Cellular Automata: Infectious Disease
Quaranteam - Cognitive Walkthrough

Alexander Martin
Jared Perttunen
Alec Rospierski

Devin Stewart
Ben Vigna
Calvin Voss

System and Users

- System
  - Web page using React and NodeJS hosted on GitHub Pages
- Users
  - Middle school students
  - Middle school teachers

Screenshots - Finished
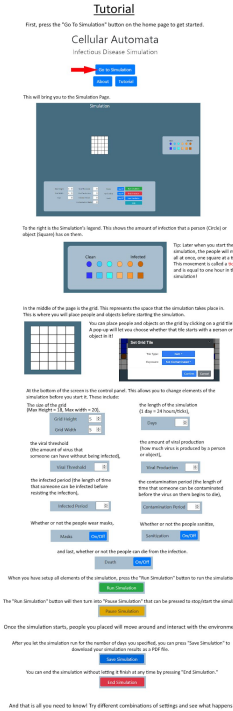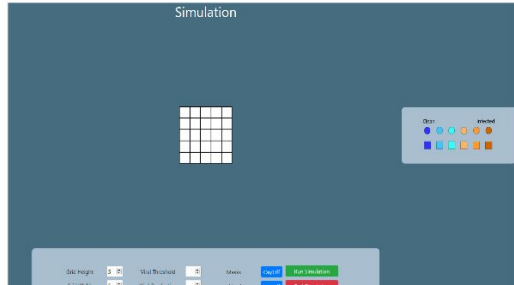

Figure 1: The landing page.

Figure 2: The Tutorial page.

Closeup (left) and full (right).

About

This website will simulate the spread of infectious disease through the use of a grid similar to Conway's Game of Life.

Players will be able to toy with and change parameters in order to learn the impact they have on the spread of disease.

This application is developed by Quaranteam - Cellular Automaton Infectious Disease
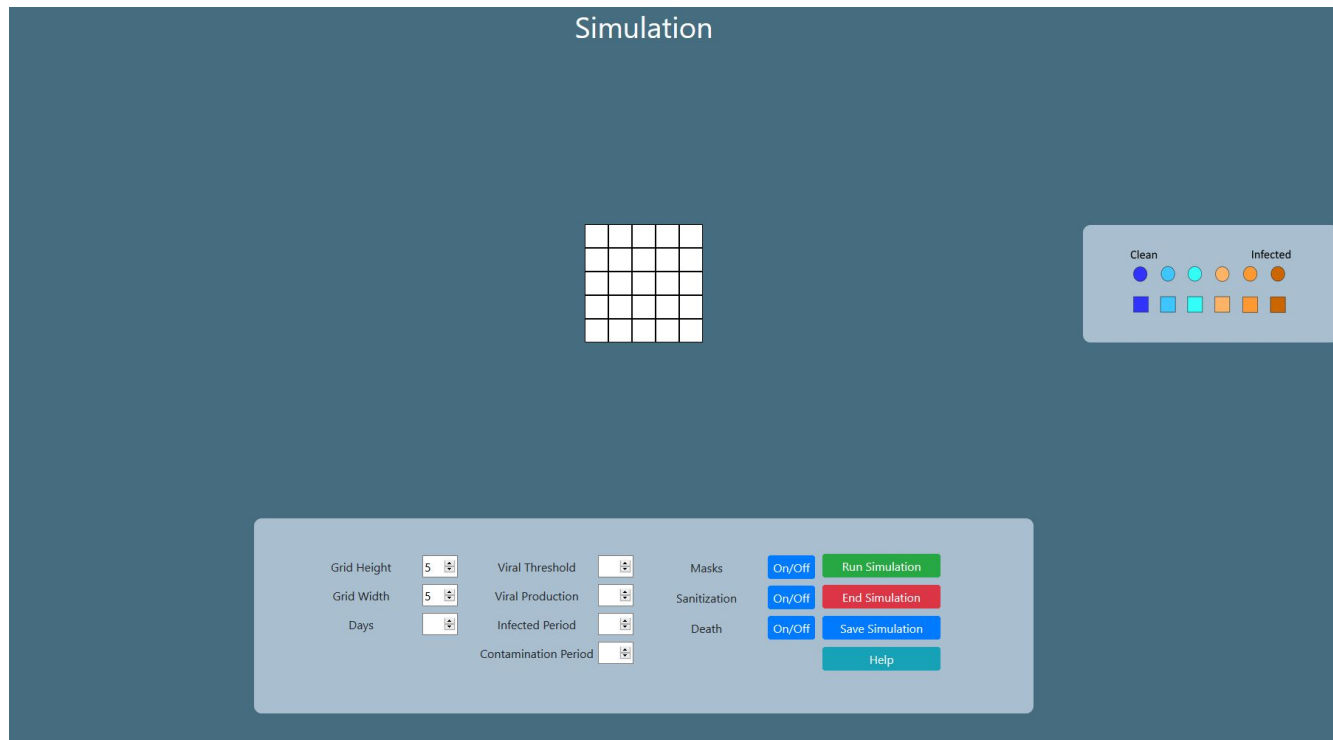
Back to Landing

Figure 3: The About page.

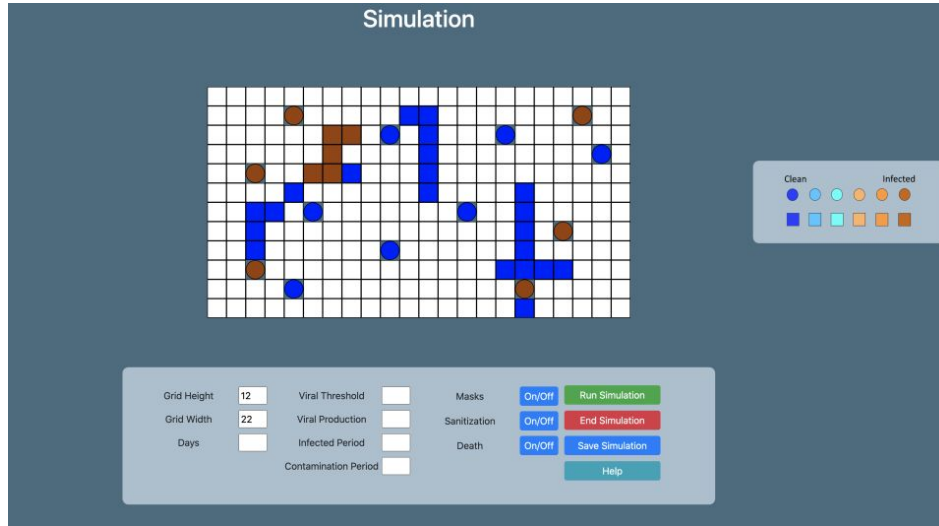Figure 4: The simulation page, pre-simulation.

Screenshots - Unfinished

Figure 1: The Simulation page, mid-simulation.

Demo and Instructional Content

Usability Concerns

- Possible misunderstanding of the tutorial
- Trying to make simulation grid larger than its maximum size
- Misinterpreting the simulation legend
- Misunderstanding of educational material simulation provides

UI Components

- Done
  - Pages
  - Grid dimensions
- To do
  - Full functionality with backend
  - Link buttons
  - About and tutorial content

The End