minimal boundaries around tablet use so that he is not up all night using it, but he is generally free to use it as he wants. He can find and download apps from the play store if he knows what he wants and is motivated to do so.

Mark currently uses paper- or white-board-based schedules, printed token boards, and social stories, all of which are enforced by a family member or staff, which Mark dislikes, but he will not complete necessary tasks independently.

Motivation

Mark wants to access preferred items. He’s used to having to “earn” them through a token board, or wait for them to appear on a schedule, but **he receives this information better visually than through being told by another person and wants to be able to access information independently.**

Goals

Mark wants to complete his required activities, obtain feelings of success and approval, and know when he can expect the “fun stuff”.

Concerns

Mark has low tolerance for malfunctioning electronics and will behave destructively if things don’t work as expected. He has low patience for figuring out user interface.

Primary Needs

Mark wants the ability to manage his time himself and feel in control of his activities. He wants access to information about what to expect, without feeling nagged by others. He wants to access preferred items and activities.

