Birth n body

The Bodies and Birth course is taught throughout the three years of study; more specifically, the very first version of our game is aimed at first-year midwifery students studying "Bodies and Birth, Module 1". They are predominantly female and generally young, with the general age distribution ranging from 18 to mid/the late 20s.

Based on exploratory feedback from the paper prototype, the prototype is iterated, and a user flow is created based on the input. The aim is to ensure that the user experience is complete and facilitate the subsequent building of the user interface.

Sequence

Mobile screens

Logo

Primary research – user research

Student persona

Teacher persona

Empathy map student

Same ---- teacher

Customer journey

Mood board

Style board

Components library

Paper prototypes

User flow