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Infm 480

Timeline Revised

Week 1: Project Initiation and Research

- Literature Review Summary: Begin reviewing academic literature, reports, or case studies on gaming addiction, parental controls, and wellness tools in technology. Draft the initial summary.
- Key Topics Report: Identify key topics (e.g., gaming addiction impacts, parental control features, wellness interventions). Draft an outline of the report.
- Source List: Start compiling and annotating credible sources related to gaming addiction and technology interventions.

Week 2: Research Continuation and Planning

- Key Topics Report: Compile information and create a draft report on gaming addiction, wellness tools, and their effectiveness.
- Stakeholder Identification: Begin mapping out stakeholders for the project (e.g., parents, gamers, developers, mental health professionals).
- Source List: Finalize the annotated list of sources.

Week 3: Research and Framework Development

- Tool Analysis Plan: Research gaming wellness tools and parental controls across platforms (Nintendo Switch, PlayStation, Xbox). Develop a plan for analyzing and evaluating their usability.

Week 4: Stakeholder Input and Research Expansion

- Usability Testing Plan: Finalize the detailed testing plan, incorporating feedback from stakeholders.

Week 5: Analysis and Usability Testing

- Parental Control Testing: Begin testing parental control tools across gaming platforms using the developed task list and scenarios. Record initial results.

- Preliminary Report: Draft a report on gaming wellness tools' usability and effectiveness based on initial testing and stakeholder input.

Week 6: Data Analysis and Initial Findings

- Usability Testing Results Report: Analyze testing data and compile results. Highlight strengths, weaknesses, and areas for improvement.
- Draft of Wellness Tool Guidelines: Use findings to begin drafting guidelines for effective gaming wellness tools and parental controls.

Week 7: Framework Development

- Final Usability Report: Finalize and submit the usability testing report, including changes made based on feedback.
- Draft Proposed Tools: Create initial guidelines for managing gaming habits using tools like alarms, calendars, and parental controls.
- Demo Creation: Record a prototype demonstration video showcasing how the proposed tools can function in real-world scenarios.

Week 8: Finalization and Presentation

- Final Report Compilation: Compile the final project report, including the literature review, stakeholder feedback, usability testing results, and proposed guidelines.
- Final Deliverable Website: Develop and finalize the comprehensive website to ensure easily available content for stakeholders.
- Presentation: Prepare and deliver a project presentation summarizing findings, demonstrating proposed tools, and outlining future recommendations.

Summary of Milestones for Success

- Week 1: Complete initial review of literature and create a preliminary summary and source list.
- Week 2: Finalize documents, key topics report, and stakeholder identification.
- Week 3: Develop a plan for tool analysis.
- Week 4: Conduct stakeholder task list and finalize usability testing plans.
- Week 5: Begin usability testing and compile initial findings.

- Week 6: Analyze data, draft usability results.
- Week 7: Finalize testing results, record a demo video,
- Week 8: Compile the final report, develop the guidelines, and deliver the project presentation.