



Design Brief Template

School: Reynolds MS, YVTC

State: WA

Division: Middle School High School

Team Members: Jared Arche, Archer Doss, Angell Bautista, Andrea Luna

Problem Statement: Briefly describe the people who will benefit from the project and the challenges they face. Include any inequity that the project hopes to address. *(100 Words Maximum)*

Andrea got COVID in late August, during the time that she had COVID she developed a heart issue. Months after COVID, the heart issue remains. She is afraid of getting COVID again because of her remaining heart issues.

User Research: Discuss key information about the users gathered through your research, interviews, and ongoing discussion with the users throughout the project. *(200 Words Maximum)*

We gathered the responses of the survey we sent out and less than half of the people who did the survey said they are 'kind of' scared of the virus. One percent of the people who did the survey said they were afraid COVID. More than half of the responses said they aren't afraid of COVID. More than half of the users said they'd prefer if the watch lit up to notify them.

User Insight: Discuss your team's understanding of the experiences, emotions, and motivations of the users. *(200 Words Maximum)*

We are creating a watch to help those scared of contacting COVID or coming in contact with someone who has COVID or who are high risk. We're also building this watch to give those that are high-risk a piece of mind. Many people have developed anxiety from this virus and the watch would help ease that anxiety.

User Needs: A specific list of user needs produced from the user Insight is provided. *(100 Words Maximum)*

The users need comfortability when wearing a watch. They preferred if the watch was made of leather or rubber. Besides that, they did not list any other needs.

Project Goals: Goals selected are linked to and will adequately meet the user's needs. *(100 Words Maximum)*

To create a watch that detects when someone is nearby, so high-risk individuals or individuals who want to be aware, can safely, socially distance themselves from others.

Key Features of Design: The list of the key features illustrates that design will adequately meet project goals. *(200 Words Maximum)*

The watch can be worn on your wrist as you would with a normal watch. We will also code the watch to detect someone who is 3 ft and 6 ft away.

Status of Project: Adequately examines the progress of the project and discusses potential next steps. *(200 Words Maximum)*

So far, we have been able to fix the sensor to be able to detect someone. Our group is also not that far off from finishing the PowerPoint slides.

Impact: Discussion adequately describes how design may improve inequity for the user and/or remove barriers. *(200 Words Maximum)*

Our design should be able to comfort the user. Our design should also be able to notify the user when someone is within 3 ft and 6 ft.

Reflection: Demonstrates an increased understanding of Human Centered Design. Discusses personal growth and insights about designing for others and helping them overcome challenges. *(200 Words Maximum)*

This has helped us realize a lot of people's problems and how we can help. We were in a time crunch so being able to manage our time has been a very valuable lesson.

Prototype Graphic: Graphic is easy to understand and adequately labels key features

