



Mendota Junior High School
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FentaKNOW



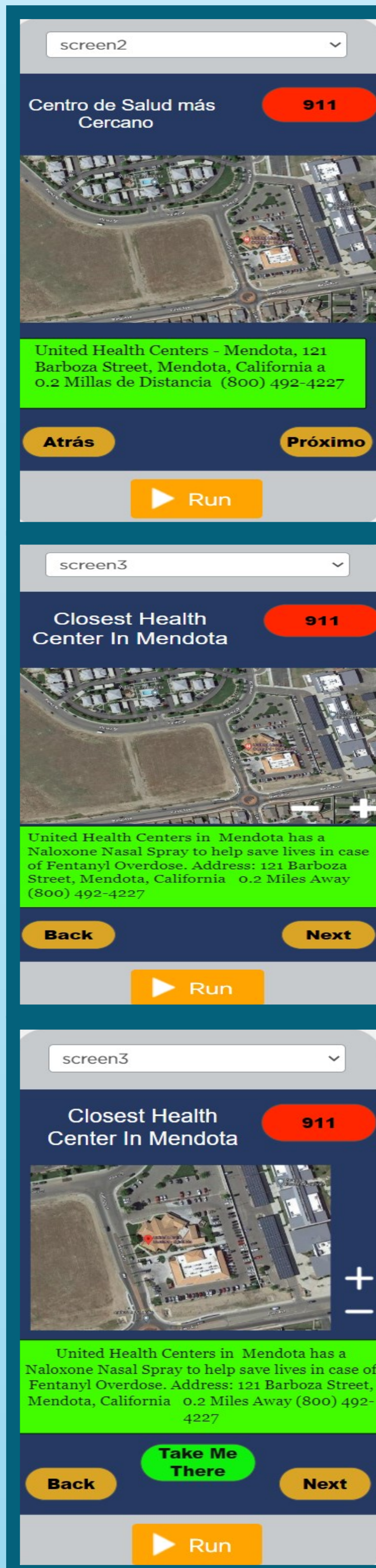
Problem Statement

The problem being addressed is the increase in the percentage of deaths in the Community of Mendota due to Fentanyl. The bigger issue is our community not being aware.

User requirements

- Training of antidote usage
- Access to information about naloxone location and availability
- Spanish and English version of the app
- Awareness of the dangers of Fentanyl
- Reassurance of non-retaliation from seeking medical attention
- Direct Links to Google Maps

Design Iteration



We began by developing a simple app. Our app was divided into two separate apps, one for language, and it contained some map screenshots and Fentanyl information.

We improved the information in our second iteration by adding extra details like overdoses symptoms, etc. Also we added an interactive map and had a single app with two languages. Finally, we organized the page differently from our initial version.

On our third iteration, we added links to googles maps, video tutorials on how to use the antidote, a new page, and a better formatting.

