GNG 2101 C - Intro. to Product Development

Deliverable G - Design Day Pitch and Final Prototype Evaluation

Team: C 2.3

Student Number	Name
300198368	Jerry Nguyen
300144344	Jason Nguyen
300236741	Rebeca Poulin
300148414	Boubrik Nada
300085552	Raphaelle Jean-Baptiste
300131330	Shaonan Cui (Calvin)

Professor: Prof. Jason Foster

TA : Aradhya Agnihotr | Project Manager : Cecilia Lou

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Design Day Pitch

Jerry's pitch

[Intro] (not counted in 3-minute time constraint)

Good morning to everyone here. Today's session will be divided into two parts. The first part will focus on the design process, as required for this course. The second part will delve deeper into the project during the Q&A session.

[Pitch]

Nowadays, the ability to use a mouse has become a given. However, for certain individuals using a mouse can be challenging. That is where we come in with Mouse-ify.

Our client Travis from Computer Wise, asked us to design an application that teaches, maintains, and improves basic mouse skills for users who have neurological and/or physical disabilities like cerebral palsy. The main goal is apparent, through mouse training, the skills learned can be later applied to their everyday tasks and internet activities.

After several meetings with the client, there was a great emphasis on making sure the app is not childish and after benchmarking, we noticed that the existing solutions were childish and often did not include all the basic mouse functions. Based on the client's feedback and our research, design specifications were generated.

Other requirements are: simple and easy to understand, design for all by including visual support and instruction, and engaging to make the users learn the skills subconsciously.

One of the design concepts we presented to our client was a puzzle game. Upon presenting it, we found out that 8/10 of the users enjoyed doing puzzles regularly which is why we decided to go with this solution for maximum engagement.

(Start the demonstration of lv 1 and 2)

The app teaches the user mouse skill in 3 parts : Module, Puzzle, and Word. Each level builds on the previous one and increases in difficulty. To develop our solution, we went through an iteration process with multiple prototypes. The first prototype, which was used to show the concept and get feedback was low fidelity and demonstrated Lv1 that covers Left Clicking and Dragging. The second prototype includes Lv2 with double clicking added. It is used for learning purposes by doing sample testing. Our final prototype includes Lv 3 - scrolling, and Lv 4 - right click copy and paste. It is a high fidelity version for integration and refining our final solution.

We accounted for both social and economic factors to ensure our app caters to the needs of our

users and the wider community. Our application is feasible and affordable as it costs around 50$ to design. It also opens up more job opportunities and creates a more inclusive environment for people with disabilities.

What sets us apart is that Mouse-ify turns mouse skill training into an engaging game that's not just fun but also practical, with clear visual instructions and accessibility features that make it suitable for everyone. With its game-like structure and educational modules, Mouse-ify is a cost-effective and efficient solution for enhancing everyday tasks and internet activities for any looking to improve their skills.

Design Day Material

- Poster : PosterSlides
- App will be up and running as a demo

Summary

We were tasked to develop a mouse skills app to assist users with disabilities in developing their mouse skills and knowledge on its basic functions.

Final Prototype

Link : https://preview.construct.net/#i6tn23uf