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## *I Got This: An Interactive Story*

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*VERSION: 2.0*

*PUBLISHER: The Lawrence Hall of Science*

*Target Audience:*

Elementary to Middle School Students

*Curriculum:*

This would be good to teach in a health or science class as it covers diabetes and what it is like to have that, a simulation of the day of someone who finds out that they have diabetes. This could also be useful if there are students in your classroom with diabetes and other students want to learn more or you want them to be aware and respectful. A teacher would have to have a lot of free time to play this with their students. It is a long app and there is no way to skip anything or to go back. It is a good app that mentions bullying and how diabetic people may feel scared or uncertain or afraid that people might be rude to them.

*COST: FREE*

*Software Description:*

This app is also available in Spanish!

It features a black American school girl who goes about her day and learns that she has diabetes, going through all her symptoms and letting you experience it by clicking on items and moving throughout the day. The first screen once loaded is of the girl with a soda can sitting on the bathroom towel dispenser next to her as she looks into a bathroom mirror and sees herself blinking back at her. You can choose between EN and ESP at the top right-hand corner of the screen to choose between English and Spanish. At the bottom of the screen, it gives you purple buttons with a play button, a question mark, and a gear. The play is to start the simulation, the question mark is to go to a page that describes why it was created, and the gear is to take you to settings where you can turn off the sound effects or the music.

The game itself relies on students clicking the screen and tapping various objects to go throughout the day but there is no choice to the game.

There are a lot of cutely-drawn animations and a lot of diverse students shown in the game. However, you may only play as a black student. It takes a lot of clicking to get through the entire simulation.

*Impressions:*

The app makes use of sound to help keep students engaged when they are playing. The colors are nice and the drawn animations are cute and age appropriate for students under 15. The transitions between scenes are fast and though the game takes a long time to get through, it works fairly well. This could be

used in class for a simulation game but the teacher would have to have at least 15 minutes for the student to get through it.

A bad aspect of the program is that you cannot choose what type of person you are and what you look like. This may lead students to think that diabetes is something that only black students get. It would be good if students could customize that option though it may take more development to do that as the family backstory is important.

The navigation was simple but there was no way to go back. One has to keep going until they reach the end, which could be hard if you're just wanting to focus on the informational aspect about what diabetes is.

Some times the app just requires you to tap on the screen and other times you need to move things around on the screen but it does not tell you when you need to do either. It would be good if it gave you hints as otherwise you're just blindly clicking and dragging your finger across the screen.

At times the screen goes black and it takes a moment or two to load.

Overall, it is a good app for the purpose it gives.

*Does it pass:*

*Yes, for certain uses.*