## **Otter**

Week 6 - Ian M, Sonia V, Gustavo C



## Roadmap:

- Value Proposition
- Tasks
- Redesigned screens
- Medium-fi task flows
- Prototype

## **Value Proposition**

Reflect/Reconnect.

**Problem** 

Individuals don't have an opportunity to reflect and practice habits that benefit their mental health.

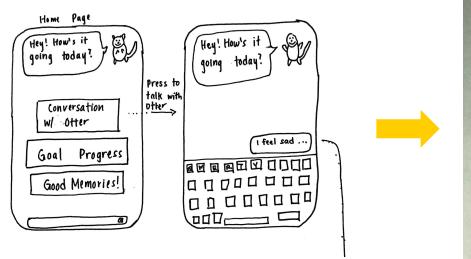
**Solution** 

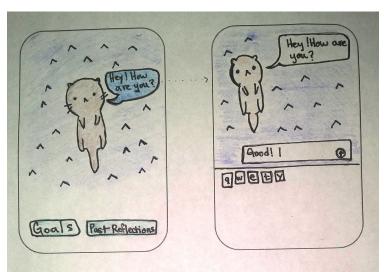
Otter - Chance to regularly reflect and creates practices for mental health.



- Simple: Send a message to Otter.
- Moderate: Do an action that helps with mental health.
- Complex: Set a goal for a practice that positively impacts mental health.

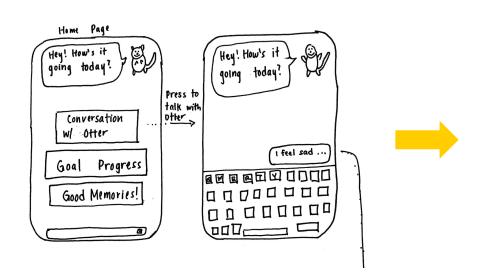
Change #1: Revised home screen





Change #2: Clearer labels

Change #3: Navigation issues

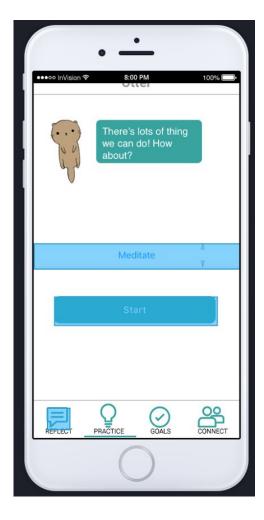






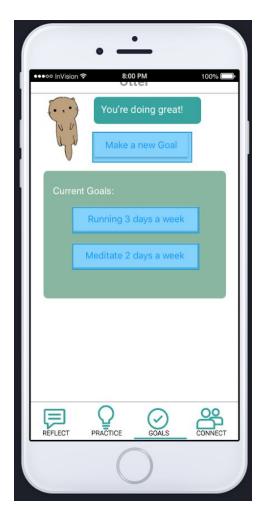
## Task 1: Send otter a message

66



# Task 2: Do an action that helps with mental health





Task 3:
Set a goal for a practice that positively impacts mental health

46

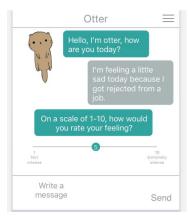


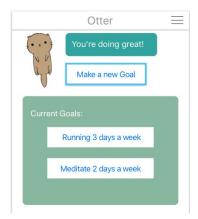
- Tools Used: Sketch and invision.
- Limitations:
  - Screens not related to tasks are not shown
  - Limited Actions (eg: Meditate,nap)
  - No animation of Otter



- Hard Coded Features
  - Previous Goals
  - Otter and user conversations

(Wizard of Oz)





### **Summary:**

- Interviews revealed that mental health is highly varied for individuals
- HMW keep track of stories, provide personalized info and destigmatize mental health within specific cultures?
- The experience prototypes showed that users were more reflective when given a chance



# Thanks!

# Any questions?

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