Objective

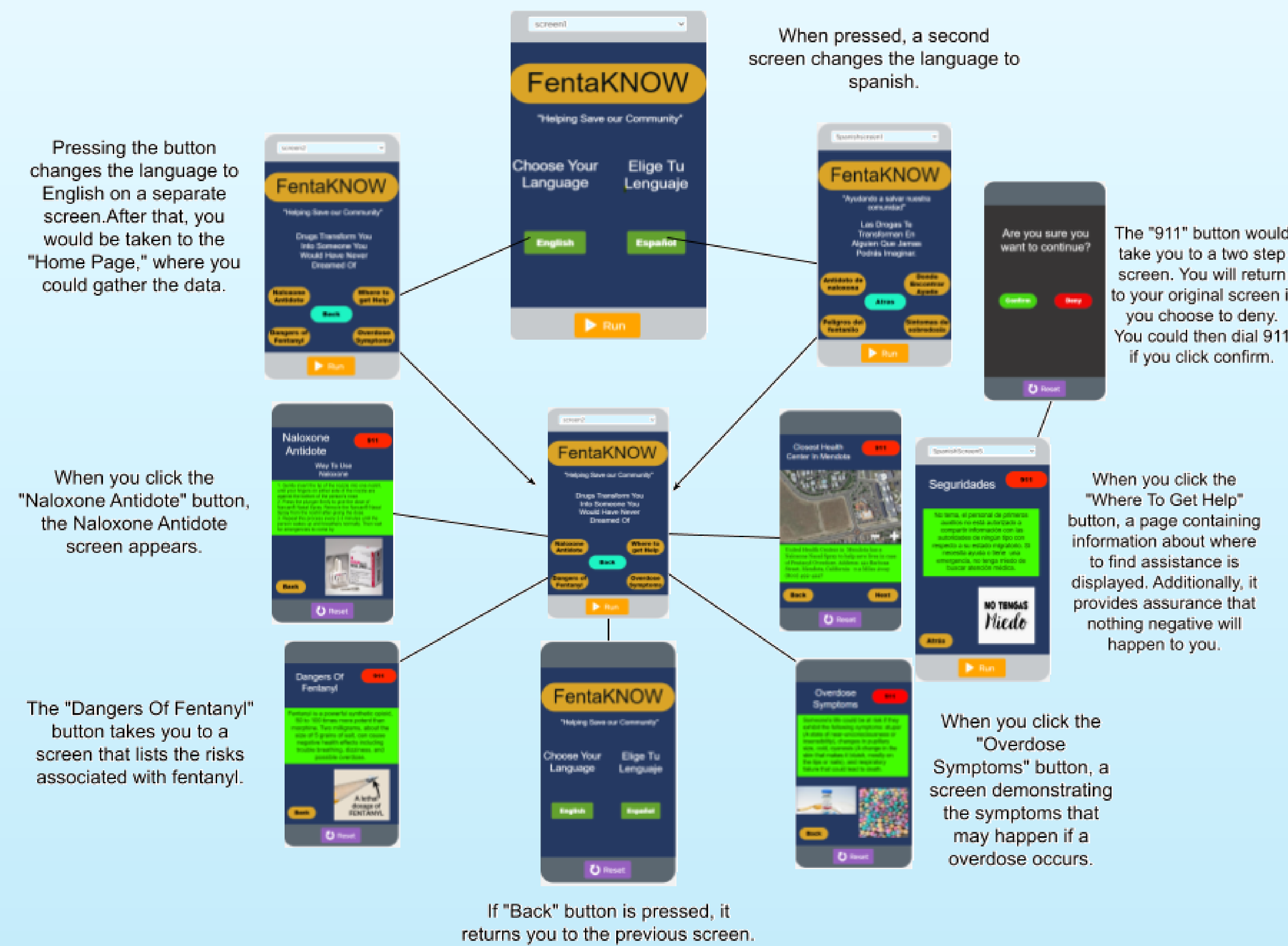
- FentaKNOW will help give people access to the information about Fentanyl's dangers
- Reassure our community that if they are undocumented or don't know English, they are also able to get medical attention
- Will have an emergency button that will call 911 if you can not get to the nearest hospital.

