

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

- 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?

- Ella (the child) should feel like a curious explorer — excited to discover, proud of what she finds, and safe knowing she can always ask for help. The app should spark wonder about nature, not pressure or competition.
- For the child: A personal nature journal that grows with her — she collects, learns, and shares at her own pace
- For friends/peers: A way to explore together without ranking or competing — shared walks, shared discoveries
- For parents/grandparents: Visibility into Ella's adventures and a channel for intergenerational storytelling (e.g., grandma sharing memories about acorns)
- For the community: A platform for children to collectively care about local nature issues (e.g., deer safety, masting awareness)
- Self-paced nature exploration that blends outdoor discovery with digital reflection. Ella walks in the forest, photographs what she finds, and the app helps her learn about it — but she drives the journey. Social features let her share joy with friends and family without leaderboards or likes.

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

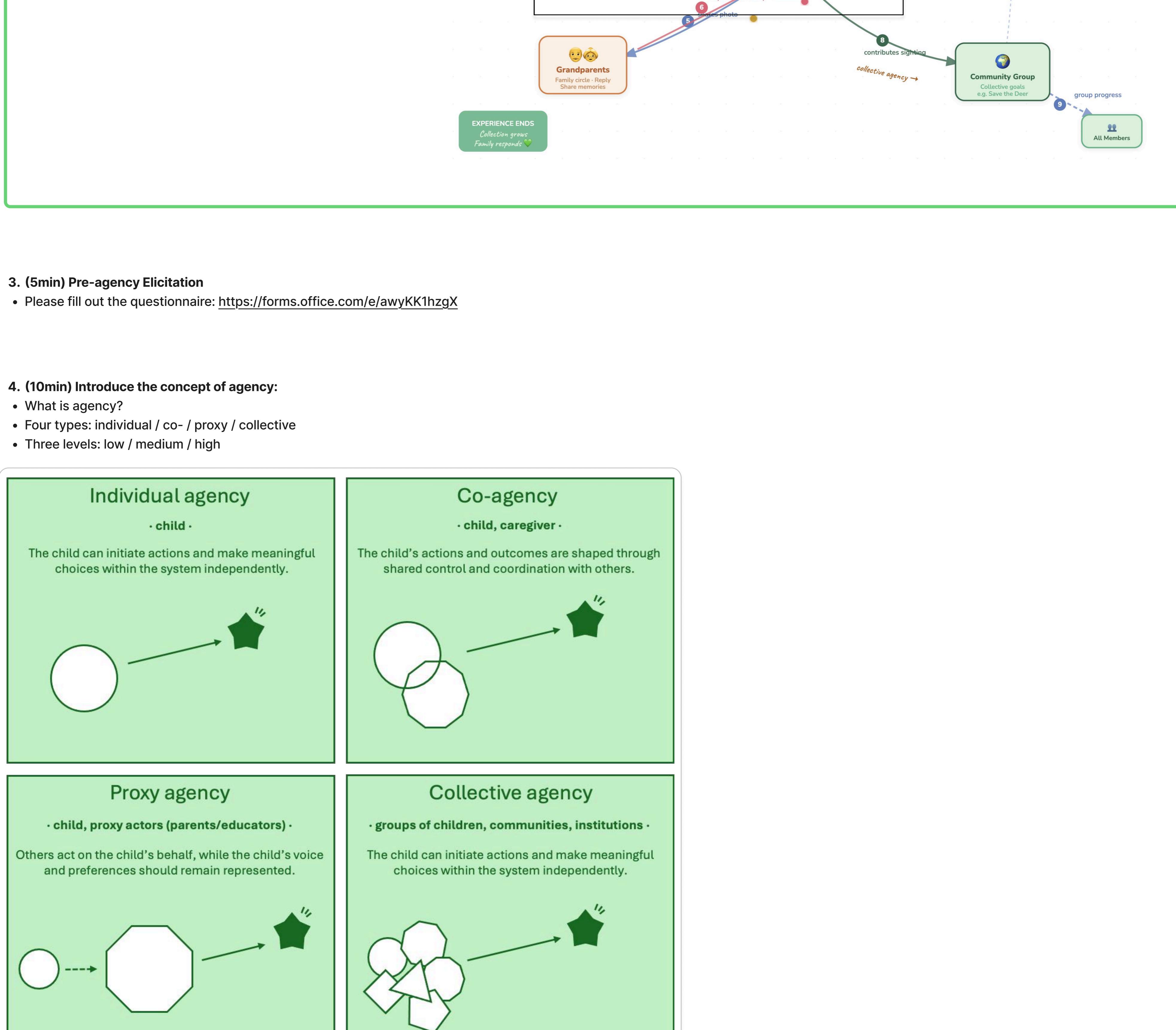
- What is the use scenario?
