

FEEDBACK

Scenarios-

Narrative format- introduce user, more focus on backstory.

3- 4 scenarios 15-20 lines

Structured in paragraphs- no points, make like a story. Much shorter.

Redefine and summarise scenarios- Change target user and context each time and describe different interactions to show maximum interactions

Sketch a flow chart to support the scenarios

UX design

Maybe video feedback and replays.

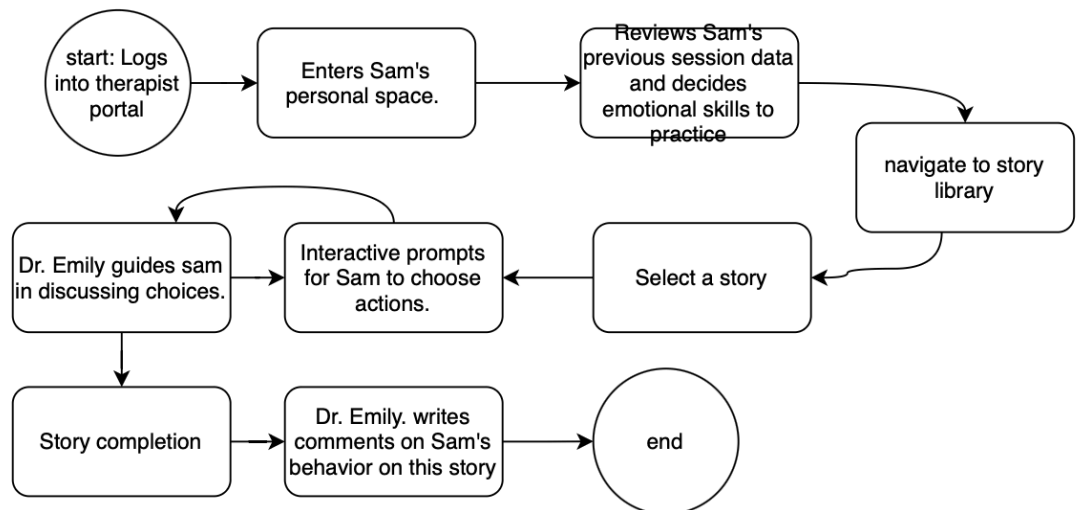
Chatbot to help throughout exercise and guide child to next part. Only if its coherent with our design ideas not just because it was suggested to us.

If answer is incorrect, emphasise words that should have been used in other settings. Make sure they are redoing these parts. Highlighting difficulties

Could draw two different guys and animate them, add words and make them talk, make more personal.

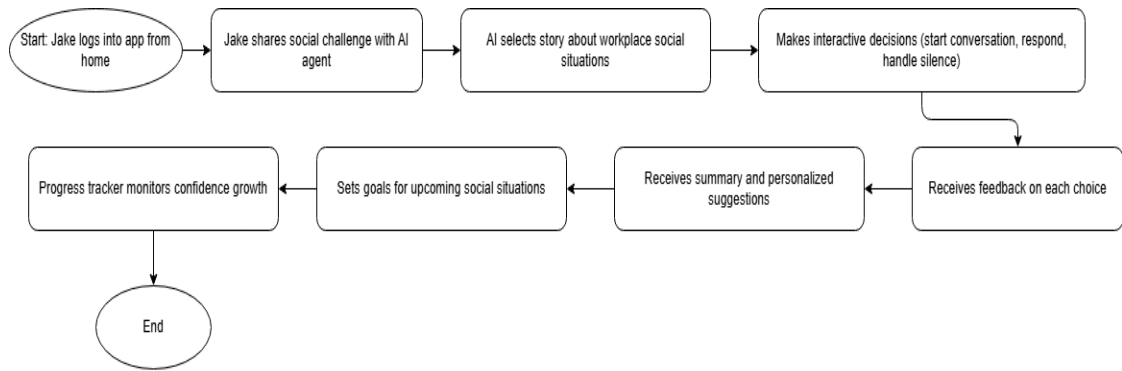
Use Scenario 1: "Guided Story Exploration with a Therapist"

User: Dr. Emily, a child psychologist working conducts a therapy session with Sam, a 9-year-old with an emotional disorder characterized by difficulty in emotion recognition. She logs into the secure therapist portal of the web application and enters Sam's personal space. She reviews Sam's previous session data, decides which emotional skills require further practice. Then she navigates to the "Story Library" section and then selects a story from the "Emotion Adventures" category titled "The Brave Little Explorer," the description shows that this story focused on recognizing and expressing fear and courage. As the story unfolds, interactive prompts appear, asking Sam to help the main character, Alex, by **choosing actions** that reflect understanding of different emotions. Dr. Emily guides Sam by discussing each choice. After the completion of the story, Dr. Emily will write comments on Alex's behaviour while working on this story.



User Scenario 2: "Overcoming Social Anxiety through Interactive Storytelling"

Jake, a 28-year-old male with social anxiety, logs into the web app from home. He shares his recent social challenge with the [AI agent], who encourages him and selects a story about workplace social interactions. In the story, Jake plays the protagonist at a networking event, facing various social challenges with virtual characters. He makes interactive decisions – like starting conversations, responding to compliments, and handling silences –and receives feedback on each choice. Reflective pauses help Jake relate these scenarios to his real experiences, reinforcing positive self-talk and coping strategies. Upon completion, he receives a summary of practiced skills and personalized suggestions, including deep breathing and preparing talking points. Jake sets a goal for an upcoming social situation and uses the app's progress tracker to monitor confidence growth. This safe virtual environment empowers Jake to better manage anxiety and build social confidence in work settings over time.



User Scenario 3: Helping Children Overcome Social Shyness Through Interactive Storytelling

Bob, a 6 year old shy and gentle boy who feels anxious around new friends and avoids initiating conversations is feeling nervous about attending a birthday party. His mother opens the *emotional storytelling* app, where the AI companion “*Friendship Fairy*” invites him to explore a story about social courage. Bob plays as *Little Panda Lele*, a shy panda attending a forest gathering. Through interactive choices, he practices recognizing emotions, calming nerves with the “*Butterfly Breathing Method*,” and offering friendly smiles. When Lele smiles at a lonely rabbit, the rabbit smiles back—reinforcing that small gestures build connection. After completing the story, Bob receives a “*Friendship Growth Report*” with stickers and stars for emotional awareness, breathing practice, and social initiation. The app suggests a real-world goal, “Try smiling at a new friend at the party”. His mom records this progress in the “*Courage Treasure Box*”. Empowered by these new “little magics for making friends,” Bob approaches the party with greater confidence and excitement.

