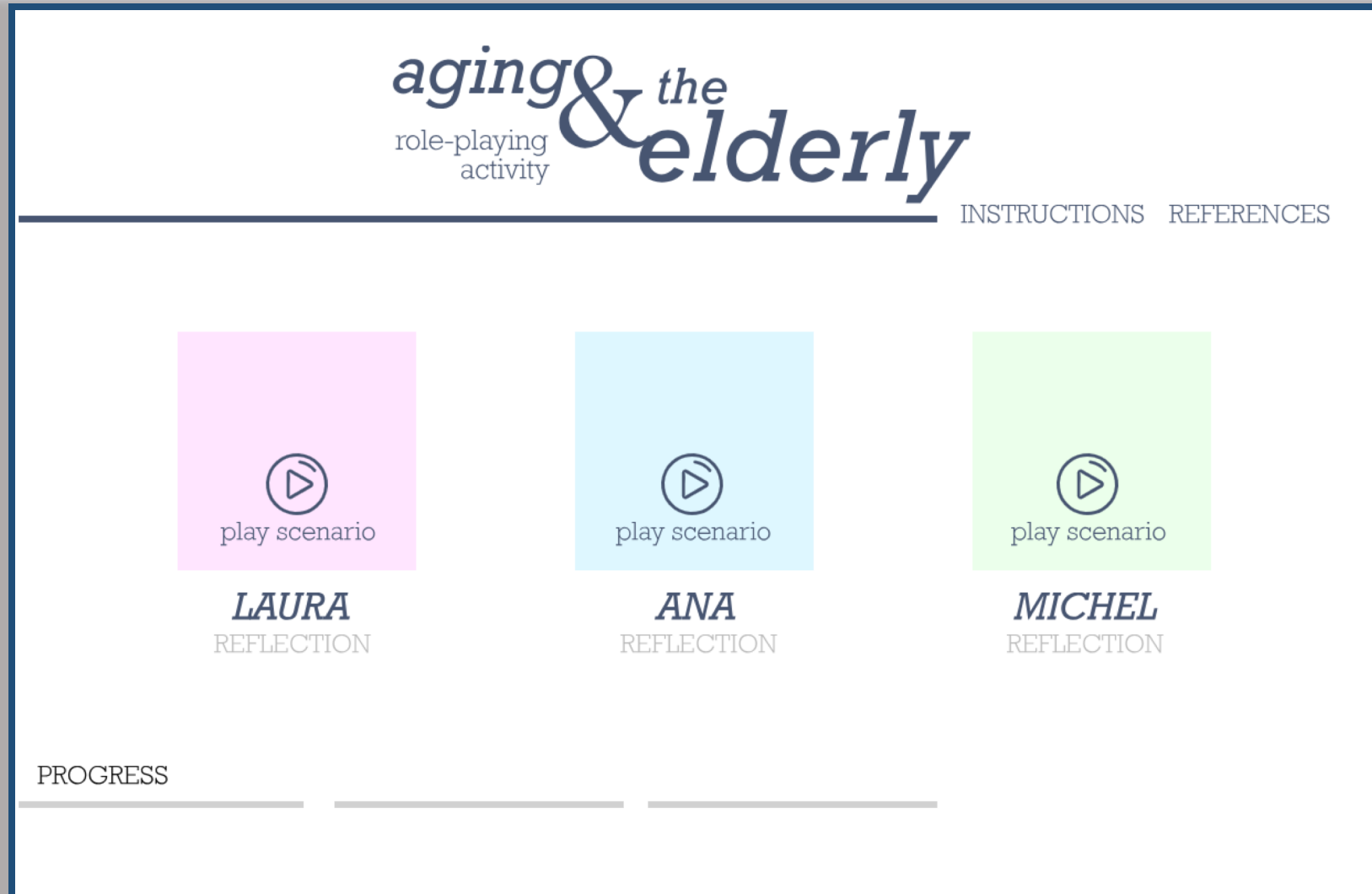# HOME SCREEN: beginning state

Active Buttons: 'Play' Scenario, 'Instructions/ objectives', 'References'

Interaction: Choose a scenario

Camera: n/a

Action: n/a

Dialogue: n/a

SCENARIO: 1 – introduction

Active Buttons: 'Start Scene', 'Home', 'Help'

Interaction: Start scene

Camera: n/a

Action: n/a

Dialogue: voice-over by narrator – Older adults often experience challenges to their well-being. For this activity, you should imagine that you are experiencing what happens to Laura. Put yourself in Laura's shoes and think about how she feels. Laura is 87 years old. She has just had lunch with some friends and stops by the pharmacy on her way home.

