

# TEAM 1 Presents

**- ENTP 4500 -**

## ***Mental Health and Well-being Mobile App***

*"Have a  
better life"*



## - UN 2021 SUSTAINABILITY GOALS -

**3** GOOD HEALTH  
AND WELL-BEING



### Brief Description of the App

#### About:

**Scope:** Created the concept and design for a mental health and well-being mobile app to meet UN sustainability goals.

**Goals:** Create a mobile app that reduces suicides, and improves mental health by giving those in need, tools, resources, and others to talk to. Our app will provide users access to mental-health professionals, positivity podcasts, and ways to reduce anxiety and depression.

**Outcomes:** Drafted several prototype designs screens for the mobile app, created a detailed report that explains the concepts behind functionality and design of the app, and created a narrative video to showcase our concept.

#### Additional Thoughts:

- App Support and Moderators
  - Peer facilitators and ways of regulating issues.
- Ways of presenting information that make it accessible and approachable.
  - Include user friendly images and graphics that feel welcoming
- Language of the App
  - How can we make the app calm, friendly, and approachable for everyone?
- Discrete images and language, to be sensitive about mental health
  - Prevent users from feeling unwelcome or uncomfortable with the app

# Prototyped App Screens

## Outline:

### Home

- Search Bar
- Instant Messaging
- Get help button
- Reach out, Headspace, Support, Well Being

### Headspace

- Intro screen
- Main screen for headspace that leads to each of these. Just a button with text will do.
- Self-help resources
  - Books, audiobooks, videos, podcasts, etc.
  - Screen that has buttons for each of these options.
- Local resource finder
  - Zip code search
  - Search bar with fake map and title
- Specialized Resources
  - Dealing with Covid-19. People dealing with isolation.
  - Just a small description
- Safety classes
  - Goal: Assist educators with teaching and being aware of mental health issues and safety. Help them identify signs of mental health issues and teach them how to approach people. Ex: Driving instructors, FireArms Instructors.
  - Goal: Teach People to be aware of being safe and being mindful of mental health when operating potentially dangerous equipment.
  - Maybe just a brief description of what it does overall and some fake classes with descriptions
- Understanding Mental Health Issues
  - Resource and reference guide for understanding mental health issues.
    - Goal: Help others understand someone struggling with mental health issues
    - Goal: Better understand why you are struggling with mental health issues.
    - A couple classes with brief descriptions and stock pictures.

## **Support**

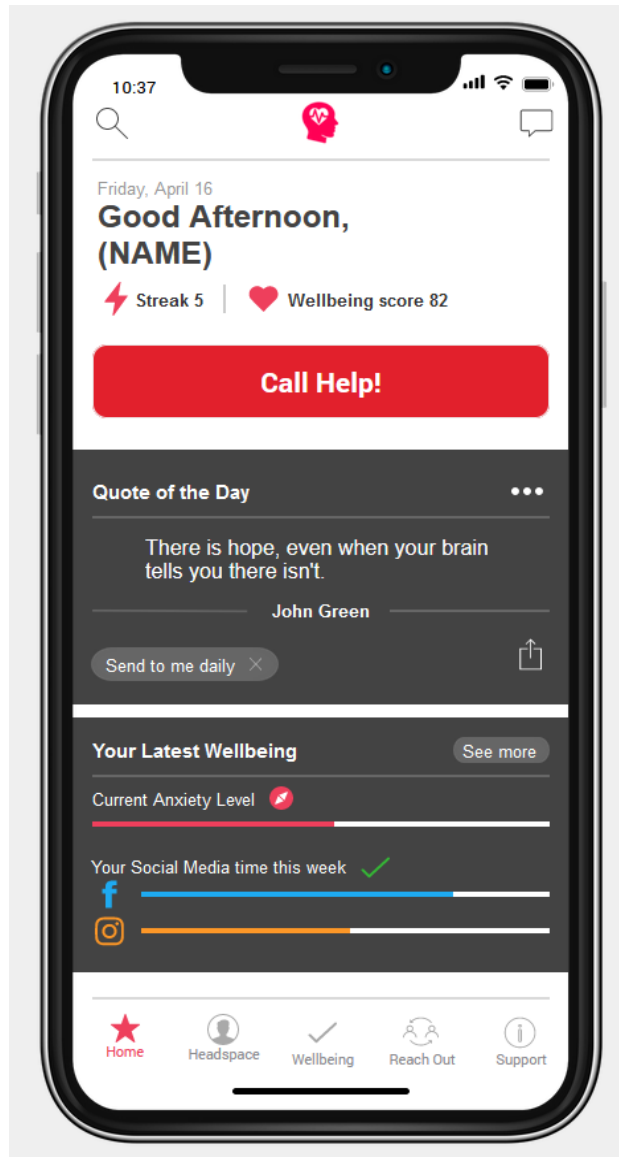
- Mental health check-ins
  - Goal: Others can check on people you have not heard in a while
  - Mediums
    - Mental health professionals can reach out and check on a patient
    - Peers in the mental checking group are reminded and encouraged to check on those they have not heard from in a while.
- Notifications from the app (Just shown on lock screen)
  - Goal: App reaches out to user to remind them to take actions to better their health and the health of their peers
  - “Take a Break” reaches out you and reminds you to take a break from Social media
  - Gives user a reminder, to send someone you haven’t talked to in awhile, or heard from a friendly check up.

