



REMEM
02
MOBILE APPLICATION CREATION

REMEMEM

Mobile Application

Within this project, it is aimed to develop mobile applications for the Alzheimer's patients in the early stages and their relatives/the person responsible for the patient's care. REMEM is an online and mobile application. It is aimed to improve the memory of Alzheimer's patients and delay the progression of the current disease by using reminder applications, to provide more detailed information about the disease, and to ensure more efficient patient care. REMEM mobile application creation had 7 steps:

- Determination of the mobile application content by considering the results obtained in O1
- Developing the basic design of mobile application
- Pilot application with 5 patients and 5 relatives in each country
- Evaluation of the pilot application
- Re-design
- Opening of the application as public
- Final evaluation

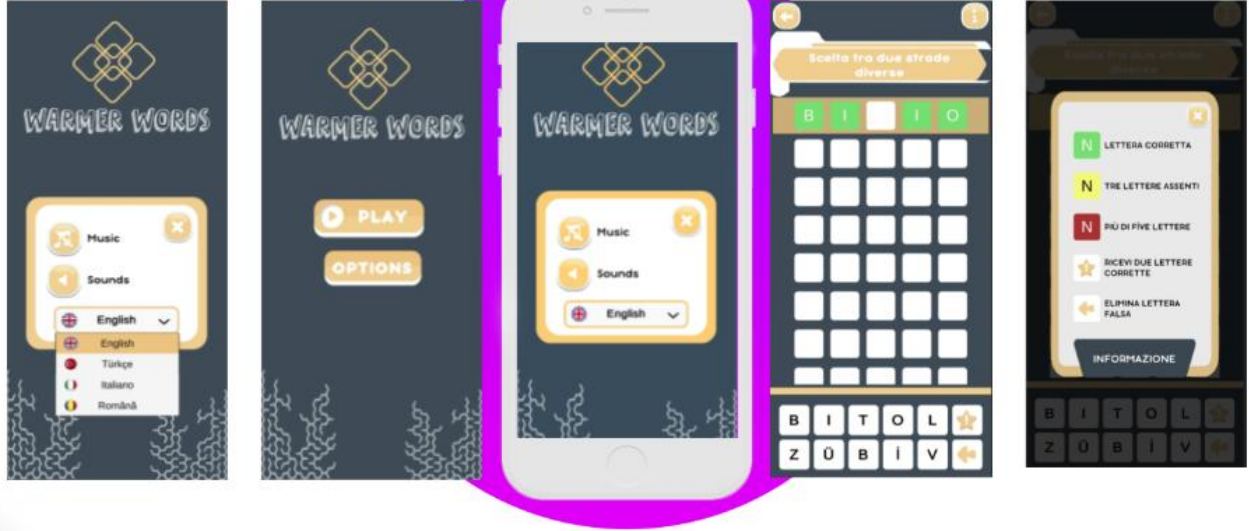
The Compilation and reporting of existing mobile applications (O1) is a report that was intended to have the following characteristics:

- to obtain mobile applications data related Alzheimer's patient in Europe
- to obtain mobile applications data related relatives of Alzheimer's patient in Europe
- to provide more detailed and healthy information about the disease
- to obtain detailed analysis awareness about Alzheimer's disease

This report was guiding the preparation of O2 (Mobile application development). In the first two months of the Project, each project partner examined mobile applications which include the cognitive functioning of the Alzheimer's patients and the training material developed for their relatives in their home country. All partners contributed to the determination of the mobile application content, which was composed of two different parts, by considering the results obtained in O1 output and by performing the needs and shortcomings analysis.

The mobile application considering the information to be obtained from training reports is intended to have the following characteristics:

- to help to retard the disease process
- to help the patient about daily and temporal programming,
- to provide more detailed and healthy information about the disease
- The application was prepared for the patient
- information and awareness panel about the disease,
- Text, Visual, Audio or Video recordings and reminder applications
- the application and games (interactive, fictional, and other intelligence and memory games) prepared in accordance with their levels to slow the patient's disease process.



