

Overview

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- **⊘** Selected Interface

- **⊘** Results



Reflect & Reconnect

Interface Designs

C

Smart Watch

Communicates with
Otter & Otter gives
recommended
Activities

AR Glasses

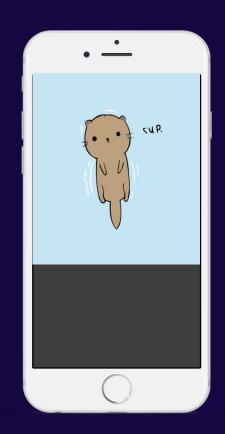
See/Hear Otter &
Able to activate
functions while
walking/talking

Smart phone App

Texts/Calls Otter & has functions to track goals

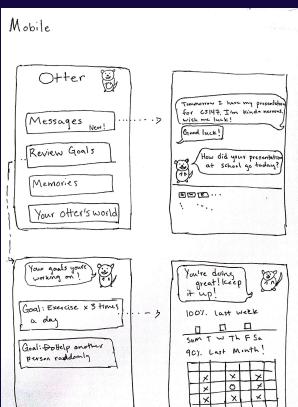
Selected Interface: Smartphone

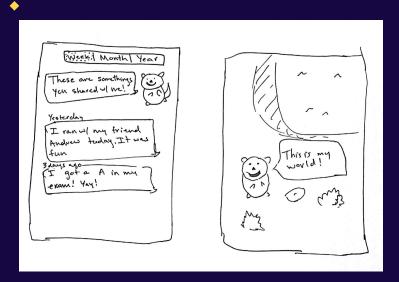
- -Accessible
- -Intuitive options for social aspect
- -Allows journaling day to day

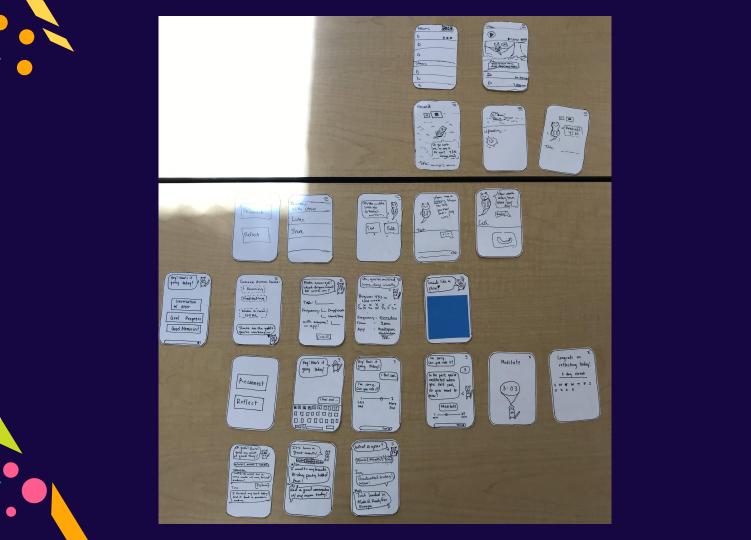




Low-Fi Prototype







Tasks











Goal Setting

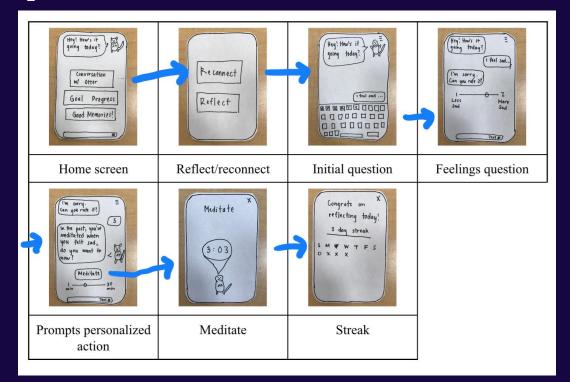


Share **Stories**

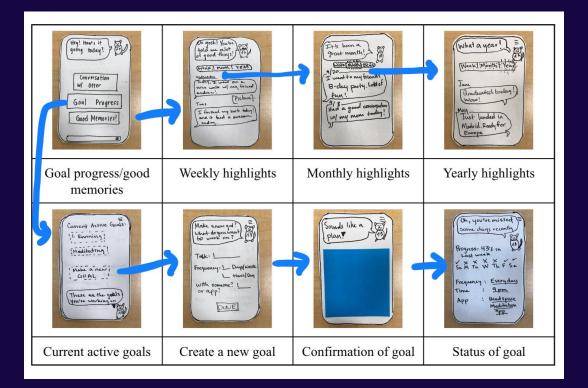




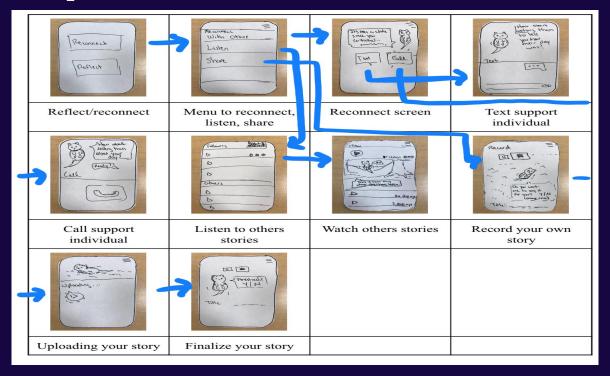
Simple Task:



Moderate Task



Complex Task



Methods



Participant 1

- -30yr old woman
- -Interest in mental
- health
- -Location: Her office

Participant 2

- -Researcher at Med
- School
- -Practices Meditation
- -Location: Med School

Cafe

Participant 3

- -1st year undergrad
- -Has thought of
- Meditating
- -Location: Open work
- space



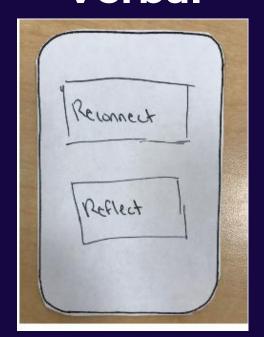




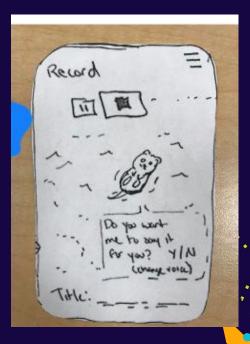
Facial Cues

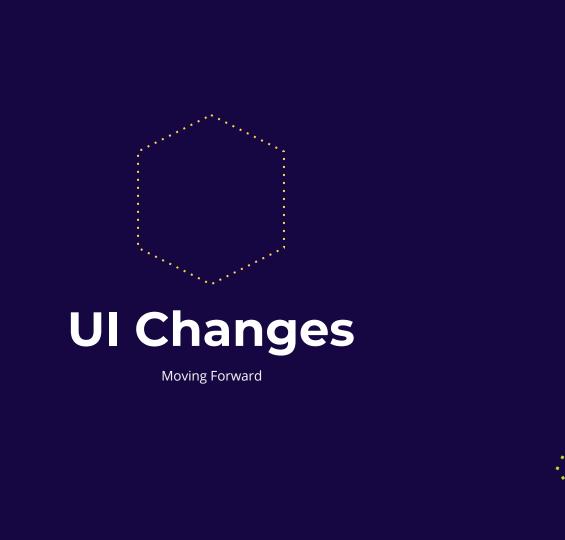


Verbal



Interest





UI Changes

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- Clearer Wording
- Navigation
- More intuitive symbols
- Social Aspect



Thanks

Any questions?

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- Vector Icons by <u>Matthew Skiles</u>.



