

Criterion A: Planning

Word count: 449

One day, I was spending time together with my cousin. He shared with me how his little brother had problems with handwriting and how this is impacting his performance at his school significantly. My cousin is concerned and reached out to me since I am the first person he would think of in case he needed help. He is interested in computers as much as I am but on a lesser degree, meaning he has the same interest but not as much expertise as me, so he was also thinking if I could design some kind of technology that could potentially aid my cousin's little brother and hopefully improve his handwriting.

His idea was something like a pattern finder. However, he was not sure how to formulate it because for us, designing hardware is not our thing, as much as we are interested in Computer Science. When I evaluated his idea of a pattern finder, I initially did not find it convincing enough for a technology that could potentially help out my cousin's sibling. However, after thinking about it more, I based my idea on his idea: combining his pattern finder that involved statistics for which letter someone gets wrong the most with my idea of enabling touchscreen.

We started thinking about what type of operation system (OS) to make it available on. Since me and my cousin use Windows 10 computers, we initially thought of making it available only on iOS. However, then we remembered that iOS is available for only MacBooks and iPads. Additionally, we had also planned to make it available on Android tablets, so just any type of tablets. By making it available on iOS only, it limited our opportunities for making it available on both operating systems. My cousin wondered if there was some sort of method that could synthesize both operating systems. And that is when an idea sparked in my head about the

application to be compatible on both systems. The thing I suggested was more than just for operating systems: the use of a browser.

From there on, I told my cousin that I could make a touchscreen application for handwriting that involves statistical analysis that is based on which letters you have gotten wrong the most and give you feedback. I told him that I will make the application on a browser. Finally, we went onto discussing whether we should give it a price. After a short talk, we came to the conclusion that it will be free to purchase and that no price will be given for it.

Our final verdict on the application, and what to be included, is summarized in a synopsis in the following points below:

- The application will be a web-based one, so the programming language for it will be HTML since all websites use HTML as its coding language for the frontend code.
- The application will be freely available for anyone to use. It is an educational app, so it will not be given a price like \$3.00 (for example). Just a free app.
- The application will be designed for children to improve their handwriting. This will be done by implementing touchscreen into the application.
- The application will include exercises for writing words and give back statistics for which letters a user gets wrong the most and will give the client feedback for that.