

1. Explain the problem clearly / objective / design

(how is it not boring for users)

- problem: There's an increase of cardiac arrest cases in SG.
- Aim: We want to educate / equip member of the public with adequate knowledge of using the AED. (in case of such emergencies)
- solution: We would incorporate the proper / basic knowledge on how to use the AED & the correct steps when handling such real life cases. *There are people who don't know what to do.*
- Non Boring Way: Multi-modal - vibrations, sub-consciously reward users with adequate feedbacks (haptics) at a psychology level. *Imagine an app without any feedbacks, users would feel very unmotivated & monotonous.*

2. Paper-Prototypes: — Scanned / printed ✓

- with available PPT animations -

3. AIM of evaluation -

- * Survey — how users feel about our app? is it useful, knowledgeable, fun, boring, sucks???
- how can we improve on our app?

4. methods of evaluation - 1. Survey (get feedback)

Summative — To evaluate the overall achievement.

Formative — get strength & weaknesses of app to improve.

↓
ongoing and qns.