Overview

- Perform user interviews
- Design prototype
- Integrate user feedback
- Code app
- Manage timeline
- Deploy app
Perform user interviews
Perform user interviews
Design prototype
Design prototype
Integrate user feedback

Think & Feel?
Anxious, heartbeat quickening

Hear?
“I don’t get it”

See?
Agitated student looking around

Say & Do?
Observe and wait for strategy to pop into head

Pain
Having to pause to use app

Gain
Sense of support
Integrate user feedback
Technologies

- Node.js (package manager)
- Express.js (server, routing)
- Pug (template engine)
- Sass (CSS)
- Bootstrap 4 (Responsive design)
Back-end development
Back-end development

// use pug view engine
app.set('views', path.join(__dirname, 'views'));
app.set('view engine', 'pug');

// set up routes and routers
app.use('/static', express.static(path.join(__dirname, 'public')));
app.use('/home', home);
app.use('/about', about);
app.use('/', home);
Front-end development
Front-end development

$primary-text-color: white;
$secondary-text-color: white;
$p-text-color: #175869;
$background-color: #9FD5E3;
>alert-color: #8DE7FD;

$primary-font: 'Raleway', Arial;
$secondary-font: 'Open Sans', sans-serif;
Deploy app

Aionno
Find better classroom strategies

Student is
angry

Situation is
any

Name: non-verbal signals
Description: using gestures or space to focus the group and establish control

Name: affirmation
Description: establishing identity and worth

Age of student
- 10-12
- 13-15
- 16-18

Content area
- Mathematics