- Map 3-5 key child-centred features, interactions, and data flows.

Scenario

It's Saturday morning. Ella grabs her tablet and heads to the local woodland with her mum. She opens PokeForest and taps "Start Walk." As she explores, she spots an unusual flower and takes a photo. The app's AI suggests it might be a bluebell, but Ella isn't sure — she taps "Ask Mum" and her mum confirms. The bluebell is added to her collection. Later at home, she shares the photo in her family circle. Her grandma replies with a story about picking bluebells as a child. The next week, Ella's friend Mia saw the bluebell in Ella's collection and messages: "That's so pretty! Where was it?" They plan a walk together.

System Diagram

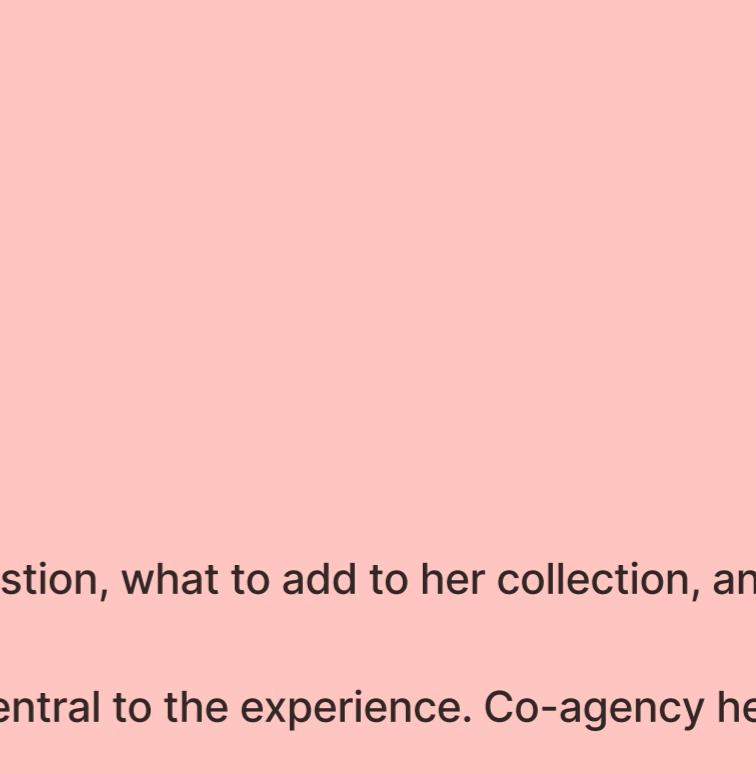
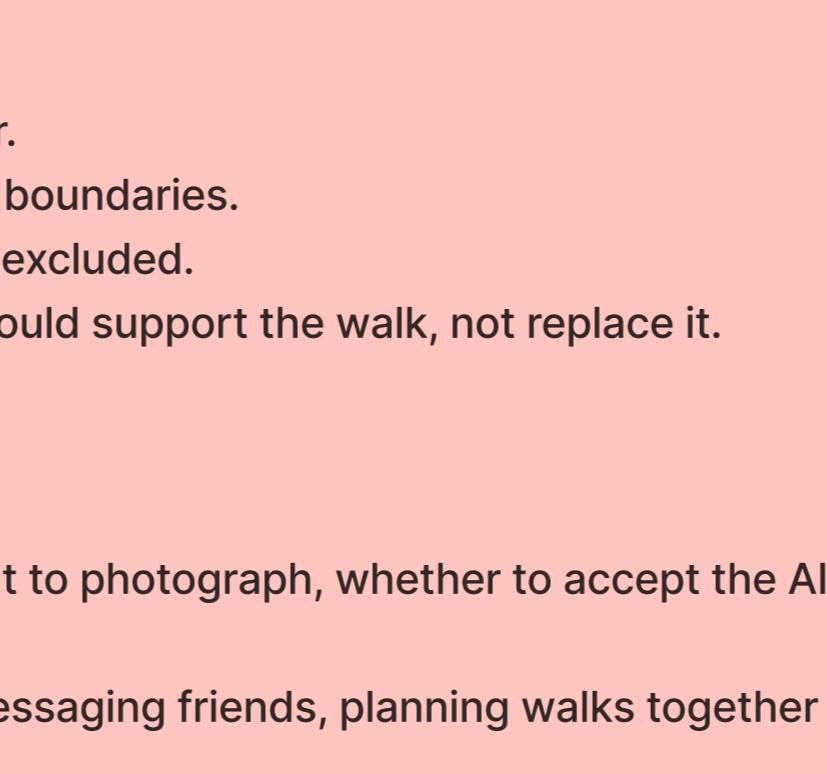
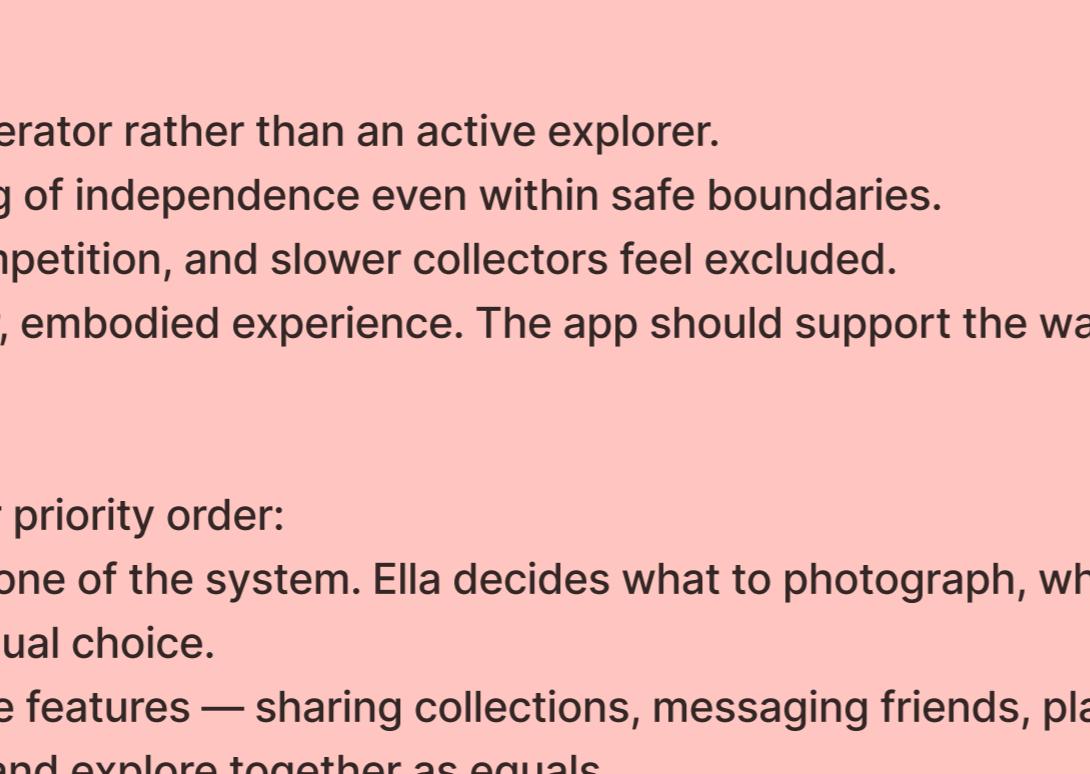
