

Document and discuss how you are addressing ideas and concepts discussed in the lectures in your project conceptualization and work

Ans-

- **Key Findings from Community Research:**

- ✓ **Community Characteristics**

- **Target Audience:** The target group for the Bingo game is Dementia patients.
    - **Technology Savviness and Constraints:** The community has a limited capacity to adopt and learn new tools.

- ✓ **Community Orientations:**

- **Meetings:** Members need to be online synchronous during the event/time of participating in Bingo game.
    - **Social Interaction:** Dementia-friendly communities emphasize the importance of social engagement. Activities like bingo can foster connections and reduce feelings of isolation.
    - **Simplified Activities:** Games tailored for dementia patients often use simplified rules and high-contrast visuals to accommodate cognitive and visual impairments.
    - **Safety and Accessibility:** Communities prioritize safe environments, ensuring activities are easy to access and participate in.

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- **Technology Configuration Inventory**

After surveying similar technology to understanding the current landscape I found many bingo apps available, but most aren't specifically tailored for seniors or dementia patients. For example, there are apps like [Bingo Senior Games](#) that cater to older audiences with simplified mechanics and larger fonts. Additionally, there are digital alternatives like [TV Bingo](#) that bring a fresh twist to the traditional game.

However, these apps do not fully address the unique needs of dementia patients, such as cognitive accessibility, memory aids, or calming designs. This gap presents an opportunity to create something truly impactful.

In my opinion, the processes and documentation used in this course for project planning appear to be generally helpful and comprehensive in guiding the development of a community-centered software project like the Bingo game for senior citizens. They provided a structured approach to understanding the community, defining the project, and considering various relevant factors.

Here's a breakdown of how they helped:

- **Structured Community Understanding:** The "Community characteristics & orientation" document provided a valuable framework for systematically

researching and documenting various aspects of the target community, including their demographics, needs, technology access, and community orientations. This structured approach is crucial for ensuring the software design aligns with the community's context.

- **Defining Project Scope and Deliverables:** The "Business Case" clearly outlined the need and recommended the Bingo game. The "Project Scope Statement" provided a template for defining project deliverables (Bingo Card Generator Tool, Game management/Win detection tool), user stories, and acceptance criteria. This helps in managing expectations and deliverables.
- **Identifying Technical Requirements:** The "Project Requirements" document prompted the definition of technical and performance requirements, including the technology stack (Django, html, CSS, JavaScript, SQLite databases) are the main tools required. This is essential for the development phase.
- **Stakeholder Analysis:** The "Stakeholder analysis" document provided a structured way to identify key stakeholders (Senior Citizen, Dementia patient, Caregiver, Bingo Caller, Participants, SLGA, Supervisor, Project Manager) and consider their power and interest. This is crucial for managing relationships and addressing potential concerns.
- **Integration of Theoretical Concepts:** This course introduced key concepts such as Digital Habitats, Communities of Practice, Technology Stewardship, Community Orientations, and polarities (Synchronous/Asynchronous, Participation/Reification, Individual/Group). These theoretical frameworks provided valuable lenses through which to analyze the community and make informed design decisions.
- **Emphasis on UN SDGs:** The initial focus on selecting and discussing a UN Sustainable Development Goal helped to frame the project within a broader context of societal impact, specifically linking the Bingo game to Good Health and Well-Being for the dementia patients and senior citizens.
- **Technology Configuration Inventory:** This document specifically guided the understanding of the community's existing technology. This is critical for designing a solution that can address the gap and presents an opportunity to create something impactful
- **Considering Potential Challenges:** The "Drafting an emerging picture" document encouraged consideration of potential issues, such as the regulatory concerns raised by SLGA, which was such a vital aspect that drove our project scopes towards a new direction.