

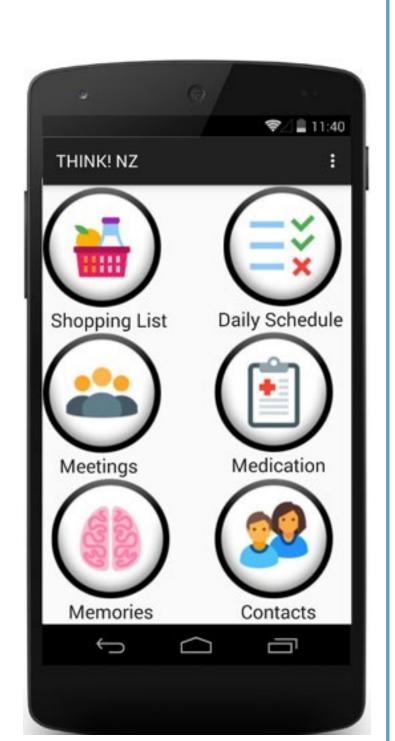
# Final Year IT Project 2016 Thamo, Liam & Hamish



# Mobile Application







Requires Android: 4.2 or higher

**Current Version**: 1.0

RAM: 512MB or higher

Size on disk: 5MB

#### **Permissions**

- **Control Vibration**
- **Prevent Phone** from Sleeping

### **Stages of Memory**

#### 1. Encoding

The first step is to encode the memory. This is where the information is received, processed and combined. This process is represented by the add contact screen which receives the different inputs from the user.

#### 2. Storage

The second step is storing the memory. This is done by creating a record of the encoded memory in either short or long term memory. This process is represented in the app by the list of contacts that is displayed on the contacts screen.

#### 3. Retrieval

The final step is retrieving the memory. This is where the stored information is retrieved. In the app this is represented by the recall game that displays images the user has stored along with questions related to the image.

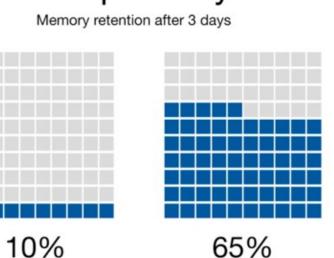


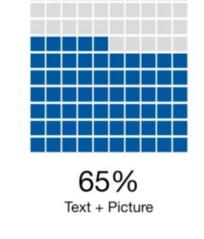


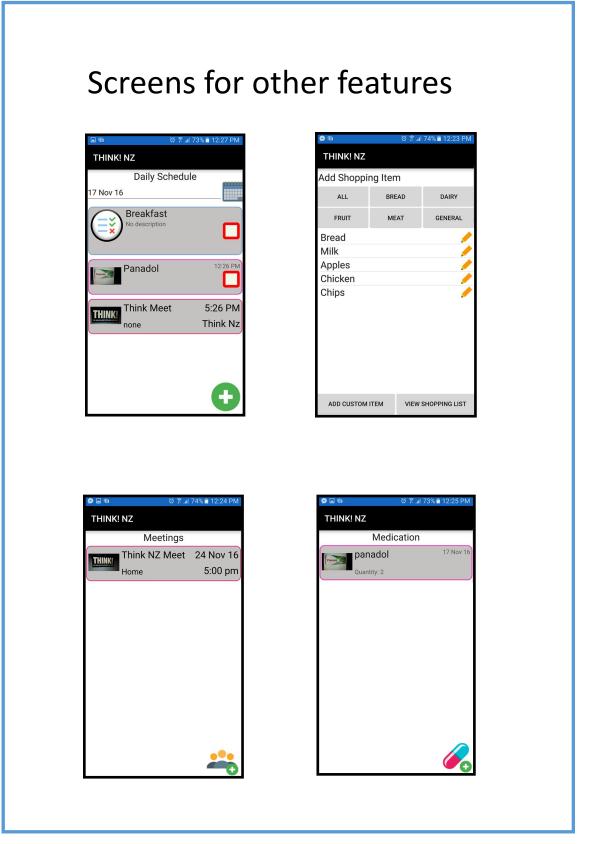


#### Picture Superiority Effect

Text or Audio Only







## Website



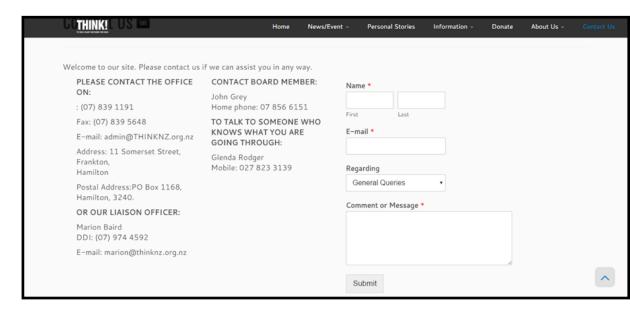






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Before Bootstrap Implementation



After Bootstrap Implementation

#### **Mobile Responsive**

Layout and content responds or adapts according to the screen size

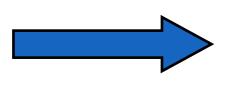


# Database Reporting System





Input the Data



	Client Response Feedback	Seminar Feedback	Hosted Event	Info/Advice survey	
Input Data	THINK! Client Response Feedback				
Generate Report					
Dropdown Values	•				
	ID		1		
	Reason for contacting us?				
	Enquiry				
	Did the information you recieved	d increase your knowledge?	Excellent	V	
	Did the support the recieved alle	eviate stress?	Excellent	~	
	Did you feel enabled to make inf	ormed choices?	Limited	~	
	Were you assisted with a plan to	move forward?	Excellent	~	
	Do you feel you were listened to	and heard?	Disapointed	~	

