

Research Plan

Research Plan Created By

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Background

Tasked with creating a project for our Software Engineering course with CFG, we as a team have decided to create a product that enables users to input their emotion and be presented with randomly generated activities to regulate their mood. Following the teachings of the 'Zones of Regulation', and independent research into neurodivergence, we will create a product for all ages/ levels of understanding.

Research Goals

- Identify who the users are.
- Identify the problems neurodivergent users face.
- Analyse the solutions currently offered.
- Understand the user's needs and goals.

Assumptions

- Users want a solution to regulate their mood
- Users want a solution to suggest activities to regulate their mood.
- Users want a simple interface, for accessibility reasons.
- Users can be from any age, and so will have to be accessible to all levels of understanding.

Methodologies

Secondary:

- General secondary research on zones of regulation.
- Market research, a deep dive into what current solutions offer.

Primary:

- Survey to establish what users want/need/expect.

Participants

Who?:

1. Education Professionals
2. Children (school age)

Timeline

1. Secondary Research on zones of regulation
2. Clarify who the users are
3. Conduct market research and produce competitive analysis
4. Gather data & outline research (persona, problem statement, empathy map?)