**Preparation – Design Guidelines in the Case Study**

**Scenario:**

Amy Schurmann is familiar with the possible fears of the internet. She has experienced identity theft online as well. To educate and prevent her children from cyber bullying, Amy is looking for useful information that can encapture their interest as well as provide that information.

The information and structure of the fiscal website is evidently utilizing PARC’s model to ensure that the information is grouped logically.

**Activity – Applying the Tools**

Prototype:

**Big Idea**: Travel Planner for GC

**Functions and Features:**

* Allows for display of locations of interest
* Stores locations and reminds users

**What?** GC popular tourist locations

**Who?** GC Tourists

**How?** Mobile App

**Prepare:** Test users, locations, beta level app

**Do:** people, dynamic database that stores locations

**Success:** Most functionalities working in prototype. Constructive feedback.

**Learn**: Potential areas that can be improved.

This would be used for testing to evaluate the viability of the application at its current state.

This would be a high level fidelity prototype as the main level of functionality will be incorporated.