

I. Pitch Prompt 1:

- **Problem Space:** Healthcare (1)
- **Target Audience:** Athletes (11)
- **Unique Design Space:** Tangible Interfaces (2)

Pitch: Athletes commonly access healthcare resources for physical exams/checkups, injuries, and physical therapy among many other reasons. Athletes could more easily access healthcare resources through a mobile application that allows them to keep track of appointments, exam results, and recommended/necessary treatment. The application will allow them to schedule/cancel/change appointments with their primary or specialists, receive communications from healthcare providers (including but not limited to test results, prescriptions, and other important notes), and input symptoms or injuries. By adding any symptoms or injuries, an athlete can choose to share the new information with their healthcare provider and request a recommended course of action from a provider (such as schedule an appointment, practice at-home physical therapy, or pick up newly prescribed medicine).

II. Pitch Prompt 2:

- **Problem Space:** Agriculture (5)
- **Target Audience:** Visitors (4)
- **Unique Design Space:** Unique Visualizations (4)

Pitch: The impact of agriculture on the local economy can be created into unique visualizations. These visualizations can help communicate to visitors, such as international tourists, the impact and benefit they have on local prosperity. This can help encourage tourism for countries that depend on tourism as their main economic source.

III. Pitch Prompt 3:

- **Problem Space:** Animal Welfare (11)
- **Target Audience:** Children (2)
- **Unique Design Space:** Machine Learning (6)

Pitch: To help educate children on animal welfare, a machine learning AI can be used to test various teaching methods on children to improve effectiveness of methods. The AI initially can educate children about animal welfare using a simple slide, lecture tactic and test the students on their understanding. With this data, the AI can implement changes to the teaching method,

such as adding videos, images, or questions between slides to find which methods improve learning.

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Chosen Pitch: Pitch Prompt 1