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# Status Report: Erasmus+ Knowledge Project

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# Overview

## Expected delivery

Easter break 2020

## Recent progress

- Downgrade Node.js allowing creation of React **Native** app.
- Building for android in various ways (emulator, android device, expo cli)

## Biggest risk

Not reaching code completion in time to merge with other two Erasmus+ Carlow students come Easter.

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# Progress - Research

## Accomplishment 1

- Coeliac (or Celiac) disease research started with [design sessions taking place](#) alongside students and lecturers from across Europe
- Furthered by regular supervisor, local Erasmus+ meetings and my own research

## Accomplishment 2

- Familiarising myself with as much of the relevant literature as possible
  - This is in the context of behaviour change frameworks (**BCTs**), gamified elements used in an intervention capacity, mobile health and more
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# Progress - Technology

## Accomplishment 1

- Learned the **React** framework with help from Erasmus+ workshop.
- Mid-semester pivot to **React Native** under instruction of Erasmus+ team
- Took a deep dive to learn all about building apps this way

## Accomplishment 2

- Created a thorough [one pager](#) specification with mocked up video for the media students to create animated videos
  - The idea here was from day one to further solidify all of the learning (e.g from last years elements) and encourage long term behavioural change
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# Attention areas

## Risk 1

- React Native is volatile - careful when trying to add non-native components
- Similarly, not a lot of resources to draw from - must be creative in approach

