

Nominal Scenarios

Scenario 1:

Mark Strong, age 34, is a teacher in his local middle school. Mark loves to make learning cool and exciting for his students, and is preparing for an interesting lesson about the spread of diseases. He is going to use the web app that our team has created to simulate disease. Mark decides to test the program at home so that he can instruct the rest of his students to use it properly. He enters the right URL, logs in using his Google account, and now has access to the program. Mark reads the instructions on how to use/play the simulation and clicks the option to start a simulation. The simulation seems to ask for some starting parameters, all of which have a default setting, but Mark wants to test how different settings work so he changes a few things. Mark begins the simulation and observes for a moment before remembering that the instructions earlier told him that he could take control of the character. He decides that he will control the character and make them walk by some infected individuals to see how well the simulation spreads disease. His character gets infected as a result and Mark decides to end the simulation to see results. He clicks the button on the screen to download/import a pdf with the results in it. Mark is ready for his class later this week and feels confident he can make an interesting lesson for his students with its help.

Scenario 2:

Jake Sullivan, a 5th grader in Mr. Strong's class is in a lesson about the spread of infectious diseases. Mr. Strong has given everyone a chromebook laptop and has written instructions on the whiteboard on how to access the lesson tool for the day. As written, Jake opens a web browser and types the given URL into the address bar to access the web application's login page. He then, as instructed by both the teacher and the app, logs into the application using his school-provided email address. Once he has waited for the rest of his classmates to do the same, as per Mr. Strong's instructions, he now has to begin a simulation. Mr. Strong explains that now the students have the option to change some parameters of the simulation to see what happens, so in the spirit of learning Jake changes the size of the room that the simulation occurs in and presses the start button. The simulation starts and Jake sees different people, infected or not, interacting with the environment. Mr. Strong also mentions that the students can control a person in the simulation. Jake wonders if an area would get someone infected, and makes someone walk over to it. Afterwards he pauses the simulation and ends it. Mr. Strong assigns homework to the students to send him the results of a simulation that they did during the class. Jake sees that the screen that pops-up after simulation has a button to download a pdf of the results and presses the button. He tries a few

more simulations with different settings before pressing the button to download simulation results. He submits the results to the teacher by the end of class.