## **Your Well being / Profile**

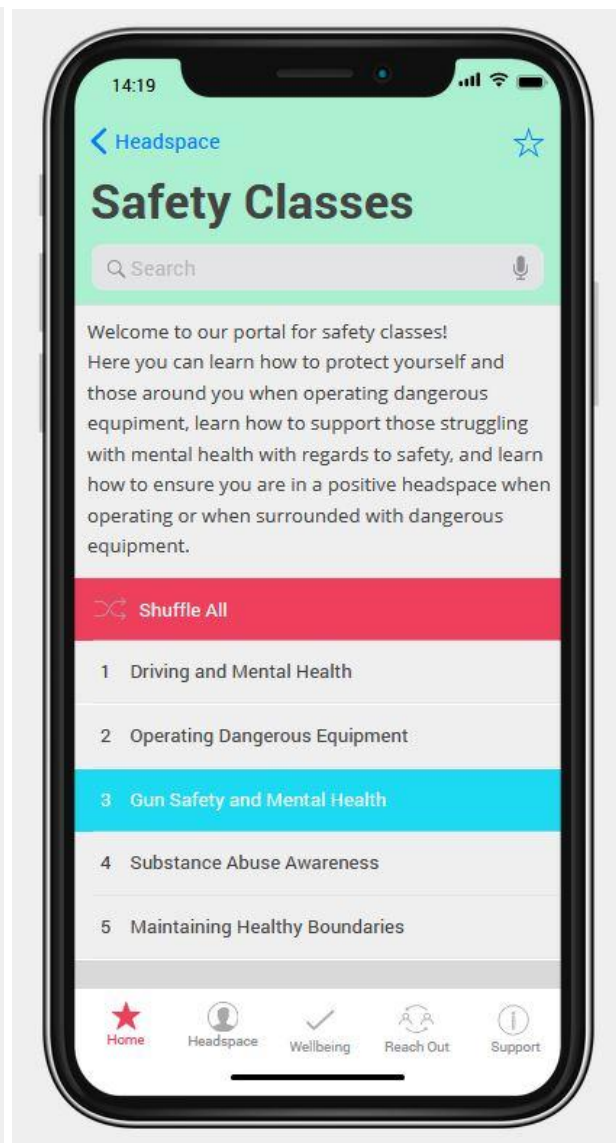
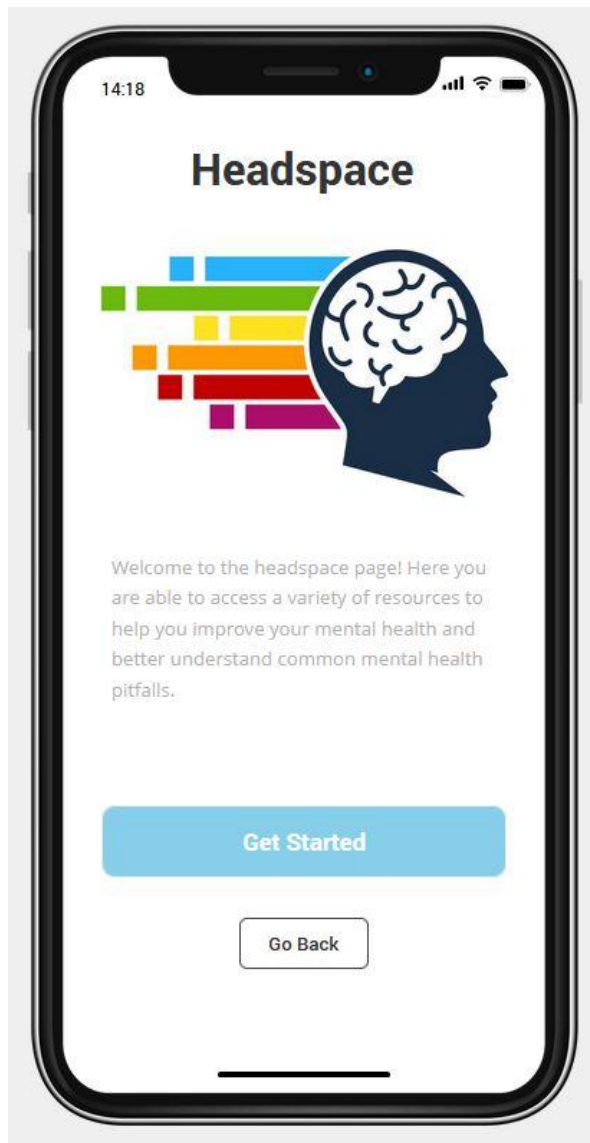
- Main Page of My Profile
- Quizzes that lead to resources
  - Reach out to friends, get more sleep, talk to someone, listen to this podcast, groups to join, here’s how to ... (blank)
  - Ex: Start quiz now/Start Mental Checkup
- Metrics Page + Progress Reflection
  - Ex: “You should really talk to someone about (blank)”; “you could use less social media time”

