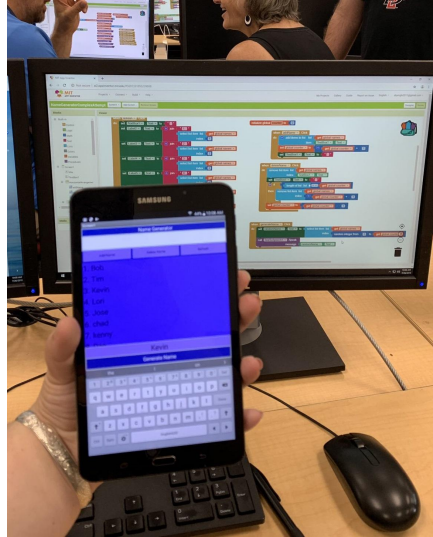


# Building Socially Useful Apps



mobile  
CSP



mobile  
CSP



# Step Inside a Mobile CSP Classroom

Click  
to  
watch!



Dan Forhan's  
classroom

mobile  
CSP



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With the right tools,  
dreams and ideas  
can become reality...

---

mobile  
CSP



# The Feel Good App

An app that makes mental health care accessible to all.



CREC's  
Academy of  
Aerospace and  
Engineering



mobile  
CSP



# Emergency Messenger App

An app that allows mass alerts to be sent in a school emergency



Kristopher Marques,  
Sean McCarthy, and  
Eliot Serrano

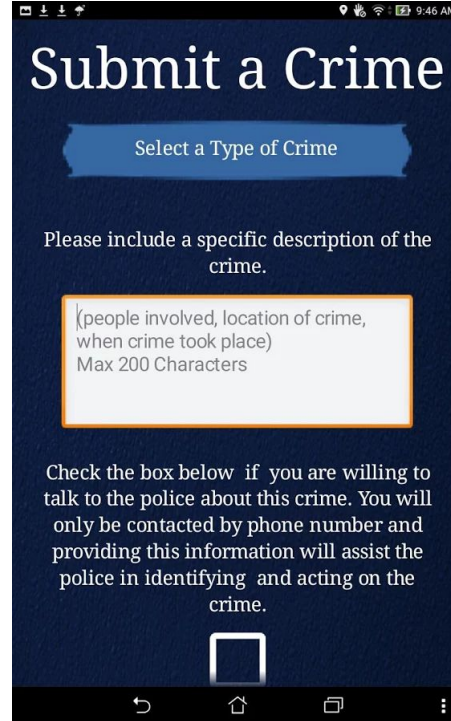
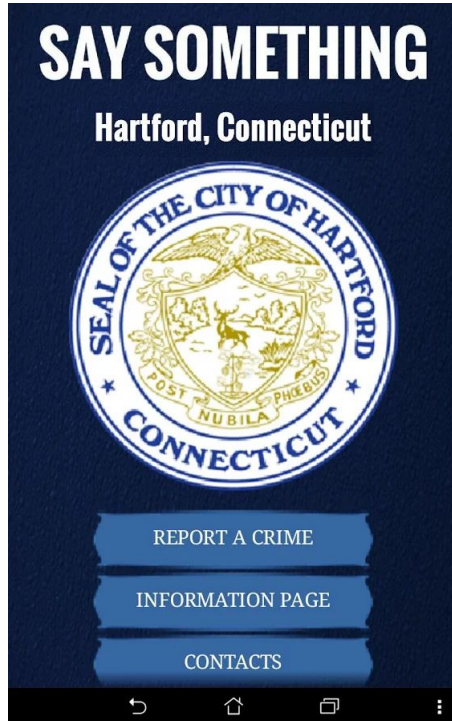
Hartford Magnet  
Trinity College  
Academy

mobile  
CSP



# Say Something

A safety awareness app to help protect citizens and keep the city safe



Briana Covia, Carlianna Felix, Chamara Wiggins, and MaKenna Lindsay

Hartford Magnet Trinity College Academy

Now on Google Play!

