Cornell Guided Notes

Principles of Biomedical Technology (Principles of Biomedical Science) | 2026-12-07

Name	Period	Date	Lesson
		2026-12-07	

Lesson focus

Public-health design project

Key words and questions	Prepared details and student notes
Essential question **What is today's target?**	Student teams design a usable public-health communication app for a surge scenario. Big idea: User-centered design starts with who the user is and what they need: a wireframe that ignores personas is design fiction, not design. **My notes, examples, and questions**
Key words **What vocabulary unlocks the lesson?**	- surge capacity - mobile care - public health - surveillance - communication - usability **My notes, examples, and questions**

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Cornell Notes - Continued

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Must-know ideas **What should I understand by the end?**	- A user persona is a realistic composite of a target user group: it names goals, pain points, and technology comfort level. - A prioritized feature list ranks features by how directly each one addresses a persona's highest-urgency need. - A low-fidelity wireframe shows information hierarchy and navigation flow without committing to visual style. **My notes, examples, and questions**
Process notes **What happens during class?**	- 0-8 min: Agree on the user-centered design SOP the team will follow today. - 8-20 min: Define target user groups (age, tech comfort, language, surge context); list variables shaping their needs. - 20-38 min: Draft two user personas: name, context, goals, and top three pain points each. - 38-52 min: Build prioritized feature list: rank by persona urgency, not team preference. - 52-68 min: Build low-fidelity wireframe for two key screens (home and alert screens). - 68-80 min: Write usability check plan; state one design data limitation. **My notes, examples, and questions**

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Steps and evidence **What do I do and turn in?**	- Record the SOP for the user-centered design cycle the team will follow. - Define the target users and the variables that shape their needs. - Draft user personas and a prioritized feature list for the app. - Build a low-fidelity wireframe addressing key surge information needs. - Plan a usability check and note one limitation of the design data. Evidence: Pre-lab - Team deliverable: two user personas, a prioritized feature list, a low-fidelity wireframe of two screens, and a written usability check plan with one stated limitation. **My notes, examples, and questions**
Checks for understanding **How do I know I got it?**	- Team produces personas and a wireframe grounded in user needs. - Plan a usability check and state one limitation. **My notes, examples, and questions**
Lab or safety notes **What must I handle carefully?**	No special lab safety notes today. Follow normal classroom and digital-work expectations. **My notes, examples, and questions**

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Summary

Today's lesson focused on Public-health design project. The main target was: Student teams design a usable public-health communication app for a surge scenario. The evidence of learning is Pre-lab: Team deliverable: two user personas, a prioritized feature list, a low-fidelity wireframe of two screens, and a written usability check plan with one stated limitation.. In my own words, the most important idea from today is:

My summary

My final question or connection