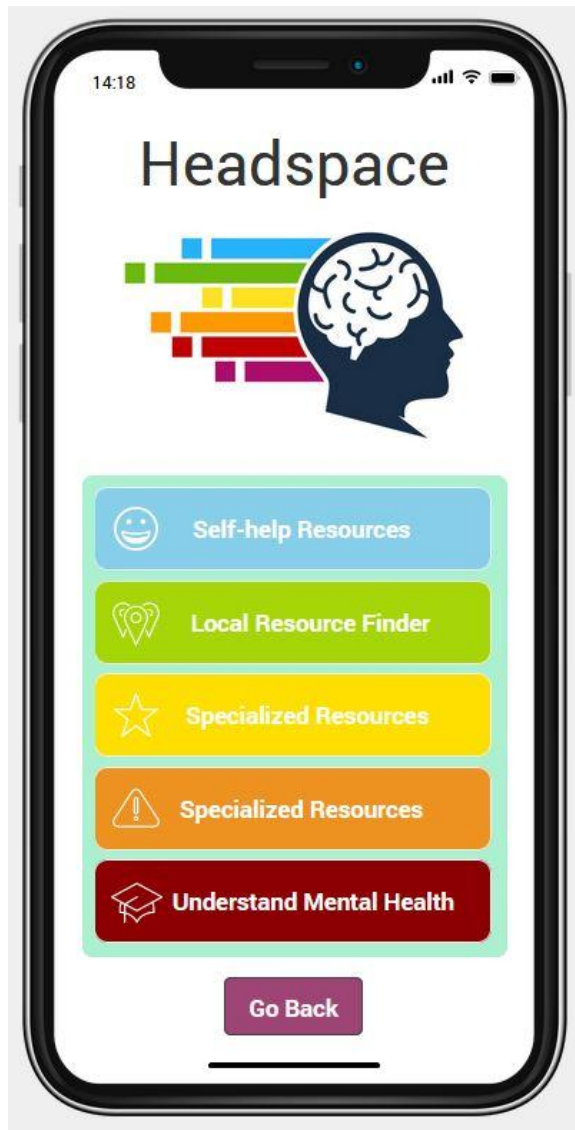
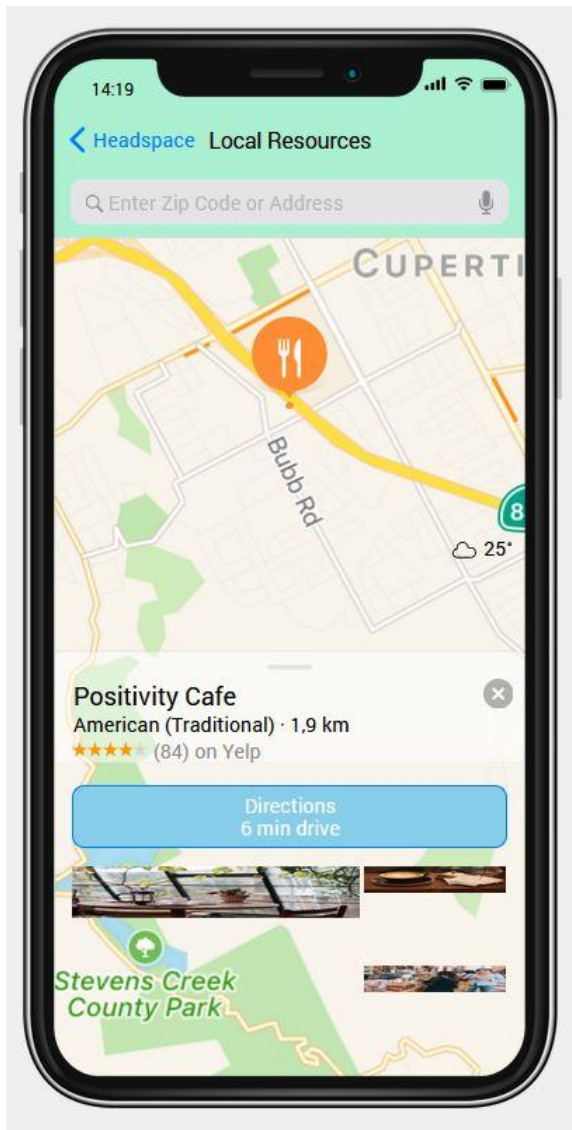
## Sample App Pictures:

