

**Description:**

Take the existing basic privilege walk application and design a complete experience for participants. The resulting app should provide a tool that allows facilitators to conduct privilege walks online and collect data from that app. Additionally, the app needs to be visually appealing and provide participants with a (somewhat) immersive experience that models an “in-person” privilege walk (demonstrated during the first or second class meeting). The app should merge together the experience of the “in-person” walk with the advantage of collecting data from an online “walk”.

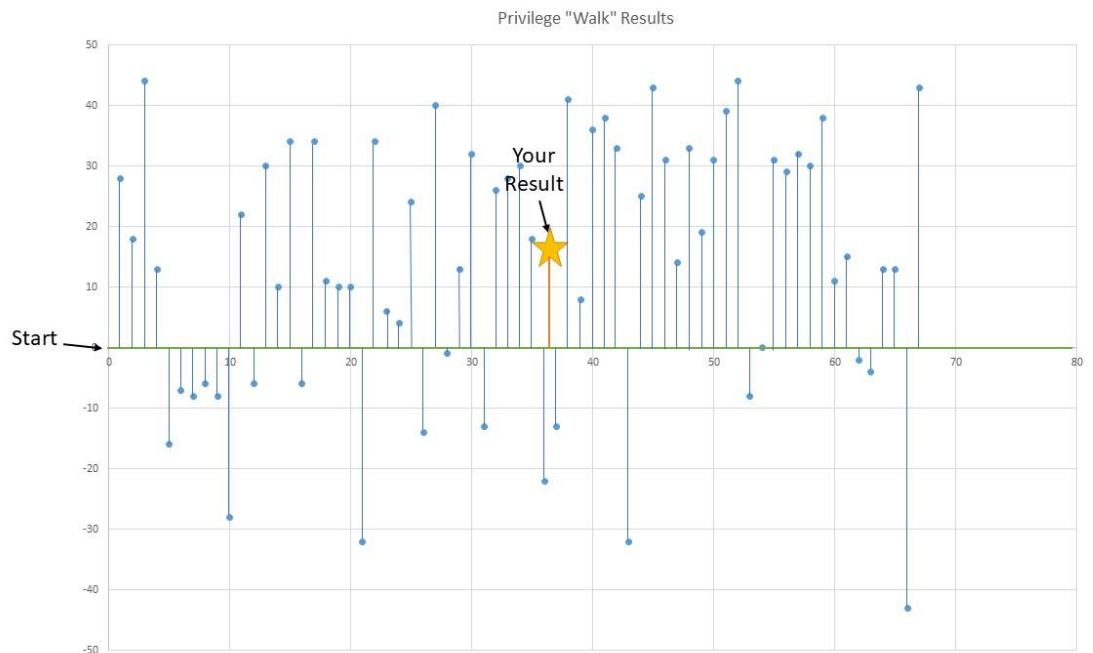
**Admins:** Control/access all data within the app. Drs. Shedlosky and Druen are the only admins for now, but they can grant admin status to others.

**Facilitators:** Use the app; can create personalized access but otherwise limited to data they collect. Requires log-in access.

**Participants:** Use the app; complete walks - they cannot collect/save data, but rather contribute to data that is collected. Does not require any log-in access; token access (code provided by facilitators).

**Expectations:**

1. The app will offer pre-programmed versions of privilege “walks” (e.g., general privilege walk, economic privilege walk, religious privilege walk, gender privilege walk, racial privilege walk) that can be selected by the facilitator (i.e., the person who is leading the “walk”/associated training).
2. Facilitators will be able to create a unique log-in access, which allows them to save specific walks to their own personal library, modify walks that live within their own library, and collect data from their specific cohorts.
3. The app will offer facilitators the ability to create personalized “walks”, including by drawing from the existing walks and adding their own questions.
4. App will allow admin/facilitator to add a personalized intro and a conclusion
5. The app will offer real-time feedback for participants, showing them where they “stand” relative to other participants using the app at that time; with each question, their position will adjust (moving forward to represent access to privilege and moving backward to represent lack of access).
  - a. Will finish with overall standing similar to this look:



6. The app will be accessible on a range of devices including, but not limited to, smartphones, tablets, and computers, and will be adaptable as new updates are released while remaining accessible on older version of technology (within reason); the goal is to make the app accessible to the widest audience possible and not create extreme limits to users who may not have specific forms of technology.
7. The app will be accessible to those who are blind and/or have limited vision by providing an audio version of the "walk".
8. The app will provide "walks" that have been translated into non-English languages, including Spanish.
9. The app will have a database of individual responses to each questions that the admin/facilitator can download after the activity
10. App security to prevent anyone from obtaining identifying information except the admin
11. Able to generate a random completion code to provide admin/facilitator as evidence the participant finished
12. Able to generate a code that we can use to link to a survey
13. Ability for facilitators to create a partitionable "cohort" for them to collect data from a single specific group of participants.
14. Able to have windows at start and finish to add external surveys; including a validation mechanism, i.e. they have to pass a quiz before they continue
15. Able for participants to go back to change an answer, and able for admin/facilitator to control whether they can
16. Asynchronous and synchronous versions. Synchronous allow 1 minute for each question. What do with someone who doesn't answer (still can answer and get final view of field, but the rest don't have to wait for them)
17. What to do if there are tech problems: Their version saved (starts off where they finished)

18. Provide multiple avenues to share with/recruit participants:

- a. Anonymous URL (does not collect any identifying information from participants)
- b. QR code (does not collect any identifying information from participants)
- c. Email/text invitation (would have email address/phone number associated with participants' responses) - limits participants to a single completion.

Example: <https://implicit.harvard.edu/implicit/takeatest.html>