

Spring 2021

Pandemic Pandemonium

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Recommended Citation

Korani, Tina. "Pandemic Pandemonium." *Pandemic Pandemonium*, 2021. doi:10.31979/PP.2021.010.

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Pandemic Pandemonium - Spring 2021

Student Winner based on Assignment

Faculty Name: Tina Korani
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Semester taught assignment: Spring 2021
Course Title: MCOM 284: Advanced User Experience
Assignment Title: Pandemic Pandemonium

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3/4/2021 COVID-19

Like many classes, the curriculum for MCOM 284: Advanced User Experience was derailed by COVID-19. However, the students quickly adapted to the situation and instead used what they've learned this semester to support the distribution of reliable information regarding the global pandemic.

They were challenged to make an interactive visualization, infographic, or game that educates or informs an audience about the symptoms, preventions, or statistics of COVID-19. Though the individual students worked remotely, they were still able to collaborate to create a diverse set of engaging experiences. Each of the 5 groups:

1. Used Adobe XD to gamify their designs
2. Included animations and audio playback
3. Had at least 25 screens
4. Gathered their info from credible sources

Assignment:

Brief: "Coronavirus disease (COVID-19) is an infectious

disease caused by a new virus. The disease causes respiratory illness (like the flu) with symptoms such as a cough, fever, and in more severe cases, difficulty breathing. You can protect yourself by washing your hands frequently, avoiding touching your face, and avoiding close contact (1 meter or 3 feet) with people who are unwell." Create an interactive visualization, infographic, or game that educates/informs your audience about COVID-19 symptoms, preventions, or statistics.

Make sure to answer these questions before you start the design process: 1. Who is it for? (target audience) ex: students, educators, the general public. 2. Where are you going to publish it? iPad or iPhone game? An interactive experience on the web? Displayed on large size monitors in doctor's offices? 3. What is the beginning, middle, and end of the story?

Specifications: 1. You will need to use Adobe XD to create your interactive experience / 2. It should be based on reliable resources / 3. breathing. You can protect yourself by washing your hands frequently, avoiding touching your face, and avoiding close contact (1 meter or 3 feet) with people who are unwell." Create an interactive visualization, infographic, or game that educates/informs your audience about COVID-19 symptoms, preventions, or statistics.

Make sure to answer these questions before you start the design process: 1. Who is it for? (target audience) ex: students, educators, the general public. 2. Where are you going to publish it? iPad or iPhone game? An interactive experience on the web? Displayed on large size monitors

in doctor's offices? 3. What is the beginning, middle, and end of the story?

Specifications: 1. You will need to use Adobe XD to create your interactive experience / 2. It should be based on reliable resources / 3. You will need to have at least 25 screens (frames) in XD / 4. You will need to have animations and voice playback feature in XD.