

A

design goal: what is main purpose of design

Improving children's ED experience in a comfortable and adventurous way

sub goal 1: define desired interaction in detail

I want to use the ED wristband to give children a less overwhelming experience of the ED in an adventurous way

sub goal 2: base on ideation so far

Kids like small highlights  
Kids want to understand what is happening  
Nurses find it hard to interact with children on their level  
The ED is overwhelming because of all the faces and new rooms

sub goal 3: how to stand out from existing

Create a more fun and less overwhelming experience for children that help nurses interact with children as well

B

interaction vision: how to realize your DG

I want my interaction to feel like a butterfly landing on your hand when your outside (Suprising, special, mesmerizing)

scenario: create a scenario of the usage, based on DG, sub goals, and IV

Kid chooses a sort of topic from the Desk  
Triage doctor gives the wristband with the topic and the first sticker?  
They go back to the waiting room, get picked up by the nurse  
Nurse bring them to the room, and she pays attention to the wristband, talks about it and gives the token to add on  
Next nurse/doctor might also add it

I

10 min

1st iteration cycles: designer is director

- pick an essential part of your scenario, max 2 min
- how many actors do you need, what roles to play?
- describe characteristics for every role
- create a set of what is available, find/create props
- act it out, at least 3 times, make small adaptations every time you play to discover what is essential
- make video registrations
- be flexible and creative!

user's motivation & needs: describe in detail

design insights: what idea's did you get

2

10 min

2nd iteration cycles: designer is product

- use step 1 to create a desired scenario, max 2 min
- the designer will play the role of product, or be the puppeteer that manipulates certain materials
- explore the user's needs in the interaction
- try to act without speech
- act it out, at least 3 times, make small adaptations
- make video registrations
- be flexible and inventive!

product's intention & interactions: describe in detail

design insights: what idea's did you get

3

10 min

3rd iteration cycles: designer is user

- continue with the scenario of step 2, max 2 min
- the designer will play the role of user
- the others will take the other roles
- play with restrictions like: no speech, no sight, no hearing, no gestures
- act it out, at least 3 times, make small adaptations
- make video registrations
- be flexible and sensitive!

user's competence & experience: describe in detail

design insights: what idea's did you get

4

DISCUSSION: what are the most potential and innovative findings, and why? It is wise to watch the video footage in detail, to be able to discover new and surprising insights 10 min