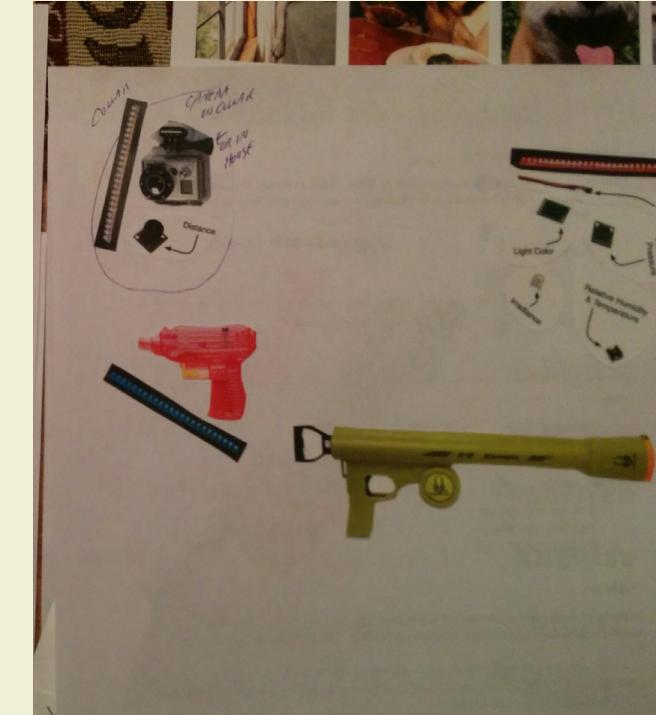
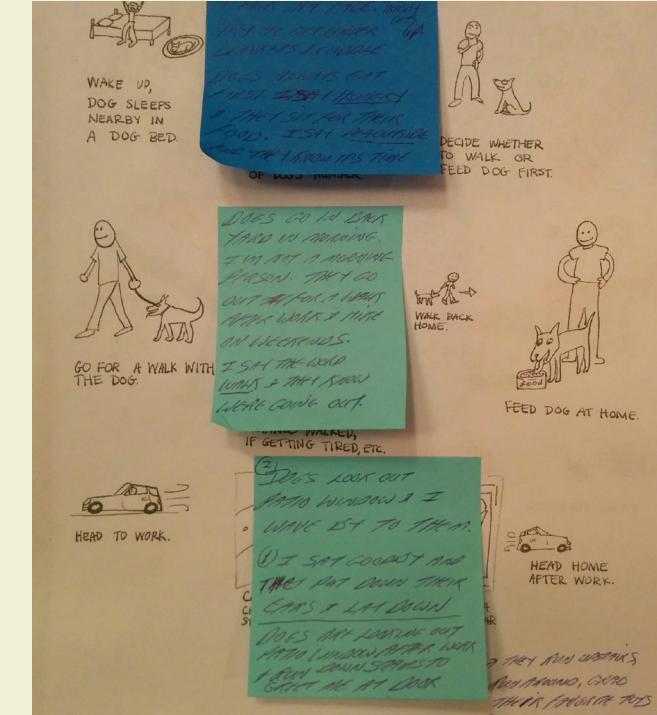
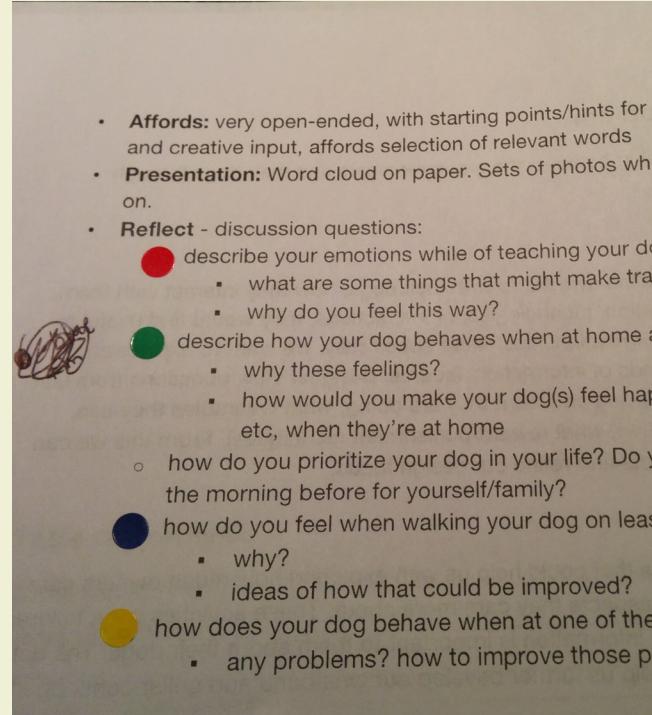


WORKSHOP SUMMARY

HOW OUR PARTICIPANTS RESPONDED



PHOTOS AND TEXT BRAINTSORM

Q1. How do you feel while of teaching your dog a new trick?

