**CS 6440 Student Project Proposal**

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| **Project Title:** Health Disparities App | |
| **Mentor 1 Name:** Brenda O. Oiyemhonlan, MD, MHSA, MPH, Emory/Grady | **Mentor 1 Email:** brenda.oiyemhonlan@emory.edu |
| **Mentor 2 Name:** | **Mentor 2 Email:** |
| **Project Background:** | |
| **Project Objective(s):** To build an Android and IPhone application that will assist health care utilizers in identifying options for receiving health care services (primary care, dental health services) in close proximity to their work and their homes. | |
| **Description of the Solution:** | |
| **Desired Student Skills/Background:**  Roles of team members:   * Developer * Tester * Analyst   **General**  http://pixel-geo.prfct.co/cs/?partnerId=mrinExcellent written skills  Excellent Oral Communication Skills  Team Oriented  Flexible  Problem Solving  Motivated  Interested in Public Health and Health Disparities (Not a must but helpful)  **Technical Skills:**  Cross-platform Development  User Experience/User Interface Design Skills  Graphic or interaction Design | |
| **Data Requirements and Potential Sources:** | |
| **Other Comments:**  **Infrastructure Automation**   * Automated app deployment * Self-healing infrastructure * Test driven infrastructure   **Community Building**   * Knowing where your users are * Understanding your users * Understanding why you do what you do * Articulating why you do what you do to your users. * Giving users something of value first * Developing and executing a launch strategy for your app   **Programming**   * Build the simplest responsible solution * Pick technologies that serve the users’ needs * Have a strategic outlook on the architecture * Understand that you will probably build the wrong app initially. * Able to create simple code   **Data visualization**   * Understanding the data in your web application. * Understanding the insights your users need to have. * Applying data visualization theory to turn data into insight.   **User Experience**   * Paper prototyping. * Usability testing. * A/B test to improve existing features. (this is harder on mobile apps) * Use metrics to make informed decisions.   **Business**   * Prioritization of features * Finding innovative ways to maximize revenue and minimize costs.   **Innovation**   * Reduce cost of failure * Challenge traditional thinking * Broaden the scope of possible solutions   **Analysis**   * Understand and optimize business processes * Understand and optimize customer workflows * Legal requirements   **Design**   * Make the app pretty * Design for target devices and user needs * Design is how the app works not just how it looks * Design the whole system * Make the small things matter   **Testing**   * Automate! * Find errors as soon as possible * Identify root causes * Test the infrastructure | |