

Phase 1 - Assessment

1. (5min) Design recap and specify the design goal for your project:

- What is the system about?
- Who is it designed for?
- How would you like the child to feel through your product/design?
- What do you want to provide for the child and other stakeholders?
- What kind of experiences would you like to achieve for children?

Design Goals

<Please also write the goal here>

support children's social emotional learning by taking different perspectives of a real-life social situation scenario

2. (8-10min) Visualise the System Diagram:

- What is the use scenario?
- Map 3-5 key child-centred features, interactions, and data flows.

Scenario

Kids fight for toys many times, and the parents want the kids to practice with them by the AI tool, from a different angle to understand what other kids think.

System Diagram

1. Start with roles

- Draw simple icons or stick figures for all the actors/entities (e.g., Child, Parent, Teacher, AI Agent, Data Server, etc.)
- Label them clearly

2. Add key actions

- For each actor, list as many main things they do in the system as possible. For example,
 - Child: chooses topic, talks to AI, reads story
 - AI: gives feedback, saves story
 - Parent: reviews progress, gives consent

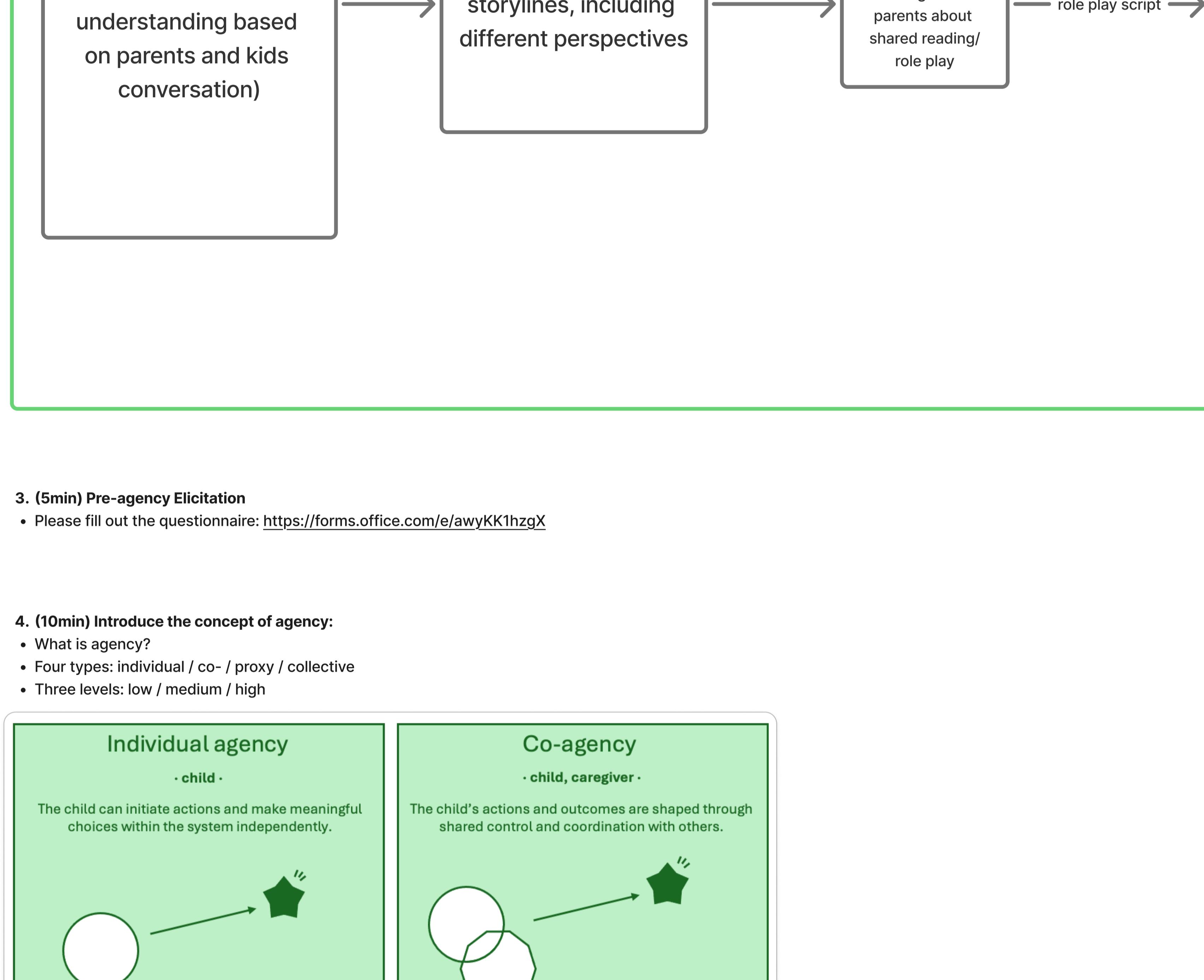
3. Connect roles and actions

- Use arrows to show who interacts with whom or how data moves. For example,
 - Child → AI: sends voice message
 - AI → Parent: sends summary
 - Parent → Child: gives feedback

