

Brief Project Description	I want to make a design for an app that would help teens and kids with OCD.
Proficiencies/Transferable skills you will address	<ul style="list-style-type: none">A. Demonstrate organized and purposeful communication.B. Use evidence and logic appropriately in communication.C. Integrate information gathered from active speaking and listeningD. Use technology to further enhance and disseminate communication.E. Take responsibility for personal decisions and actions.F. Respect diversity and differing points of view.G. Demonstrate a commitment to personal and community health and wellness.H. Apply knowledge from various disciplines and contexts to real life situations.I. Analyze, evaluate, and synthesize information from multiple sources to build on knowledge.J. Generate a variety of solutions, use evidence to build a case for best responses, critically evaluate the effectiveness of responses, and repeat the process to generate alternate solutions.K. Use a range of tools, including technology, to solve problems.
An example that exists of a project like this to use as a model:	The app ClearFear, as well the app CalmHarm. They are developed to help specifically kids and teens deal with anxiety and self harm.
Name of an expert who is qualified and available to assess your project:	Masha Ivanova, a phycologist at UVM.

Criteria	Description of High Quality Project	Description of Low Quality Project
Technology	All of the screens fit the device, and the images are the appropriate size. Links take you to other sites or to your phone app. Games/distractions are easy to use/play. Mindfulness activities play out of the speakers.	The screens don't fit the device the app is on, the images are all wacky different sizes. Links don't take you anywhere or they direct you to an Error 404 page (page not found). Games and distraction techniques are hard to use and find. Mindfulness activities don't work and don't stream out the speakers.
Mental health	The app addresses key aspects of OCD that kids and teens need help with. There are links/numbers to hotlines and therapist offices. All of the mental health information is sourced so that you can see where the information came from. All of the information is from reliable sources or experts.	The app doesn't address anything OCD related, kids and teens or otherwise. The links take you Chuck E Cheese's website or something of the like. All of the mental health information is from Wikipedia, and none of the information is sourced in the app.
User friendly	All of the buttons lead you to the described screens, everything is labeled and easy to click on. The home screen is organized and displays all the options of the app.	The buttons lead you to random screens, or don't work at all. Nothing is labeled, and all of the available buttons or tabs are hard to click on. The home screen is disorganized and hard to read. It doesn't display the available options of the app.
Aesthetic	The colors and theme of the app are soothing but playful. You can customize the appearance to your liking. (If there is a mascot, then the mascot is likable and cute)	The colors and theme of the app punch you in the face. (Bright green and neon orange, etc) You're stuck with it- you can't customize it. The mascot is creepy and offensive.