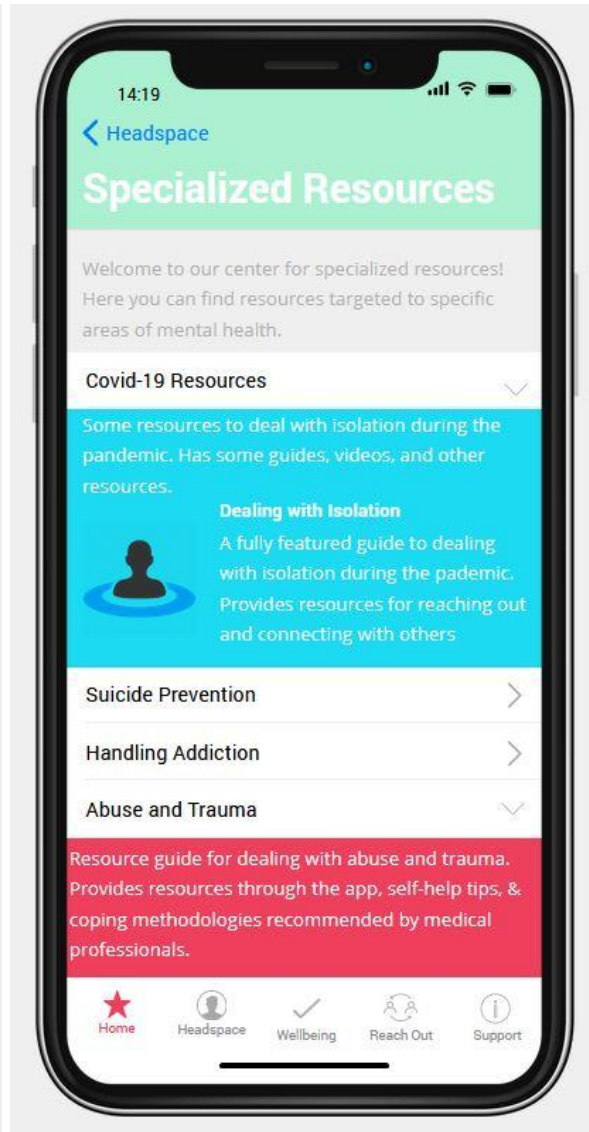
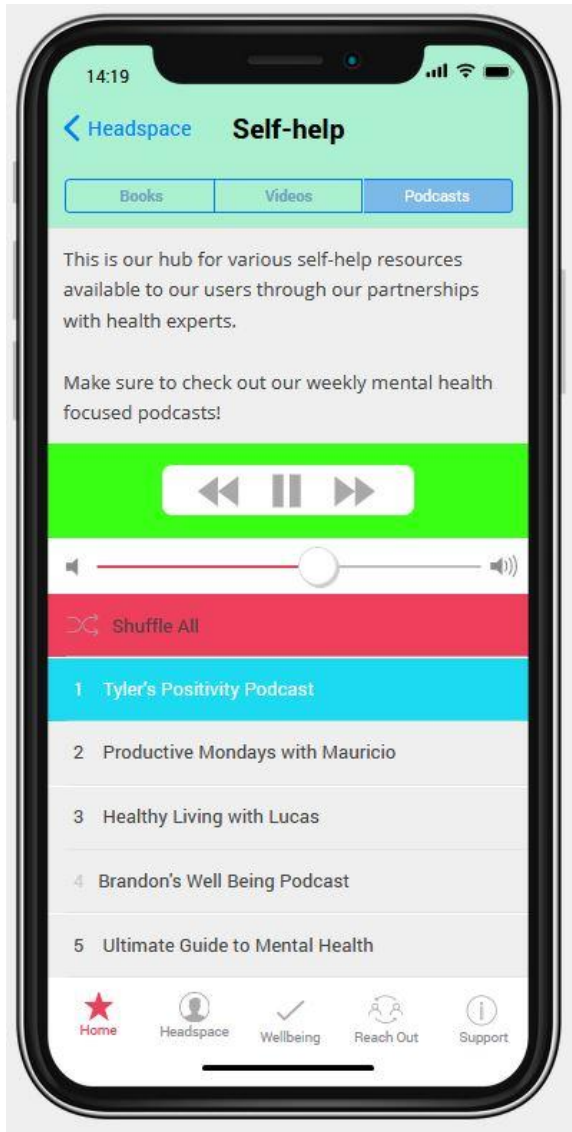
Home