4. Highlight the flow

- Mark where the child's experience starts and ends
- Highlight key touchpoints where decisions, data, or emotions occur.

Please draw your system diagram below

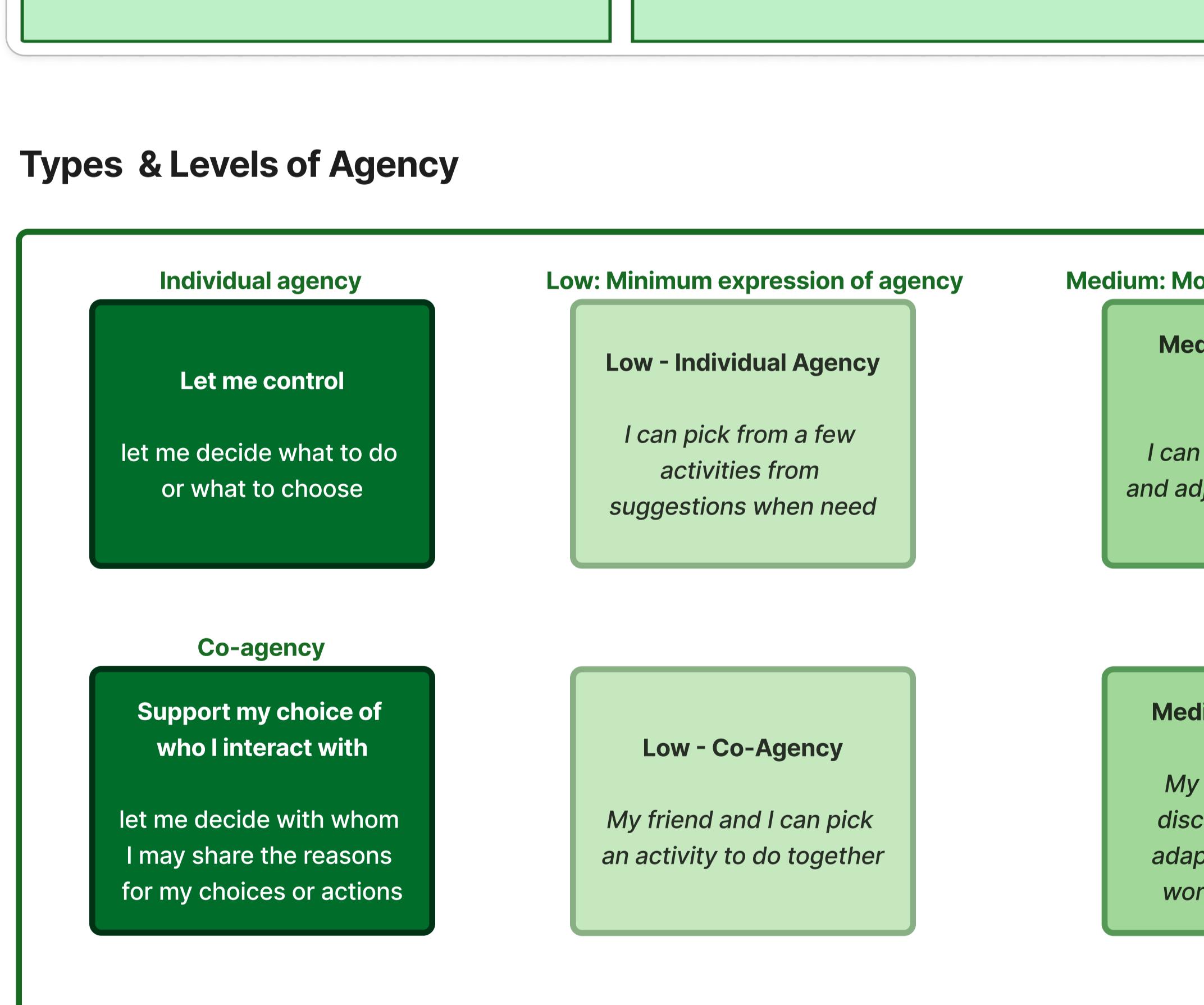


3. (5min) Pre-agency Elicitation

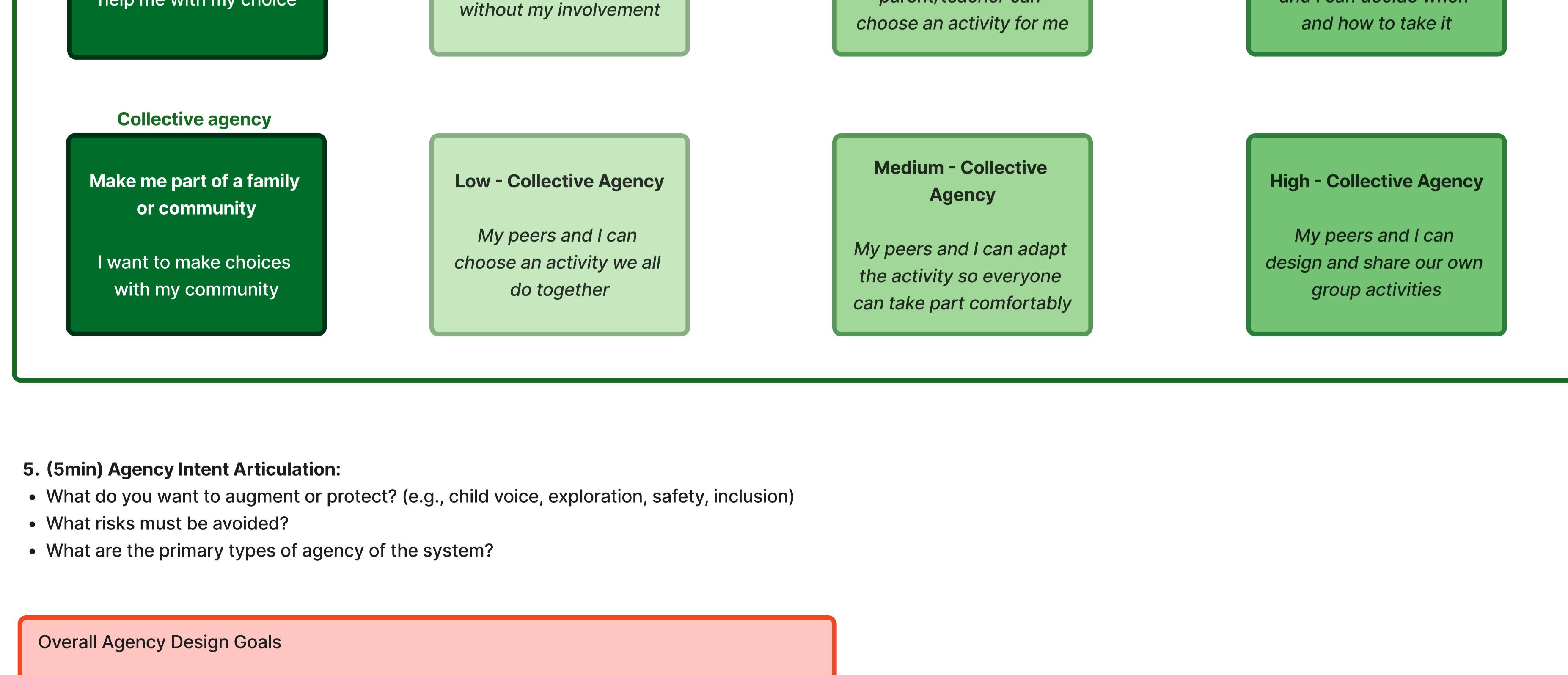
- Please fill out the questionnaire: <https://forms.office.com/e/awyKK1hzgX>

4. (10min) Introduce the concept of agency:

- What is agency?
- Four types: individual / co- / proxy / collective
- Three levels: low / medium / high



Types & Levels of Agency



5. (5min) Agency Intent Articulation:

- What do you want to augment or protect? (e.g., child voice, exploration, safety, inclusion)
- What risks must be avoided?
- What are the primary types of agency of the system?

Overall Agency Design Goals

safety

protect child voice

family relational development