**Paper Outline:**

Abstract

Introduction

Related Work(not focused on this as much, reading papers from class)

**What we are gonna be working on:**

Background Work

System

Methods + design

Data analysis

Results

Discussion/Conclusion + Limitations

Future Work

**We will be focusing on interfaces(front end, back end, reading and perusing data)**

**Background Work:**

Q: What domain do you wanna work on? (gastrointestinal disorders, neurology, movement, long covid etc.)

Q: Who are you designing this for?(doctors, nurses, caregivers, people with disorders, community(Patients like me -- PLM), clinical researchers who try out new drugs)

**System:**

Build something from scratch(no templates that we could use), or use code accessible to you(motor/cognitive performance things, speech ,eyes, EMG), or use openly available tools(tummy trials , DUI)

**Collecting data:**

Systematic collection of data, analysis, privacy—data sharing protocol, poster work

Cognitive performance to track memory, perhaps long covid is a reason?

Feedbacks from other students[**Evaluation of effect on mood from in-person activities**]:

Usage of digital technologies

Have people done this already

Three scenarios perhaps

Think about an introverted person who is going thru deep grief – edge cases.

Do you wanna improve your mood? As opposed to depression? Include normative people with normal moods and don’t include people with depression.

If people are chronically online, control condition can be online stuff and experimental condition can be in-person stuff.

Can’t have the participants interacting with each other.[masks during covid]

What about we don’t have faces online? Have some variables as different as possible.

Minimal pairs design: Have only one variables that is different. Everything else is the same.

If people are chronically online, control condition can be online stuff and experimental condition can be in-person stuff. Play a game online where you can’t see other players’ faces. Play the same game in-person where you can see other people’s faces. However, no physical touch in either condition. Audio is present in each scenario. Whole idea is to evaluate whether just seeing other people elevates your mood. The in-person participants will be instructed to not touch each other. People to be collected: who are mostly online and even more specifically, those who play online games a lot. Game to be played: a board game that can be played both online and in-person. A team building game more than a competitive game? Digital health tool can be used to bring people together and then the intervention can happen at a different location. Digital health tool can be used to connect people to online games and in-person games happening around the city. Digital health tool can be used to find people who want to be participants not being researched(to make up numbers during a game) and participants who want to be researched. Method of evaluating mood: self-evaluation on a scale, say 1-7. 20 chronically online people, 10 of who will do online stuff and 10 who will do in-person stuff. Play the board game **crew** or **hanabi**. 60 people, 20 of whom are researched and 40 who make up the numbers to play with. Perhaps tool can help with overlap so that number of people is less? Digital app will be the coordination point for interested people. Participants being researched should **not** know the participants not being researched because that biases results as well **and vice versa**.

How to evaluate mood: Kinda rough idea but **evaluate mood just before the game and then evaluate mood right after the game**. Participants being researched make a concerted effort to not dabble in anything after doing the experiment so as to remove bias and purely evaluate the experiment for its merit. To simulate real life as much as possible, participants are free to do anything before and after the experiment. People in control group will have no idea that they are control group and people in experimental group will have no idea that they are experimental group. This removes bias as well.

<https://corwin-connect.com/2016/01/cooperative-games-101-what-are-cooperative-games-and-how-can-they-help-education/> Choose cooperative games because if you lose together, the effect on mood will probably be shared. Not individual games because if you lose, the effect on mood will be lonesome.

Page Overview: Warn people about stranger danger and discourage them if that makes them uncomfortable.

1st page of tool: Screen to include only non-depressed people. Also don’t include people with criminal history.

Define **online player**: Someone who self identifies as playing games more online than in-person. Does not matter what game they play.(Instances where people play video games more than board games)

20 people who identify as online players but the 40 can be online or not-online players.

2nd page of tool: Evaluate people and categorize them into test subjects = online players and non-test subjects = does not have to be not-online players.

Groups of 2:

In each group, 1 test subject and 1 non-test subject.

4 groups:

4 test subjects and 4 non-test subjects.

3rd page of tool: Match people. If test knows non-test or vice versa or both, kick non test and recruit someone else.

2 groups will play games online 🡪 Control. 2 groups who will play in-person 🡪 Experimental.

4th page of tool: Scheduling stuff where 4 people(2 groups) are slated for online and 4 for in-person(2 groups). Online location easy to find, in-person will have to be found. Likely find a board game café near you. Separate instructions for both group.

Play crew most likely for 1-2 hours. Online—zoom, In-person—board game café near them.

**Evaluate face to face interaction**. **Online, no camera. In-person, we will see the person.** Discourage touching in-person, online is already handled. Audio is present in both cases.

Future:

Evaluate mood before and after game. Don’t eat or drink during the game. Water is okay.

**Question: Does just seeing people and playing games with them improve mood?**

**Digital health tool contribution:** Tool to screen people, match people, schedule people either online or in-person, answer a specific question, use digital health tool to publish the result.

**Tool(made using javascript(d3), css, html):**

**An overview page first**

**Then:**

**A screenshot of a computer

AI-generated content may be incorrect.**