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Evaluate Your Quarantine Habits:



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School of Engineering
& Applied Science

THE GEORGE WASHINGTON UNIVERSITY

Problem Approach Tasks and Heart-humanity (PATH)

PROBLEM

The COVID-19 Pandemic has affected the entire world population and forced millions to enter quarantine for safety.

We've seen people struggle in quarantine with mental and physical health and recognize that there is room for improvement.

APPROACH

Our approach is to create an easy to access app on people's phones that will help them evaluate their current quarantine quality and help them improve based on their answers.

We are using the app creator Thinkable along with the assistance of our APSC 1001 instruction team to design our app.

TASKS

It was a split effort as our scribe shared his screen with the group and everyone provided input as we designed our app over zoom.

HEART-HUMANITY

We learned about the effects that quarantine can have on mental and physical health and we discussed possible solutions.

People in quarantine would benefit by learning ways they can improve their quarantine habits.

Project Details

The screenshot shows the Thunkable web interface for a project titled "Quarantine Quality Group 2". The main workspace displays a mobile app design for "Screen1". The app has a red background with a white line-art illustration of a building and a circular icon with a gear. Below the illustration, the text "Evaluate Your Quarantine Habits" is displayed, followed by a red "START" button. The interface includes a left sidebar with a "Design" tab and a "Blocks" panel. The "Design" panel shows a list of components: Image1, Label1, Button1, Screen3, Congrats!, and Disqualification. The "Blocks" panel shows a search bar and a list of components under "User Interface": Button, Label, Text Input, List Viewer, Web Viewer, and Switch. A "Preview" button is visible above the app design. On the right side, there is a video call window showing three participants. At the bottom, there is a taskbar with several image files: images.jpeg, What_is_Self_Qu..., noun_mask_350..., noun_Productivit..., noun_screen tim..., and Show All.

The screenshot shows the Thunkable web interface for the same project, but with the "Blocks" tab selected. The main workspace displays a list of logic blocks for "Screen5". The blocks are organized into three columns. The first column contains three "When Button Clicked" blocks, each with a "do" block containing "navigate to Screen1". The second column contains three "When Button Clicked" blocks, each with a "do" block containing "navigate to Screen1". The third column contains three "When Button Clicked" blocks, each with a "do" block containing "navigate to Screen1". The interface includes a left sidebar with a "Design" tab and a "Blocks" panel. The "Design" panel shows a list of components: Control, Logic, Math, Text, Lists, Color, Device, Objects, Variables, Functions, Local_DB1, Image3, Question#3, Button7, Button8, Button9, Button10, Button11, Screen5, and Any Component. A video call window is visible on the left side, showing three participants. At the bottom, there is a taskbar with several image files: images.jpeg, What_is_Self_Qu..., noun_mask_350..., noun_Productivit..., noun_screen tim..., and Show All.

Project details

We will send it to our friends and family members and rely on the bandwagon effect as our app goes viral and helps people across the world improve their quarantine habits.

<https://x.thunkable.com/copy/73351ab52fbcc86e2e9459a3000bb8a4>