Testing Process

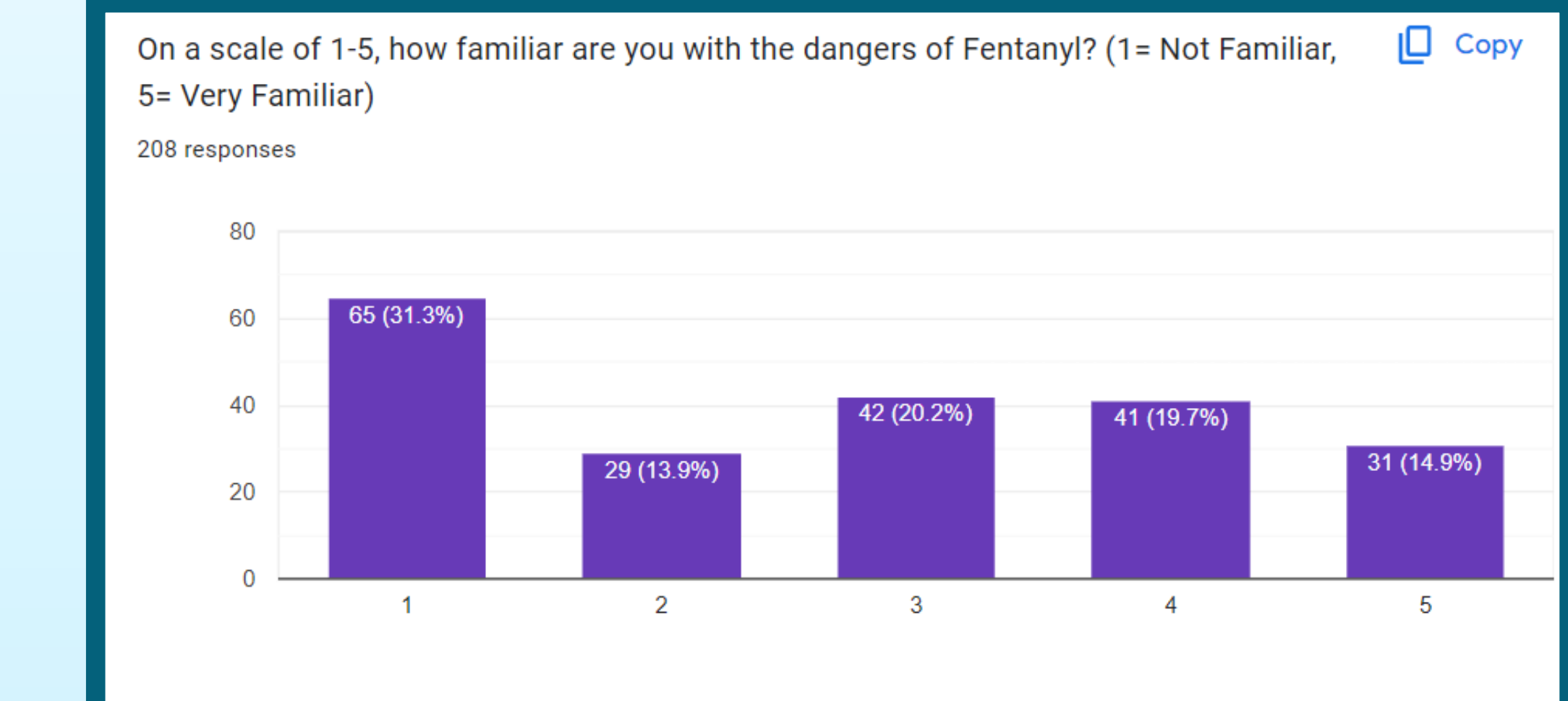
We conducted surveys to get feedback on our app and used this information to redesign versions 2 and 3. We carried out more surveys and collected data once changes were made, which showed that our app was user-friendly. Our users could effectively interact with the elements of our app.

"Helping Save Our Community"