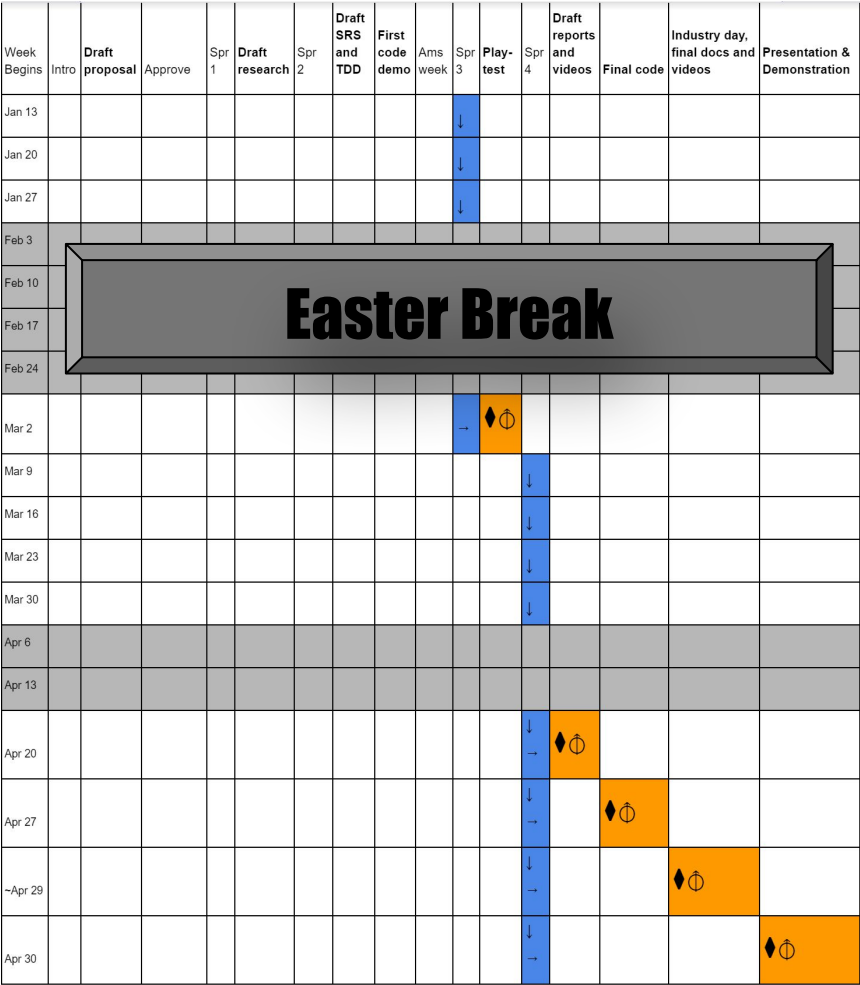
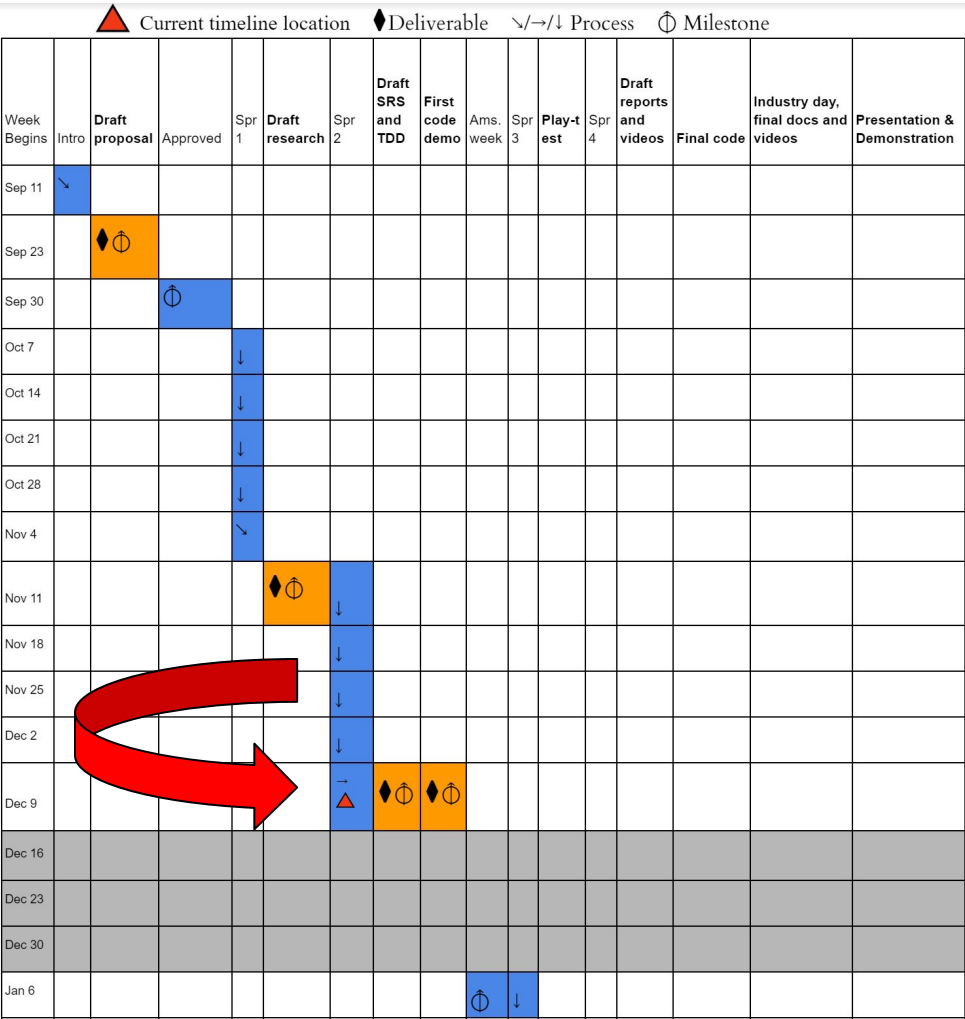
## Risk 2

- May not be enough participants for the [21 day challenge](#)) forcing me to change the approach to the Study, as mentioned in the [Research Report](#)

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# Schedule

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# Next steps

**Assignment 1:** Create the Badge / Achievement system as a React native component for early in the new year

**Assignment 2:** Implement the Mastery System with three tiers: Beginner, Intermediate and Master - each giving perks or boosts

**Assignment 3:** Implement a video player component using placeholders (lowest priority - videos may not be produced for us)

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**Demo**

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Questions?

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