

# Educational App Development

## Visit #1 – Know Your Audience

### Purpose

The purpose of this visit is to get to know your clients. What are their interests? What are their needs – what subjects might they like to improve in? Combining answers to these two questions, what type of educational app, game, or story might be built?

### Evaluation Criteria

Category	Essential question	Not at all	In part	Fully
Thinking	Did you take careful notes during our first visit to collect desired features from your partners at LDPS?			
Communication	Did you engage respectfully and fully with your partner group while collecting design goals and desired features on our first visit to LDPS?			

### Notes

LDPS Partner #1	
What is your partner's name?	
What are their personal interests?	
What are their favourite subjects in school?	

<b>LDPS Partner #1</b>	
What subjects do they want to improve in?	
What else do you want to remember about your partner's interests?	

<b>LDPS Partner #2</b>	
What is your partner's name?	
What are their personal interests?	

<b>LDPS Partner #2</b>	
What are their favourite subjects in school?	
What subjects do they want to improve in?	
What else do you want to remember about your partner's interests?	