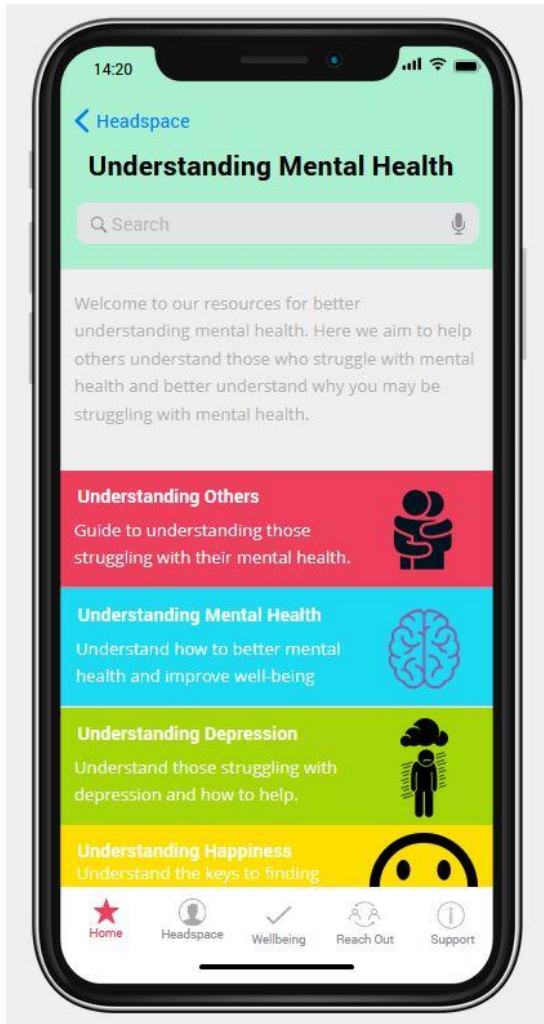
# Headspace







