

# TopDoc

TASK: create a mobile app for learning medical concepts through the form of games, puzzles, or quizzes

	PO	Extract	Difference	Moment	Positive	Circumstance
	<ul style="list-style-type: none"> <li>- no words! Only pictures</li> <li>- no score</li> <li>- no learning just play medical games</li> <li>- no forgetting</li> </ul>	<ul style="list-style-type: none"> <li>- you encounter a lot of medical objects in the field so this can put a concept to a picture/object</li> <li>- the app can center its quiz, game, or puzzle difficulty around you</li> </ul>	<ul style="list-style-type: none"> <li>- Learning through pictures instead of boring texts</li> <li>- Bi-directional learning between user and the app</li> <li>- Not only users learn materials from the app, app also learns about user's learning habit</li> </ul>	<ul style="list-style-type: none"> <li>- the user can learn more quickly and relate pictures to concepts</li> </ul>	<ul style="list-style-type: none"> <li>- Learning through pictures are more interesting than reading texts</li> </ul>	<ul style="list-style-type: none"> <li>- Especially useful for users with reading disability</li> </ul>
Escape						
	<ul style="list-style-type: none"> <li>- The app learns from you</li> <li>- you quiz the website</li> </ul>	<ul style="list-style-type: none"> <li>- the quiz evaluates your relevant knowledge on the material and then tailors the lesson, emphasizing on what you don't know, and briefly reviewing what you do know</li> </ul>	<ul style="list-style-type: none"> <li>- tailoring lessons to user's particular knowledge reduces time wasted reviewing material the user already knows</li> </ul>	<ul style="list-style-type: none"> <li>- The app can adapt to better serve user's purposes</li> </ul>	<ul style="list-style-type: none"> <li>- The app can provide customized experience for the users</li> </ul>	<ul style="list-style-type: none"> <li>- Good for users who have special learning habits and learns significantly better in a certain way</li> </ul>
Reversal						
	<ul style="list-style-type: none"> <li>- you play the game or take puzzle/quiz first, THEN learn the terms</li> </ul>	<ul style="list-style-type: none"> <li>- the quiz evaluates your relevant knowledge on the material and then tailors the lesson, emphasizing on what you don't know, and briefly reviewing what you do know</li> </ul>	<ul style="list-style-type: none"> <li>- tailoring lessons to user's particular knowledge reduces time wasted reviewing material the user already knows</li> </ul>	<ul style="list-style-type: none"> <li>- the app organized questions by topic. Then uses the quizzes to gauge the user's competency on the particular topic</li> </ul>	<ul style="list-style-type: none"> <li>- Getting a general impression on the concepts before learning it can reinforce memorization</li> </ul>	<ul style="list-style-type: none"> <li>good for those who want to learn concepts that they didn't know before or need to brush up on</li> </ul>
Distortion						
	<ul style="list-style-type: none"> <li>- Each quiz will have 10000 questions</li> <li>- quiz restarts after one mistake</li> </ul>	<ul style="list-style-type: none"> <li>Each quiz will have 10000 questions</li> <li>- you WILL learn all the medical concepts by the end</li> </ul>	<ul style="list-style-type: none"> <li>- reduce number of quizzes taken while also increasing learning by repetition</li> </ul>	<ul style="list-style-type: none"> <li>- the user don't have to make multiple quizzes a day</li> </ul>	<ul style="list-style-type: none"> <li>This can provide the user a one time learning experience</li> </ul>	<ul style="list-style-type: none"> <li>If the user has a few days to spare they can learn a ton of medical concepts in one run through</li> </ul>
Exaggeration						
	<ul style="list-style-type: none"> <li>- Quizzes learn your study habits and modify the quizzes/practice sessions accordingly</li> <li>- App can be customized to fit specific learning goals</li> <li>- App can be customized to fit specific learning goals</li> </ul>	<ul style="list-style-type: none"> <li>App can be customized to fit specific learning goals</li> <li>- you dont have to learn concepts that you will not even use</li> </ul>	<ul style="list-style-type: none"> <li>- learning only the most relevant concepts</li> </ul>	<ul style="list-style-type: none"> <li>- the user does not have to learn medical concepts that they will never apply</li> </ul>	<ul style="list-style-type: none"> <li>this can provide the user an interactive learning experience</li> </ul>	<ul style="list-style-type: none"> <li>The app can have a direct impact to those who wants to learn a specific track of the medical field</li> </ul>
Wishful						