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REMEM'S BENEFITS

Personalized Games

The Opportunity To Play With This Information In The Application By Saving The Photo And Name Of Your Relatives

Article

Accessing New Information With Basic Articles About Alzheimer's

Memory Games

Fun Memory Games To Keep Your Mind Active

Gallery

Opportunity To Save Your Photos With Their Stories And Keep Your Memories Fresh

Forum

Ability To Exchange Information With Users From All Over The World By Opening Topics About Topics You Are Curious About

Note & Alarm

You Can Write Reminder Notes And Alert Yourself On Time With Alarm

REMEMPPLICATION

REMEMPPLICATION Is An Online And Mobile Application That Will Enable Alzheimer's Patients To Improve Their Memory And Delay The Progression Of The Current Disease State By Using Reminder Applications And Provide Situational Awareness For Patient Relatives To Obtain More Detailed Information About The Disease And Make The Patient More Efficient.

- Easy Setup**
- Modern Dizayn**
- Quality Time Use**
- User Friendly**



Application properties

We can examine mobile application under 3 sections: backend, frontend, and management panel.

The backend platform is prepared using the .Net Entityframework framework. This part of the project running on the server is generally positioned as the data provider. It is a server software logged in users can store certain data and pull data from sources such as forums and articles.

The mobile application connects via RestApi. The data is sent to the server using ssl with certain protocols. The user can access their own data as login. At the same time, when sharing from the forum screen, login is required.

However, sections such as displaying articles and forum content are open to the public.

Access to the API side is done with the WAF (Web Application Firewall) restriction. This is a system made to prevent attacks on the system.

Flutter framework is used on **the frontend**. Flutter provides cross-platform output as infrastructure and uses Dart language. It is a mobile platform software developed and supported by Google company.

As a design, it is designed to appeal to the audience that will use the project as much as the Flutter platform allows. It has been prepared in a way that is very compatible with the target audience, especially the large use of buttons and fonts, easy access to the application, and the user experience we describe as UX - (User Experience). Throughout the application, care has been taken to work on a single-color design. The different menu designs are made to facilitate the focus of the audience who will use the application.

The administration panel is prepared using the .Net Framework platform framework. The project management panel includes special authorizations for users who will provide content in different languages.

Users can be authorized in areas such as reporting users, users who can control complaints and content controls on the forum side, and article content providers.

Project preparations first started with the determination of the audience to be used. The results of the meetings held,

Raising public awareness about Alzheimer's disease,

Causes of the disease and delaying the disease as much as possible,

Sharing the positive or negative effects of patients and their relatives during the process and raising awareness of the society about the precautions to be taken.

In short, it is aimed to raise awareness of the public about the disease and to raise awareness in this direction.

In this direction, material research was conducted. The framework of the project was prepared according to the possibilities offered by the technology and the patients' ability to use this technology. After deciding on the screens to be made with this framework and the data to be taken from the user, the database preparation of the project was made.

In the second stage, software studies on the .Net platform started.

APIs have been created in accordance with the equipment to be used in the project.

Data transmission tests were carried out with the help of APIs to be used by the mobile platform.

Design studies have been made for each screen that will be used on the mobile platform.

The designs were created based on the studies.

Sections such as article, forum and user infrastructure are connected with API (Backend).

The design of the games on the mobile platform is planned.

The planned game screens were made with both design and dart language. The games prepared were written to the non-shared (protected by the phone) databases on the person's own device.

Even in these private areas, no data that can be associated with the disease is stored according to the game results.

Following this, a management panel has been prepared for users who are planned to contact the project and who will be given authorizations such as adding articles and controlling forum complaints.

Apart from these processes, the mobile application pre-prints were taken and sent to the project partners for testing.

As a result of the applications sent, all positive and negative feedbacks were carefully examined, and necessary corrections were made.

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