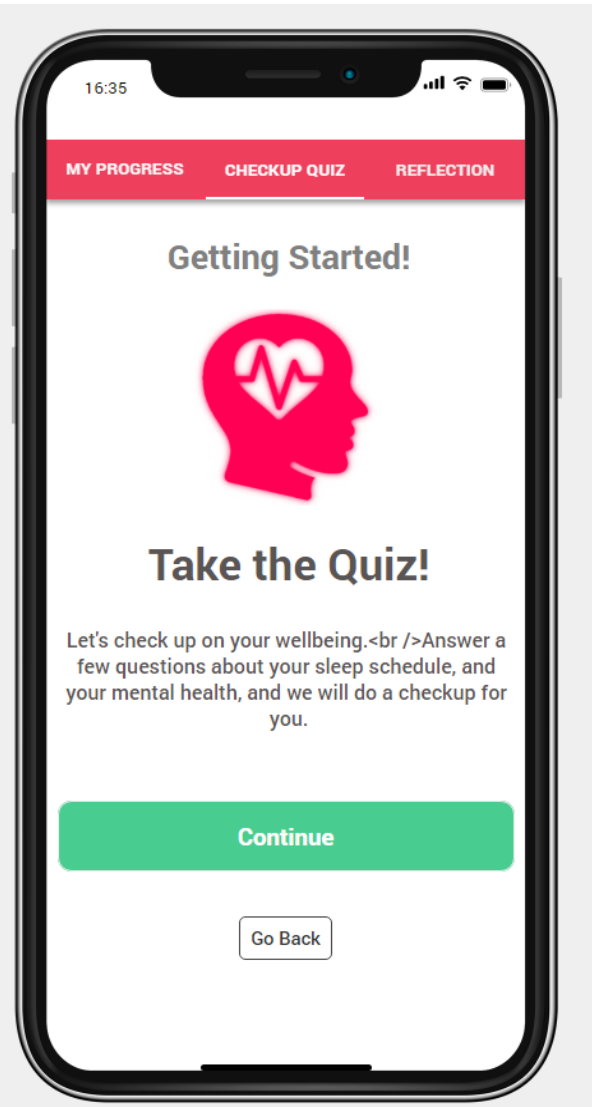
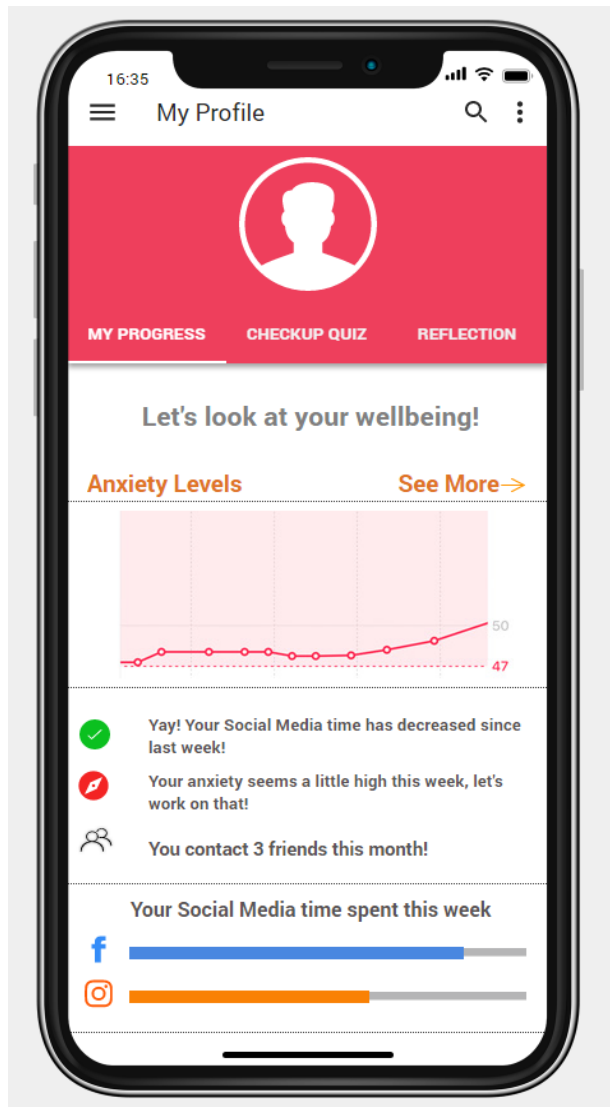