- Participants felt happy when their dogs learned new tricks, but frustrated during the process when they fail.
- Usually train by stating the action the dog is doing while the dog does it, so the dog associates that word with the action.

Q2. How does your dog behave when at home alone?

- The owners believed their dogs are lonely, calm, and bored when at home alone
- They would only become active when someone intruded on their property, as the dogs are all territorial.
- Dogs misbehaved when they were younger by chewing up stuff.
- They said that a good way to alleviate the loneliness was to say goodbye to their dogs

Q3. How do you feel when walking your dog on leash in your neighbourhood?

- Two of the owners, Evette, and Vicki, used negative adjectives because their dogs were stressed and agitated easily when walking on leash.
- There seemed to be a big difference from on leash, because the dogs feel they don't have the freedom to defend themselves.
- This might be from a lack of training, since Kim enjoys walking with her dog on leash.

Q4. How does your dog behave at the meetups or around other dogs in general?

- Dogs enjoy meetups because of interaction with other people and other dogs
- Finds migrating in packs very practical
- One dog is rather shy around other dogs

STORYBOARD FEEDBACK

- Our storyboard representation of the mental model of the owners' average day with their dog was mostly accurate.
- However, we discovered many more small details that we had not previously known.
- For example, the dogs respond differently when different people come home, suggesting that dogs have unique relationships with their owners and families.
- Owners also know their dogs need something by their body language
- Another thing we found interesting is that the dogs are lonely when the owners leave, but this can be alleviated a bit by the owners saying goodbye to them.
- The dogs realize that the owners will be away for a while, so instead of waiting by the window for the owners to come home, they will relax and go do other things to entertain themselves during the day.

BRACELET MODELLING

- Out of a maximum of five attachments, all participants chose mood, location and movement levels.
- Two of the group chose temperature and activity history, and one chose heart rate and reminders.
- Temperature and heart rate were very similar
 - participants recognized that they were low-level indicators of the dog's vitality or sickness.
- We recognized that what they chose reflected how they relate to their dogs, e.g. one member who tends to forget to feed chose reminders.
- They seem to prefer to know what their dog is doing while they are away from their dogs, such as whether they are sleeping or lonely, as well as being informed of their dog's vitals during walks (are they fatigued) and moods (what are they thinking about).

DESIGN YOUR OWN DOG DEVICE

- Preferred attachments that aided dog training Water gun for negative reinforcement
- Treat dispenser for positive reinforcement
- Also liked the idea of a device that would be specifically for play
- ball shooter for the lack of throwing skill also prefers it to be portable and easy to carry
- Sensors that would help them better understand their dog
- A camera on the collar to see from their dog's perspective
- Speed sensor to detect how fast she can run in relation to size

WORKSHOP FINDINGS

WHAT WE DISCOVERED



DESIGN INTENT

To find out what activities the owners do with their dogs, how they interact with them, and what kinds of information, technologies, or interactions, they would find useful to augment and improve their relationships. More specifically, we want to explore and find inspiration of what kinds of information. From this we can further develop our concepts and refine our design focus.

OUTCOMES

The outcomes came very close to our design intents. Since we planned to have the activities specifically designed to give us information about the owner's activities, interactions and relationships, the results we found in large gave us exactly that. To summarize, we learned that dog training is with words or actions, owners are very curious what dogs do at home, leashes can feel limiting for dogs, and that meetups actually help with dog behaviour through social interaction in addition to exercise.

ACTIVITIES

We have designed activities that could help us with exploring how much owners care about their dogs and what aspects they care more about. These activities were tailored to help us understand what information is important to them about their dogs. The data we retrieve will hopefully help us further develop our wristband and collar concepts.

Photo/Text Brainstorm

Words and images of emotions, places, things that can be used to describe the different aspects of the relationship between dogs and owners

Storyboard feedback

The designers/researchers make a storyboard illustrating scenarios of how they would use our applications and concepts

Bracelet modeling

Participants select their top 5 from a set of attachments that each show a specific type of information or feature that they may find relevant to their dog experience.

Design Your Own Dog Device

What kinds of utilities do the owners use; personal values and ideals from our participants' perspective

REVISED DESIGN FOCUS

Our revised design focus is to enhance the relationship between the owners and their dogs. We aim to do this by providing useful tools that provide information about the dogs to the owners. We found that the types of information that users would find the most useful involve the health and well-being of their dogs, and help them know what their dog is doing while the dog and owner are separated.

For our second concept, we will focus on creating an object that helps facilitate interaction when the owners are playing with the dog. Specifically, we are focused on rewarding and engaging the dogs. This device will improve interaction by enabling the owners to positively and negatively reinforce behaviour via a treat dispenser or ball shooter and watergun respectively. Having this device, the owner will be able to engage their dogs without needing a plethora of tools, and to instead focus on the training itself.

