

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

Help parents/clinicians/children understand SEL and create an env for children in social emotional situation.

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

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

Scenario

Parent sees a child is fighting with peers and having conflicts and want to educate them in understanding SEL in the scenario just happened so that children can control their emotion and behaviors better through the application.

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,
 - i. Child: chooses topic, talks to AI, reads story
 - ii. AI: gives feedback, saves story
 - iii. Parent: reviews progress, gives consent

3. Connect roles and actions

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

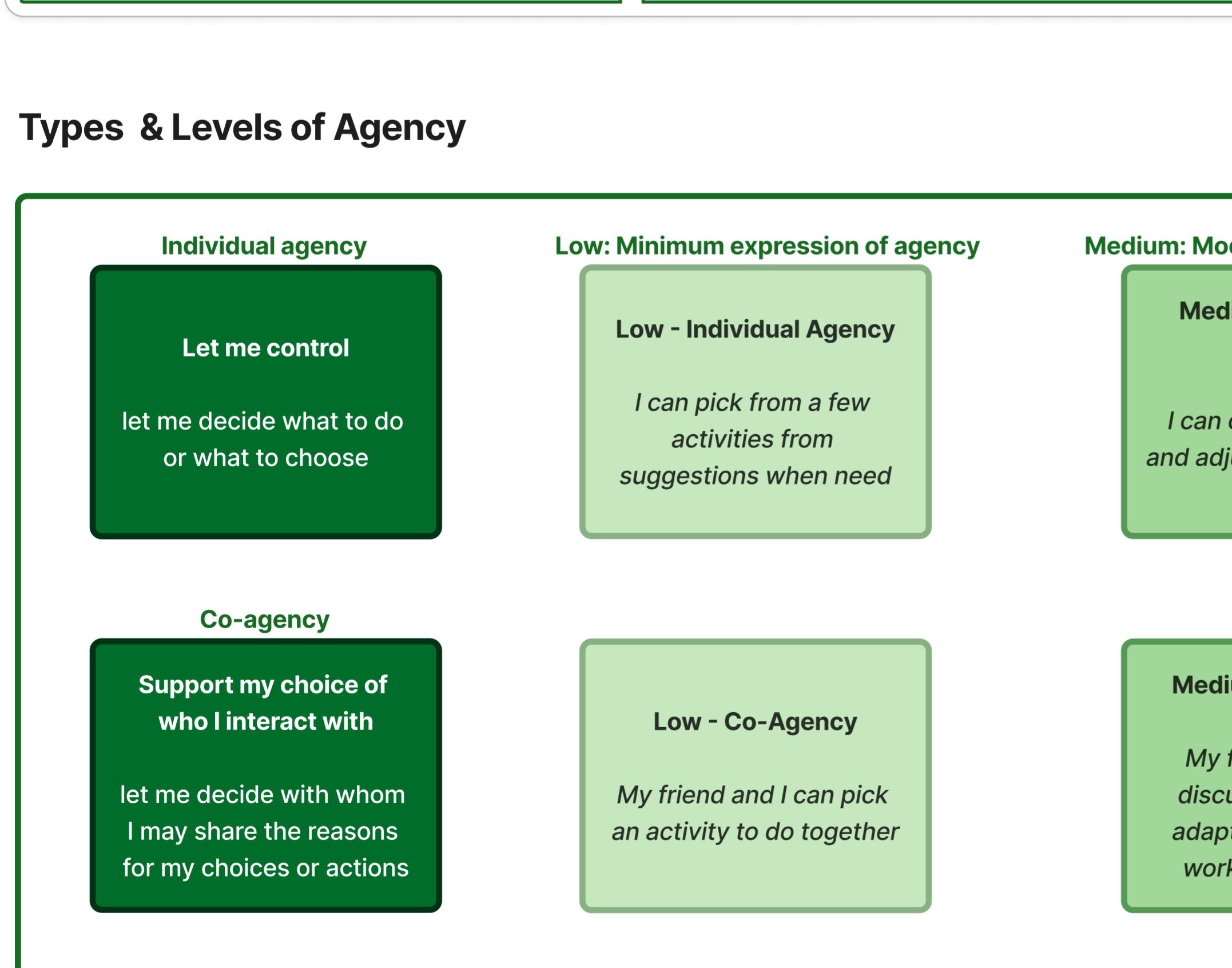


3. (5min) Pre-agency Elicitation

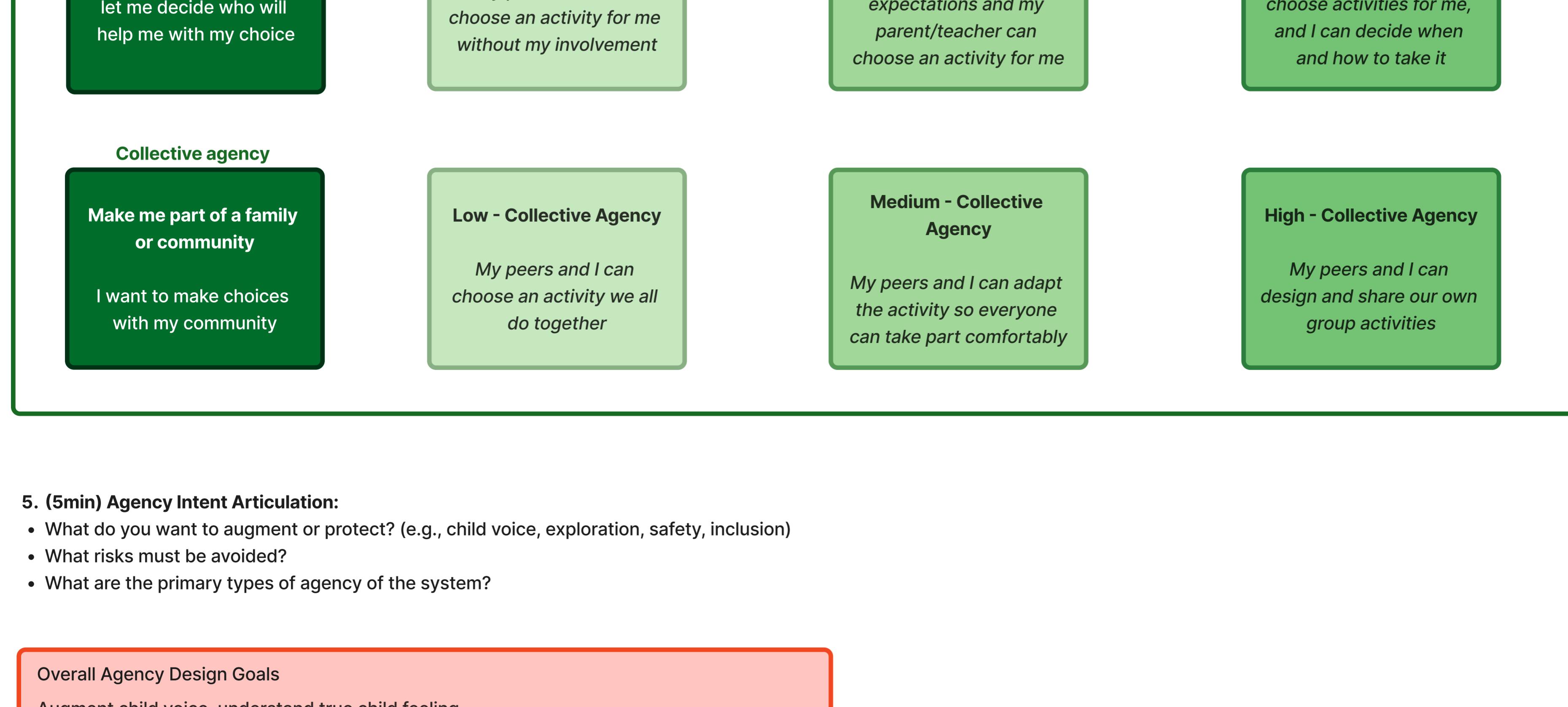
- Please fill out the questionnaire: <https://forms.office.com/e/awyKK1hzgX>

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

Augment child voice, understand true child feeling

Inclusion - more available to a bigger user group with different background

Risk: need to avoid bias of the story a child tells - need to be collected from both sides

Co-agency / proxy agency