## Support




## Profile and Well-Being



16:35

MY PROGRESSCHECKUP QUIZREFLECTION


How much sleep do you get a night?



Select using the options below:

I Sleep

1 2 3 4 5 6 7 8 9+




Hours a Night

End Quiz

16:35

MY PROGRESSCHECKUP QUIZREFLECTION

How often do you reach out to friends?



Do you talk to your closet friends often? Do you like to meet up with them? Do you like to meet new people?

I have friends but don't always contact them.

I'm not really sure.

I like to catch up regularly with my friends.

I prefer not to have friends.

End Quiz

16:35

MY PROGRESS

CHECKUP QUIZ

REFLECTION

## Your Quiz Results!



**You're looking better, (NAME) !**

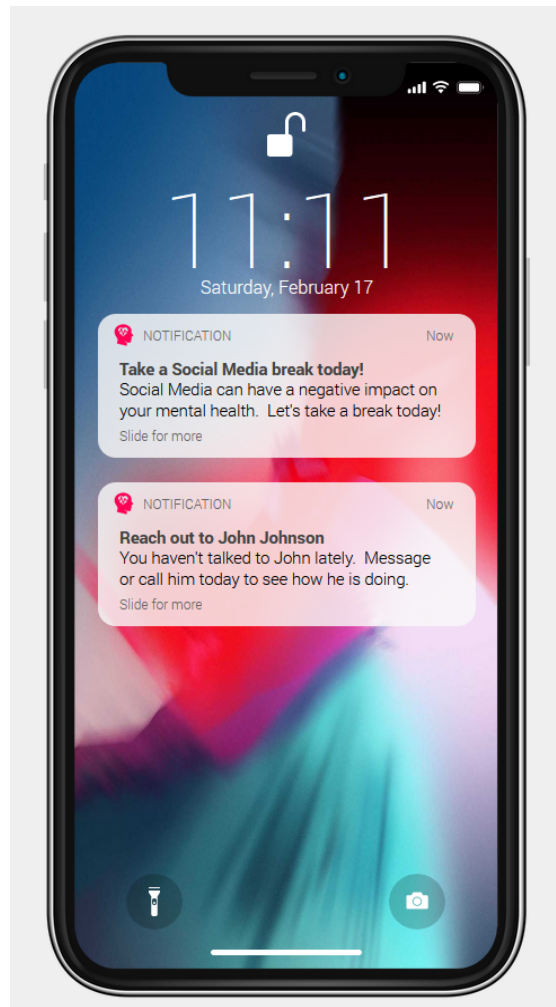
We recommend that you talk to someone about these areas:

Learning how to deal with social anxiety

Spending less time on Social Media

HOME

## Notifications



# Moving Forward / Future Development

## Reach Out

- Main page that has buttons for each of these options.
- Friends and Community
  - Purpose: Ability to make friends and reach out to others in your community.
  - Online groups and clubs you can join.
    - Help people find people with similar interests.
    - Assist in participating in group activities such as in person or virtual hangouts, games etc.
  - Connect with one person or connect with multiple people in a group
    - One button that says “Connect with people”
  - Could do a one on one chat or group chat, or keep it as simple as buttons that fulfil each option (ex: find people with similar interests). Have some basic descriptions. Keep in mind it does not have to be local connections, people can also just do online groups based upon interests or other things.
- Talk to a professional
  - Purpose: Ability to talk to a mental health professional.
  - Instant chat or meeting
- Suicide prevention
  - Button that says I need help. Will connect you to someone or the suicide prevention lines.
  - If you want you could do a general support line or you could have specific options.