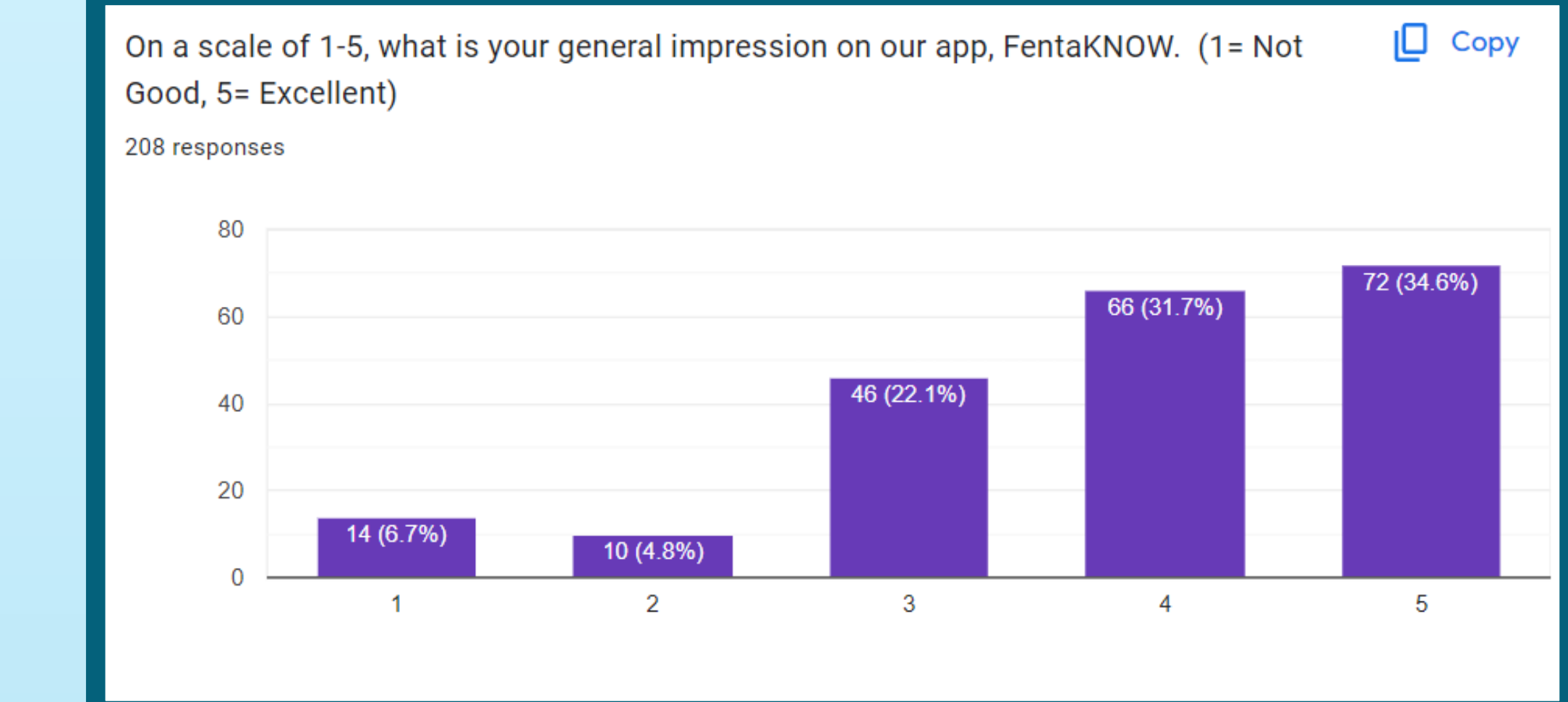
Prototype



Data: Mendota Resident Surveys



As you can see on the chart above, the majority of our Residents have shown that they are unfamiliar with the dangers of Fentanyl.



66.2% of the survey takers, believe our app is user friendly and has great features.

Engineering Design Process

Brainstorming

Inequities in our community influenced our team to conduct research. We discovered that there is an absence of healthcare, education, awareness, and information.

Imagine

We made the decision to create a user-friendly application that is available in both English and Spanish as a means of informing our community.

Design

We created distinctive features for our application. This contains a 911 button, information on overdose symptoms, dangers of fentanyl, naloxone antidote, and where to get the antidote. There is also a map that is interactive.

Improve

The following updates were made to our application: The first thing we did is add links to Google Maps when you click "Take me There." We also included how-to videos for administering the antidote. Then, we made some color changes to several of the app's buttons. We intend to add more color, font, and other customization options in the future and broaden the app's appeal.

Feedback

We performed multiple surveys about the features of our app after testing it with students and others of the community. Through a series of requests, we were able to ascertain the features that our users would find useful and adjust the code accordingly.

Coding / Create

Once we had a design for the displays, we began creating the buttons for each screen. Users are able to interact with buttons that give them access to particular needed information thanks to the code.

Results/Conclusions

Our app will lessen the negative effects of Fentanyl on the community by offering vital information. We found that 80% of the people in our community are unaware of the risks posed by Fentanyl and have limited or no access to information on the substance. Lack of access to health care owing to the potential for being undocumented, which may cause community members to avoid disclosing their status, is another unfairness experienced by our users. We learned from our discussions and survey responses that many of our users are unaware of the risks posed by fentanyl, and they primarily believed that our app would be able to help by bringing this information to their attention.

For each of the aforementioned problems, our app offers a solution. It gives information on the risks of Fentanyl, the Naloxone antidote, overdose symptoms, and reassures our community that even if they lack proper documentation, they can still receive the necessary medical care without having to worry about being deported. It also has a 911 button on each screen.

We plan to add more diversity to our app in the future. We would design our app so that users may change the colors and pre-set themes to make it more unique to them. By including new languages and creating numerous additional cards or fliers adverts for greater awareness, we will make our software more inclusive.