



PROBLEM



75% of seniors in high school have consumed alcohol



60% of juniors and seniors say they have ridden with a drunk teen



48% of teens who drank in the past year were thought to be 'nondrinkers' by their parents

PREVENTION

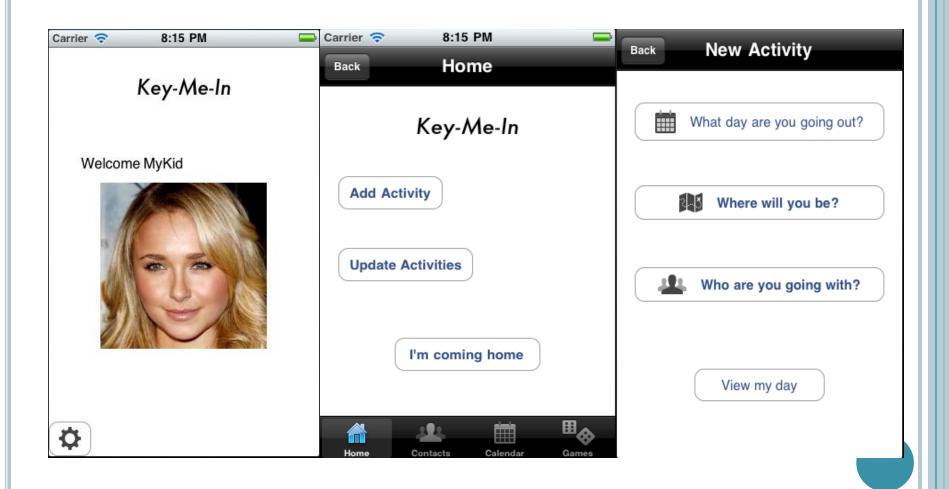
• The Surgeon General's *Call to Action* states:

Parents are the best resource to prevent children from drinking and driving.



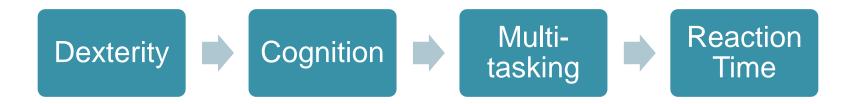


SOLUTION I



SOLUTION II

 iPhone application games that measure key impairments when intoxicated including:





PROJECT GOALS

Clue-Me-In Development

Launch App

Testing Protocol

Design a protocol that is valid and reliable

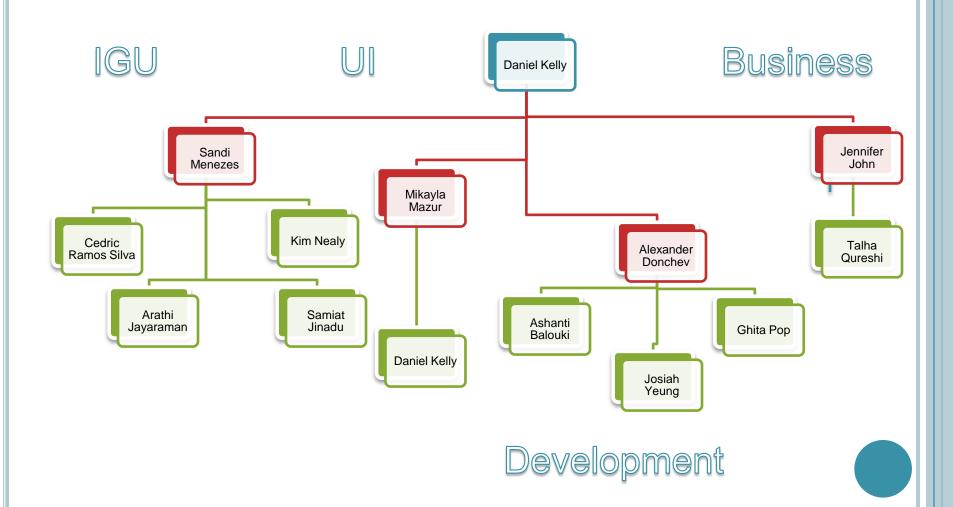
Product Validation

 Distribute surveys to gauge consumer interest

Business/Marketing

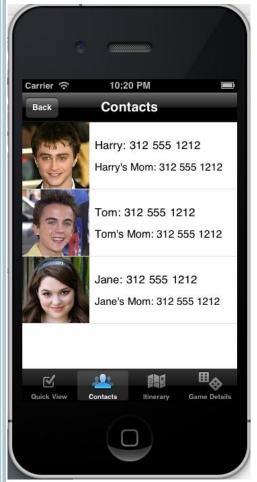
 Obtain sponsors/endorsers

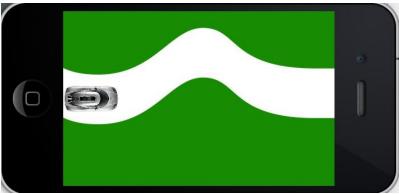
TEAM ORGANIZATION



Initial prototypes completed for two games Documented software engineering process Designed testing protocol for human testing Distributing surveys for both teens and parents Developed business proposal and marketing strategy Design user interface for "Clue-Me-In"

CLUE-ME-IN APP









MAJOR OBSTACLES

- Going through and understanding the extensive research completed last semester
- Communication within group
- Contacting PTAs
- Finding developers

MAJOR CHALLENGES

Testing Protocol

- Limitation on human subject testing
- Legalities and liability

App Development

Complete App development

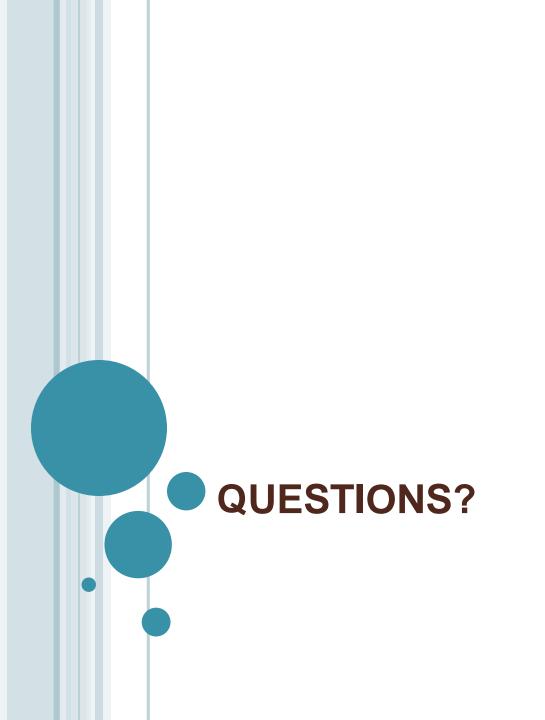
Sponsors/ Endorsers

 Identify and attain potential sponsors and endorsers

NEEDS/QUESTIONS/REQUESTS

Participants for App testing

Contact with a product liability attorney



	Symptoms								
Substance	X Impaired Memory	X Impaired Cognitive Thinking	Poor Balance	Blurred Vision	Slurred Speech	Slowed Reaction Time	Poor Concentration	Drowsiness/ Sedation	Pupil Constriction/ dilation
Alcohol	X	X	X	X	X	X	X	X	X
Recreational Drugs	X	X	X		X	X	X	X	X
Prescription Drugs	X	X	X		X		X	X	
Sleepiness	X	X	X				X	X	X