SCENARIO: 2a – simulation

Active Buttons: 'Help', 'Home'

Interaction: n/a

Camera: Wide shot

Action: Laura walks up to counter

Dialogue: n/a

SCENARIO: 2b – simulation

Active Buttons: 'Help', 'Home'

Interaction: n/a

Camera: Medium shot

Action: Pharmacist greets Laura

Dialogue: Pharmacist – Hello, how are you doing today?

SCENARIO: 2c – simulation

Active Buttons: 'Help', 'Home' Dialog box option 1 (correct), Dialog box option 2 (incorrect)

Interaction: Select appropriate response

Camera: Medium Shot

Action: Laura's expression

Dialogue: n/a

SCENARIO: 2d – simulation

Active Buttons: 'Help', 'Home' 'Try Again'

Interaction: Select 'Try again', then select appropriate response

Camera: Medium Shot

Action: Laura's expression

Dialogue: n/a

SCENARIO: 2e – simulation

Active Buttons: 'Help', 'Home'

Interaction: n/a

Camera: Medium Shot

Action: Laura responds to pharmacist

Dialogue: Laura – I'm feeling great! I just had lunch with some friends. It was a fun time!

SCENARIO: 2f – simulation

Active Buttons: 'Help', 'Home'

Interaction: n/a

Camera: Medium shot

Action: Pharmacist responds to Laura

Dialogue: Pharmacist – That sounds nice. How may I help you today?

SCENARIO: 2g – simulation

Active Buttons: 'Help', 'Home'

Interaction: n/a

Camera: Wide shot

Action: Laura and Pharmacist complete interaction

Dialogue: Laura – Could you please fill these prescriptions for me?
Pharmacist – Sure, I can fill these right now.

SCENARIO: 3a – assessment

Active Buttons: 'Home', 'Help', option 1 (incorrect), option 2 (incorrect), option 3 (correct)

Interaction: Select appropriate feeling

Camera: n/a

Action: n/a

Dialogue: n/a

SCENARIO: 3b – assessment

Active Buttons: 'Home', 'Help'

Interaction: n/a

Camera: n/a

Action: n/a

Dialogue: voice-over by narrator – When participating in physical activities of daily living, older adults are overall happier when they have the option to make choices in their activities, they can understand the activities, and they can relate to the activity. Positive feelings owing to physical activities in daily living depend on the extent that psychological needs are satisfied.

SCENARIO: 4 – reflection

Active Buttons: 'Home', 'Help', 'Submit'

Interaction: Type reflection in text box

Camera: n/a

Action: n/a

Dialogue: n/a

Icons created by Freepik

HOME SCREEN: new state
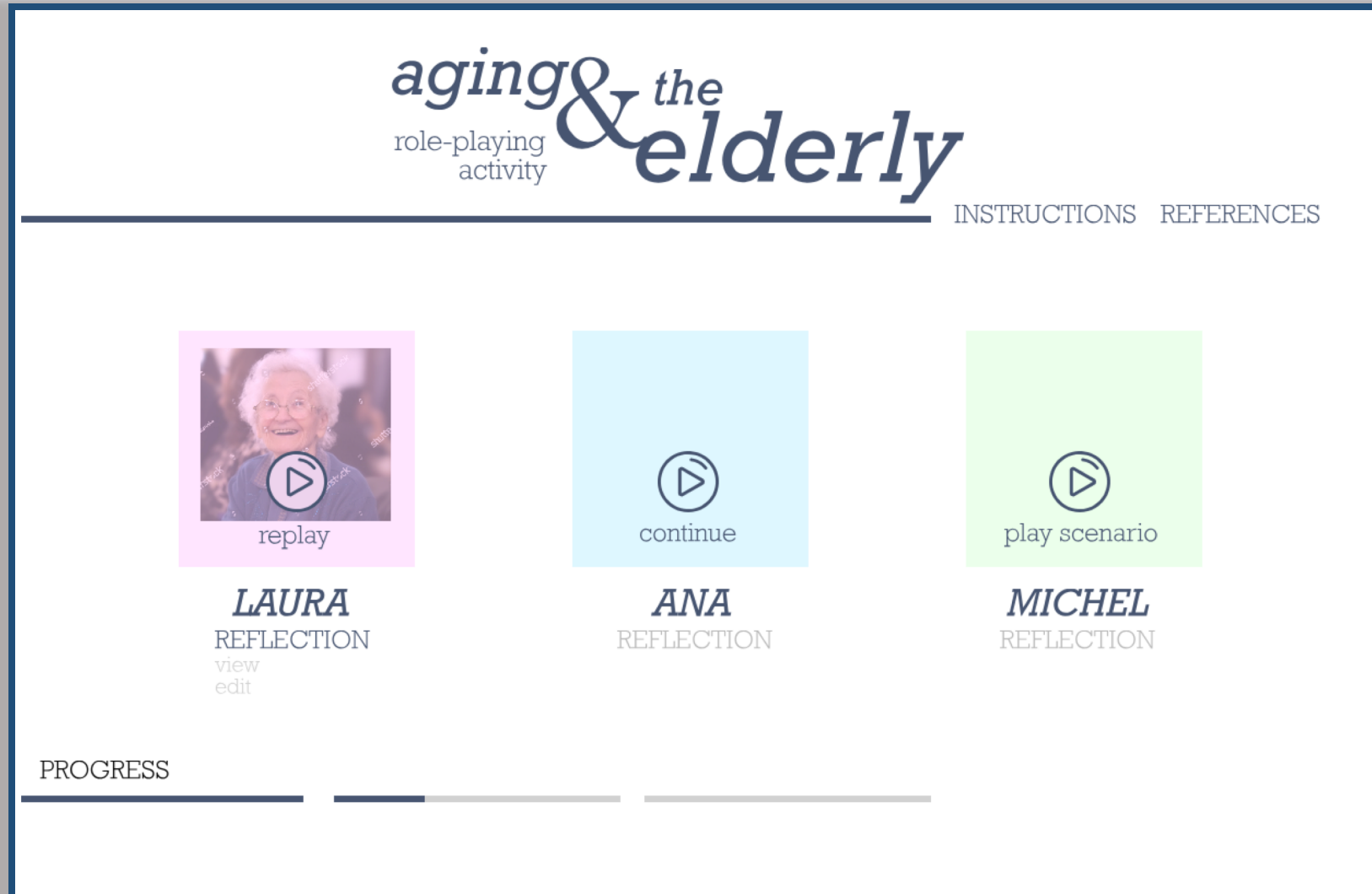
Active Buttons: 'Enter Scenario', 'Instructions/ objectives', 'Replay' scenario, 'References', 'View' reflection, 'Edit' reflection

