Technology configuration inventory

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Community & UN SDG(s):	Eye Vision Care Community, focusing on UN SDG #3: Good Health and Well-Being, SDG #4: Quality Education, and SDG #8: Decent Work and Economic Growth
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Instructions

It is useful to inventory the current technology configuration of the community, i.e., the current technology that the people working, learning, advancing knowledge (etc.) in the specific area you are engineering software for are using, as a way to understand the community better and what matters to them better. If yours is a new community, it may not have any specific technology yet, but even for brand new communities, the current configuration may not be empty, for instance if general tools like email or phone are going to be used. You can use a version of the table on the next page to inventory and analyze the current configuration of your community:

1. Get the big picture. Research the area and make a list of all the platforms and stand-alone tools in your community's configuration as best you can
2. For each platform, list the tools and check the ones that are being used. Why are some not being used? Are there duplicates? Are there issues around integration between tools?
3. To the left, make a note of which community activities/orientations the tools currently support in your community
4. To the right, identify the key features of tools. Are some of these features commonly or rarely used? What are the reasons for that?
5. Assess actual tool use if you can. Identify which are dominant and which are only used by smaller groups and individuals.

NOTE: Add new rows as needed below. Please know your search should be as exhaustive as possible given the area you are researching

Platform	EyeGym (https://eyegym.com/) **Web and Mobile Application**		
Supported activities	**Tools**	**Key features**	**Usage notes**
Free Assessment	Visual Animation Tests	Test eye strain, visual acuity, and focus through animation	Common entry point for new users; quick evaluation
Training & Exercise	Animation Exercises, and Interactive Games	Improve focus, reaction time, and peripheral vision	Popular for providing step-by-step guidance
Monitoring & Feedback	Progress Bar	Visual representation of exercise completion status	Helps users gauge their progress and stay motivated

Achievement & Motivation	Level & Points System	Users earn points and advance levels by completing tasks	Gamification to increase user engagement

Platform	Healthline (https://www.healthline.com/)		
	Web Application		
Supported activities	**Tools**	**Key features**	**Usage notes**
Health & Wellness Articles	Drop-down list, search bar	Comprehensive articles on a wide range of health topics	Users can click or search for specific topics and ailments
Product Review	Review Section	Detailed reviews of health and wellness products	Helps users make informed decisions about products
Educational Videos	Video Library	Demonstrative and informative videos on various health topics including eye/vision	Visual learners can benefit from these
Subscription	Newsletter Signup	Regular updates on new articles, reviews, videos, etc.	Keeps subscribers informed with the latest health information

Stand-alone tool	Eye Relax: Exercise eyesight (IOS App)		
Supported activities	**Tool**	**Key features**	**Usage notes**
Eye Relaxation Exercises	Animation Sequences	Guided animations to help users perform eye relaxation exercises	Users can follow along with the animations to relax their eyes
Custom Exercise Length	Timer Setting	Allows users to set their preferred duration for exercises	Tailors the exercise length to individual user needs
Exercise Log	History Tab	Records all past exercises and durations	Users can track their progress and consistency over time
Integrated with HealthKit and Siri	Integration Option	Syncs data with Apple HealthKit and allows voice control via Siri	Enhances app functionality and allows for a seamless user experience

Stand-alone tool	Eye Recovery Training (IOS App)		
Supported activities	**Tool**	**Key features**	**Usage notes**
Game	Matching Game	Users must find and match the identical Gabor patch image amidst a variety of Gabor patch images.	Designed to enhance visual acuity and eye-brain coordination through gameplay.
Time-based Competition	Timer Integration	Users compete against the clock to see how many matches they can make in a span of 3 minutes.	Encourages repeated plays and improvement by adding a competitive element.
Score Tracker	Scoreboard	Records and displays the number of correct matches made within the 3-minute timeframe.	Allows users to track their progress and strive to beat their previous high scores.