Patched Studio

Concept
AI Fairytales

Briefing

Busy parents often struggle to find engaging yet educational bedtime stories for their children, as traditional books lack the customization they desire. And children aren't interested in the same books after they've heard the story multiple times, which leads to buying new books which can be quite costly.

Create an interactive platform that generates personalized bedtime stories for children. The tool should allow for customizable elements, while ensuring narrative coherence, age-appropriateness, and fostering creativity. Additionally, it should provide a cost-effective alternative for parents.

Requirements

Must haves	Should haves	Could haves
Story generation	Product branding	Narrative supported by sound
Textual narrative	Product documentation	Interactive elements
Visualised narrative	Cultural sensitivity	Decision making
Tested deliverable	Parental controls	Multiple endings
Consistent design	Scaleability	Advanced customisation:
Simple usability	Internationalisation	Previous story continuation
WCAG compliance	Subtle progress indication	Follow-up stories
Device/browser compatibility	Novice customisations: • Art style • Narration style • Main character life forms (human, animal, magical creatures, robot, etc.)	Story saving functionality
Educational value		Offline functionality
Entertainment value		Business model
Age appropriate vocabulary	• Main character traits • Main character interests • Main character visual details • Main character items • Side character names • Side character traits • Side character life forms	Advanced customisation: • Recurring characters • Reusable customisation configurations • Preset customisation configurations
Basic customisation: • Story genre • Story environment • Story theme • Story objective • Story lesson • Story length • Audience age • Main character names • Automatic (supporting) characters		

Won't haves
Gamification — It shouldn't be addictive.
Unaddressed bad behaviour — Negativity should carry educational value.
Punishment without learning — Negativity should carry educational value.
Negative endings — Stories should bring comfort.

Focus points

In addition to the requirements, some extra focus points were identified.
One of the main focus points will be Accessibility, for the user to be easy to use but also for the children with certain "disabilities" to use for example children with color blindness, or children with ADHD / Autism.

Another focus point is Archiving, the user should be able to archive stories and characters they want to see in other stories. This adds the option to create coherent stories for the child to read/listen to, which can be used for inspiration or continuation of different stories.
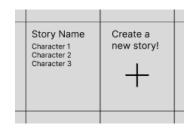
Another identified focus point is customization, as the user should be able to customize multiple aspects of the story such as the characters, the location, the theme, etc. It requires the focus of this project to that it creates the best experience for the customer.

Concept

A WebApp that allows you to read self-generated stories to a child with pictures.

Some features for the web app:

- Account/login function so that you can link data to a user
- Archive to save stories/characters to continue later

Story Name	Create a new story!
Character 1 Character 2 Character 3	+

- Language option so you can reach as many people as possible
- Free story mode/ set story mode so that you have a difference between young children and older children
- A prompt bar to type in, so you can always adjust things to the story along the way
- Application must also be able to be used in browser so that people do not have to force download the app
- Theme customization of the application so that you can make quick adjustments, for example if you have 2 different children who have completely different tastes.
- Choices within the story, to keep children with the story and that they also start thinking about the story

New Story

Who's reading? — Child 1
Number of main characters: — 2
Theme: — Knights and princesses

What's the Story about?

Switch to free story mode

Start my story!

"I'll tell you what, husband," answered the woman, "Early tomorrow morning we will take the children out into the forest to where it is the thickest, there we will light a fire for them

What should the man do?

| Keep the children | Find a better place for the children to stay | Listen to his wife |