Camera: n/a

Action: n/a

Dialogue: n/a

Icons created by Freepik

Explanation of the Design

This design includes elements that caused strife between Adam and Lorena such as instructions, support and objectives on an as-needed basis to prevent them from distracting from the scenarios themselves. Learners are not required to access the additional content if not needed. As Lorena requested, this design includes decision-making and immediate feedback to enhance perspective-taking without adding unnecessary complexity to the user interface or development.

This proposed design applies the segmenting principle (Mayer, 2001) by including interactions often. However, it is simple enough, it may be easily developed for a variety of devices within a program like Adobe Captivate – which school or Adam likely already have access to.

When considering multimedia principles, I included a progress bar as part of the user interface motivates learners to progress through content (Balboni, n.d., 3.1-3.3) This proposed design avoids extraneous information; audio narration accompanies longer passages that contain static, quiet graphics rather than animations (Mayer, 2001). Finally, the structure of layout remains consistent throughout the user experience and each scenario is color coded. This structure adheres to the signaling principle by subtly creating a strict organizational system making it easy for learners to find what they need (Mayer, 2001).

Storyboard Outline

Home Screen features
- Primary
    - 3 scenarios
    - Progress bars
    - Reflection
- Secondary
    - References
    - Activity instructions and objectives

Scenario
1. Introduction – text and narration Portrait of Laura
    a. Audio voice-over by narrator
    b. Enter scene button
2. Scenario – help button top right, Home button top right, Bottom center 'Scene 1' and progress bar
    a. Wide shot: Laura walks up to counter
    b. Medium shot framing pharmacist. Audio voice-over by Pharmacist: Hello, how are you doing today?
    c. Medium shot framing Laura's expression
        a. Dialog box: How are you doing today?
            a. Option 1 (correct answer)
            b. Option 2 (incorrect answer)
    d. Incorrect option chosen Feedback: Not quite; try again
    e. Medium shot framing Laura responds. Audio voiceover by Laura (correct option)
    f. Medium shot framing pharmacist. Audio voice-over by Pharmacist: That sounds nice. How may I help you today?
    g. Wide shot: side view end of Laura and Pharmacist's interaction.
3. Assessment
    a. Dialog box: What emotion is Laura feeling?
        a. Sad
        b. Tired
        c. Happy
    b. Laura is feeling happy:
        a. Audio voice-over by narrator: 'When participating in physical activities of daily living, older adults . . . (Kanning & Hansen, 2016)
    c. Portrait of Laura. Dialog box: Please consider the experiences of most elderly individuals. Imagine . . .
4. Home screen – progress update.

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