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Let's Talk
Final Year Multimedia Project
2019

Abstract

Summary of Everything Included in the Paper (200 words)

Introduction

Introduce and Describe the project, the aim, the motivation, the domain where the project is situated, a synopsis of the key design and technical aspects of the project (600 words)

Let's Talk - an interactive e-learning application that deals with the topic of Sex and Puberty. This app is a contemporary tool for Parents to aid them in educating their Children about Puberty and Sex. Let's Talk will be an application targeted towards 8-12 yr olds and their Parents, taking the form of an interactive storybook, with characters guiding the child along a journey from childhood to adulthood. The idea behind the application is to make the learning of sexual education for children modern and safe. There is a lot of unsuitable content out there on the internet that is easily accessible for young children, Let's Talk aims to create a safe and relaxed learning environment for kids to learn about the changes that will occur throughout Puberty.

Inspiration for the project came from a TED talk by Alexis Jones called 'Locker Room Talk - Says who?', in which she discusses her work giving talks to young male athletes about respecting women. "We know that the majority of these young men learn about Sex through porn" (Jones, Alexis 2017) This inspired us to have a conversation around Sexual Education and our own personal experiences with the system currently in place. We all felt there was a lack of modern resources to help parents tackle the topics of Sex and Puberty at home. We proceeded to survey both our peers and some parents who have had a child of theirs go through puberty to get feedback on what they think of the current education system and their personal experiences. We surveyed 58 of our peers and of that 68% of them felt that there were grey areas in their Sexual Education. 44% of this group learnt most of their knowledge about Sex and Puberty from friends and 31% learnt most from the Internet and TV. We also surveyed 18 parents and 84% of those surveyed would be willing to have conversations with their child around the topics of puberty and sex. This feedback showed us that not only is there a need for an app that deals with this topic, there is a willingness amongst parents to provide their children with a resource like ours.

There is an increasing awareness nationally about the importance of Sexual Education and how the level and quality of Sexual Education received can affect a person's sexual behaviours and activities as they progress through life. Research shows a decreasing amount of parents having conversations about Sex and Puberty. "Parental involvement in sex education can serve to reinforce, and often supplement, key messages received about sex in school and

can impact on their child's sexual health in the future . Recent national research found that fewer parents surveyed in 2010 have talked to their children about sex and related topics (70%) than those surveyed in 2003 (82%)" (Kelleher C, Smith G, Bourke A, Boduszek D, McBride O, Morgan K.,2013) Let's Talk would provide a tool that makes it easier for a parent to have vital conversations with their children about Sex and Puberty. Let's Talk takes a new and interactive approach to a curriculum that has been taught in schools for decades. The application will be given in the form of a story mode featuring fun relatable characters for the child to choose themselves. The content for the application will not differ to what is already available online or in books, it is how the content is being delivered which gives Let's Talk a Unique Selling Point.

The identified learner profile for the users of our application are children aged between 8 and 12 with basic literacy skills, who are comfortable using technology for both fun and learning. We aim to create a resource that allows the learner to interact with the information in a safe and relaxed environment, where they don't have to feel awkward or shy. Hence, a mobile application became our solution. The application will include animations, interactivity and informational text covering the subjects of sex, sex hormones, puberty, changes for girls, changes for boys, periods, pregnancy, birth and finishing with consent. The application will be built as a web hybrid.

Individual Responsibilities

Description of their role within the project (600 words)

Over the course of this project I took responsibility for the technical side of developing our application. My main role within the project was coding and producing the application, ensuring that the system technically works, that it is possible to navigate through the content and that interaction within the application is possible.

I decided to take responsibility for this area within the project because I have enjoyed the technical side of my studies to date. Over the course of this degree I gained knowledge of web design and scripting and as I always succeeded in these modules it makes sense for me to take the lead in this aspect of the project.

Methodologies/Methods

This should be discussed from the perspective of your role. Depending on your role you will have taken the lead on utilising certain methods and you should describe these in this section of the paper. (1200 words)

I have decided to develop this application using PhoneGap, an adobe application that allows for easy development and testing of web hybrid applications. To come to this decision I decided to research all of my options, see '[Research on Application Development](#)' my blog post that details this research. I began by weighing all my options, developing for android, developing for iOS and developing a web hybrid.

Demographically speaking iOS is a platform generally associated with more affluent users, it is the prominent platform in the US and it's users are more inclined to spend money on

applications. (Teleman, Costi 2017) Android is the prominent platform in developing countries and amongst users who are spend money more consciously. Android is also much more prominent globally. (Katariya, Jayanti 2017). I had initially intended on making the application for iOS but soon discovered Xcode can only be installed on macs and I use a windows laptop. There were solutions for this issue such as using the computers available to me on campus or renting a mac virtually at home, but as these options would restrict me as to when I could work on the project I decided to look next into other options.

Android Development requires a program called Android Studio, which can be downloaded on any computer, windows or mac, and relies on the scripting language Java. The main issue I forsee with using Android Studio is the complexity of Learning Java from scratch and understanding it well enough to be able to develop a full application using it. I attempted to build a simple test application in Android Studio using Java to gauge whether or not it would be an option for us going forward. I found Java very difficult, having no prior knowledge of it. Based on the amount of time I spent trying to figure out the basics and not progressing very far, I decided that learning Java would be excessive work for the course of this project.

Phonegap is an open source software produced by adobe that allows you to create mobile applications using HTML, CSS and Javascript. I was attracted to using this platform for development for several reasons, the first being the fact that I would be utilizing and building upon the knowledge of web design I have already gained as a result of this course. This would also allow me to prototype quickly as I have prior understanding of the tools I would be using. Lastly using this tool I could build the application for both iOS and Android platforms in parallel which would be a huge advantage in the long run. The only disadvantage I came across was the fact that there are no UI widgets available through phonegap and that the iOS developers app has been removed from the app store. These disadvantages however shouldn't really affect us as we have an android tablet to test on and we don't require any UI widgets as we have a team member responsible for UX/UI design. I was able to create a very quick test application using phonegap and had no issues with the tool. I hence concluded that developing the application using HTML, CSS and JavaScript through phonegap would be our best option.

Discussion

In this section you should provide a critical evaluation of your project work . Discuss what you discovered through developing the project (what knowledge you have gained) and provide a critical review of how you might improve the process if you were to repeat a similar project.(1200 words)

Appendices

Selection of articles, reports, or documents that back up statements made in the body of the paper.

References

Kelleher C, Smith G, Bourke A, Boduszek D, McBride O, Morgan K. Sex in Ireland in the last decade: sexual health research and its policy implications. IRCHSS Policy Brief. Dublin: Royal

College of Surgeons in Ireland, 2013. [online] Available from URL : <https://epubs.rcsi.ie/cgi/viewcontent.cgi?article=1053&context=psycholrep> (accessed 7/11/2018 and again on 25/11/2018)

Jones, Alexis “Locker Room Talk, Says Who ?”, TEDX University of Nevada [online] available from URL <https://www.youtube.com/watch?v=ICA6EF3y23k> (accessed 31/08/2018 and again 25/02/2019)

Jayanti Katariya (2017) Apple Vs Android – A comparative study 2017 [online] Available from URL : <https://www.moontechnolabs.com/apple-vs-android-comparative-study-2017/> [accessed 02/02/2019 13:50]

Teleman, Costi (2017), Android vs iOS App Development: A Comparison and Decision Guide [online], Available from URL : <https://dzone.com/articles/android-vs-ios-app-development-a-comparison-and-de> [accessed 02/02/2019, 14:45]