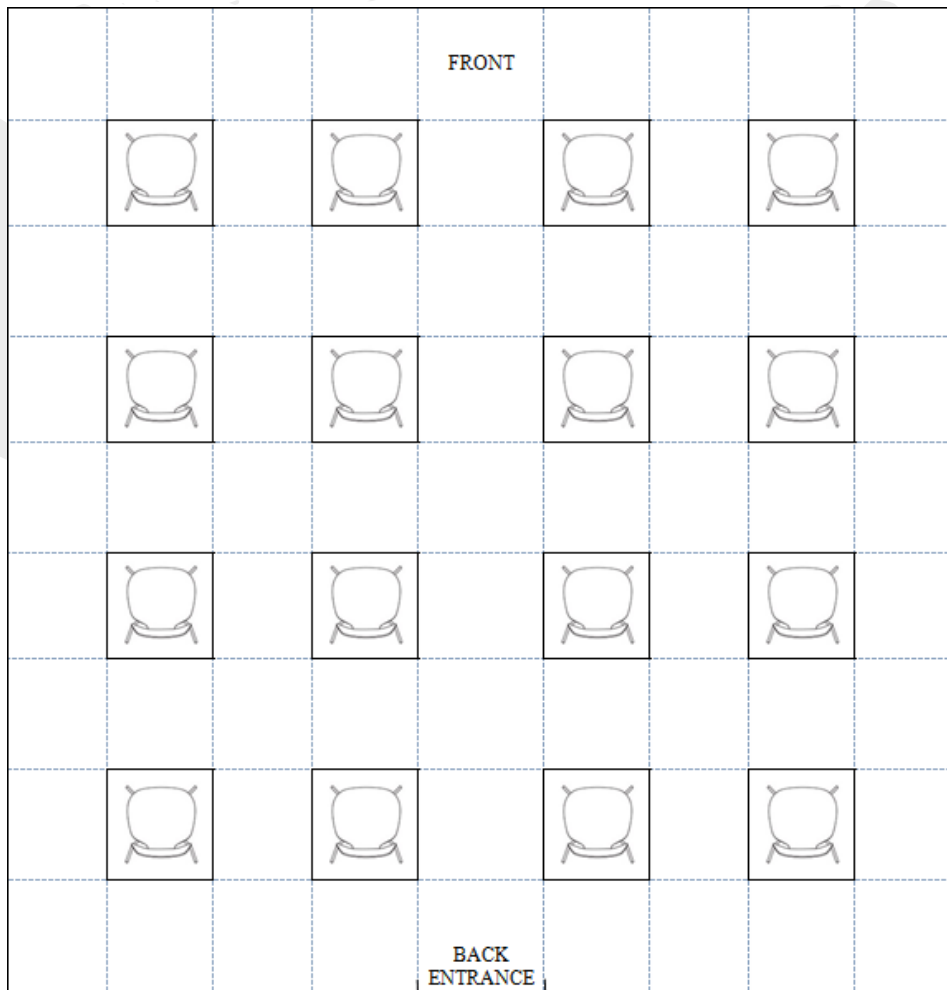


# Childhood Development Research App

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# Description

- App will contain a way to configure virtual room as well as other test conditions
- User will be able to “move” around the space until they select a chair
- Once chair has been selected, test will conclude and the app will send the information to a database



# Example Room Layout

# Motivation

- Dr. Scofield studies how adults and children utilize space differently
- Use of app removes need for physical room
  - Virtualizes process of seat selection
- App also presents ability to reconfigure room scenario quickly and easily

# Potential Features

- Fully/Partially customizable room layout
- Ability to select and display setting (classroom, lecture hall, etc.)
- Directional buttons vs. directly selecting a chair
- Interface to provide biographical information about test subjects

# Potential Challenges

- Realistically simulate the test conditions on a mobile device
- Requirements issues; moving target problem
- Storing and syncing data