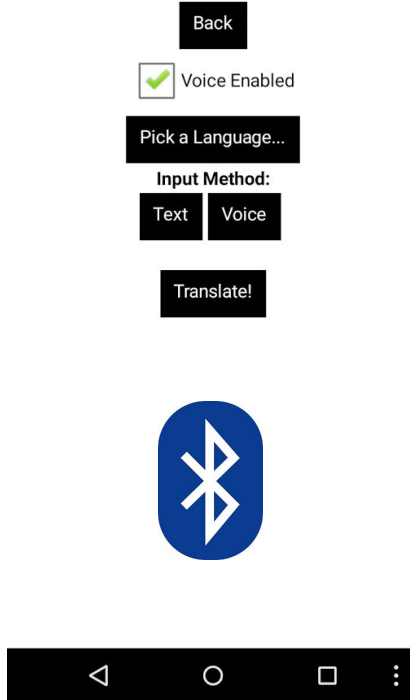


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# TranslateU

An app that allows users to seamlessly communicate in 26 different languages



Steven Baumann &  
Matthew Bedoya

Trumbull High  
School, Connecticut

Download from  
Google Play!





## Design process:

**Idation**

User Testing notes!

- Make numbers 10-100
- if you could choose how high the numbers get : choose difficulty
- if you could choose how high he eats your food and if you get it right you
- food if you get it wrong he eats your food
- point system can choose the food
- play video in the background in the beginning
- story board
- levels
- like that's there's a monster
- add last level to 1000
- every time you get divide the monster gets smaller if you get it wrong it grows
- practice mode
- change the tile colors
- add more numbers like
- strike system 5
- wants monster to have wings
- wants monster every time you get rid of one
- different monsters
- like the monster
- have the monster shrink
- as levels go on the monsters get scarier
- don't like that it gets glitchy
- make John cena the last monster

**Coding**

**Prototyping**

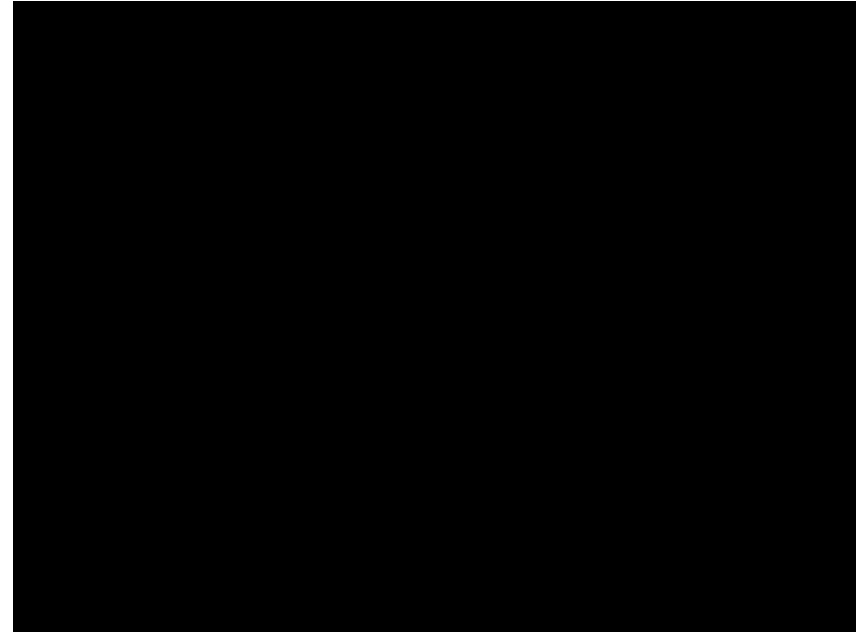
**Testing**

**Empathize**

**4th Grader Observation Notes**

- The game Nico and Nathan were playing was working on multiplication
- Like the game
- The math game
- The game uses both math and strategy

Here's one example of what students create:





mobile  
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# App Name

Description

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Developers' Names

*School*

Barcode

---

mobile  
CSP



App Name  
Description

---

Developers' Names

*School*

Barcode

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