Memorable

*Personalized entertainment for people with dementia*

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**Week 2 Report**

**Current Milestone 1 Goals:**

- Research data exchange and patient profile content
  - a) Contact & meet with caregivers/professionals
  - b) Develop more understanding around the topic of technology in care home environments and technology for people with dementia
  - c) Set up web application
    - Find and learn to use API’s for puzzle game and music player
  - d) Paper prototype

**This week, we completed the following:**

- Created basic web application feature examples
  - Demo of puzzle game using the snapPuzzle API
  - Demo of music player using the Spotify API with artist search functionality
- Completed 2 more contextual inquiries
  (See contextual inquiry summary for details)
  - CI with granddaughter of people with Alzheimer’s
  - CI with caretaker at Briarwoord Health Center
- Completed 1 usability test with the paper prototype
  (See usability test summary for details)
  - UT with granddaughter of people with Alzheimer’s

**In the following week we plan to:**

- Revise and finalize our design based on our contextual inquiries and usability test
- Volunteer at a care home to gain more insight into the environment in which the application will be used
- Assign development tasks and begin both back-end and front-end development of the application