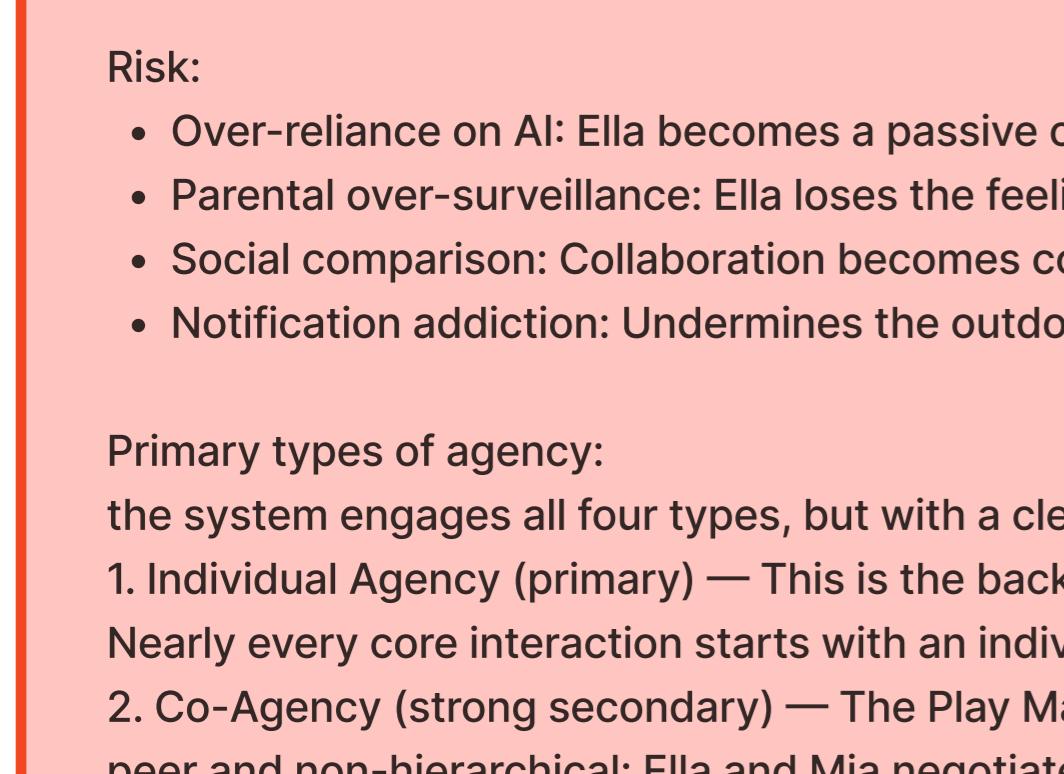
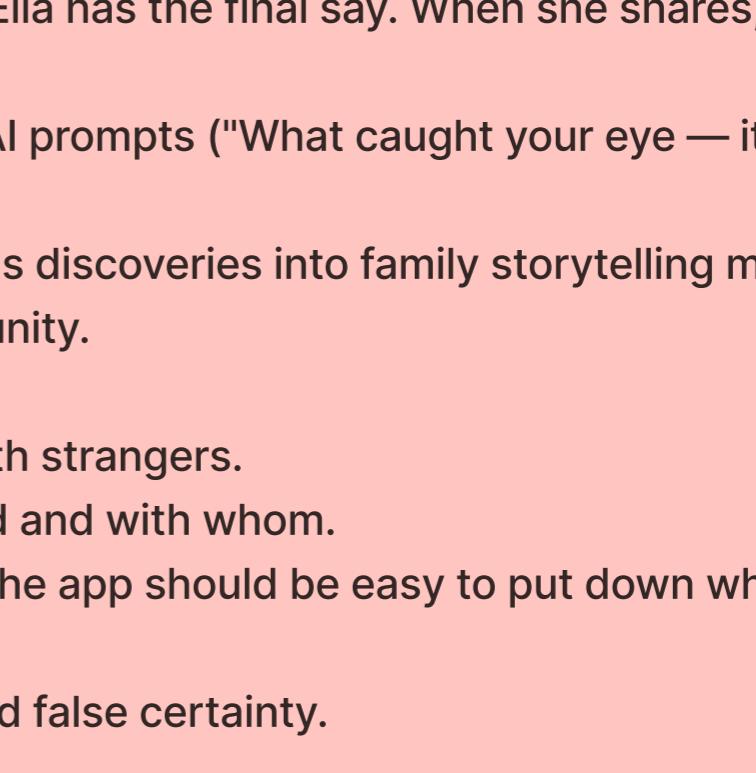
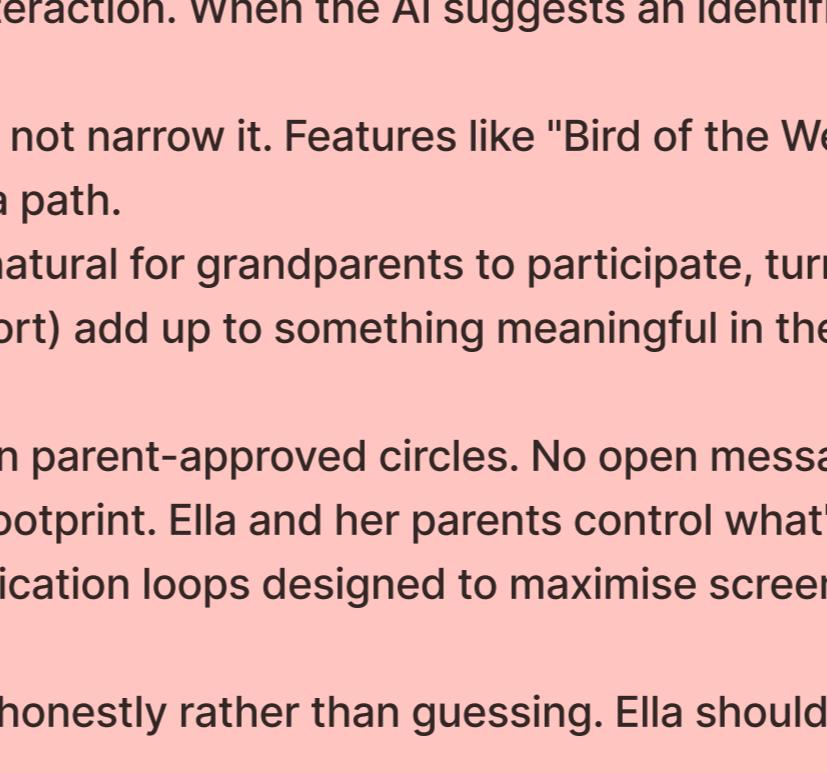
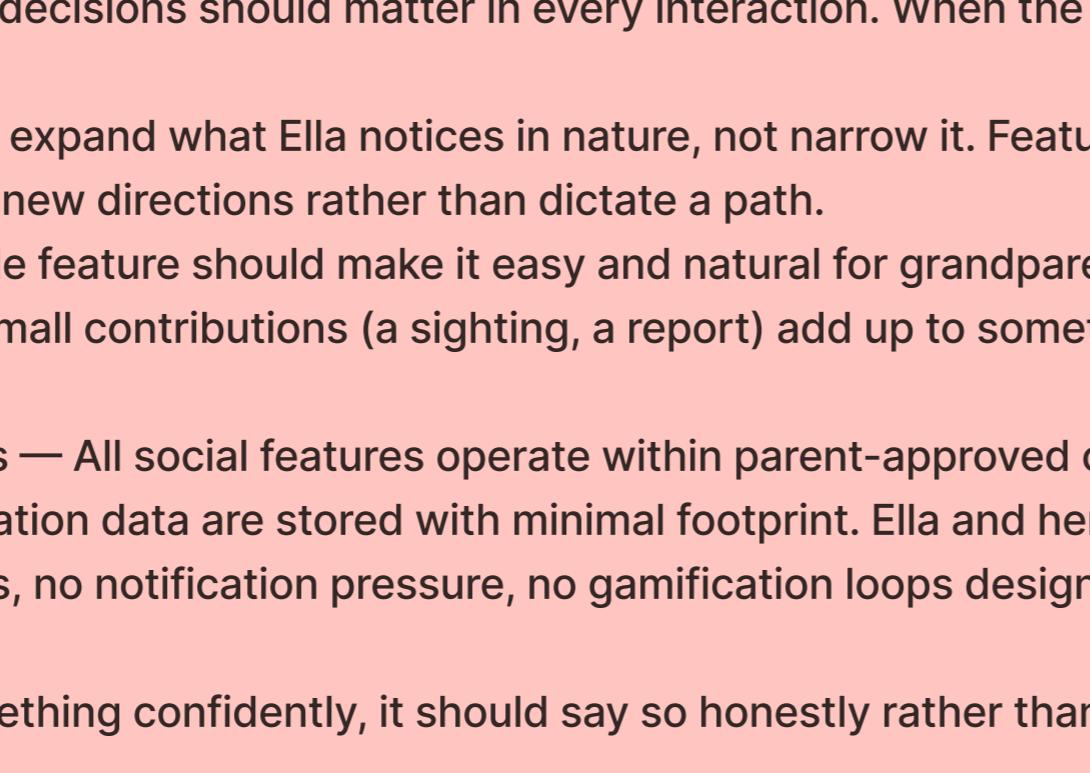
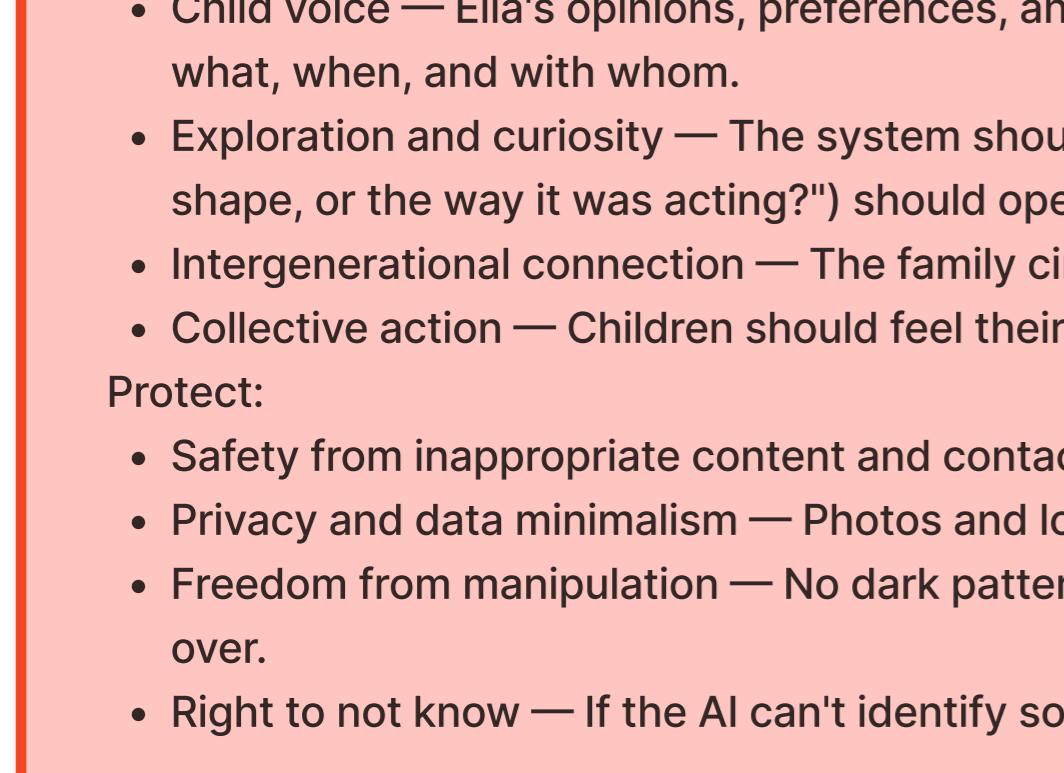
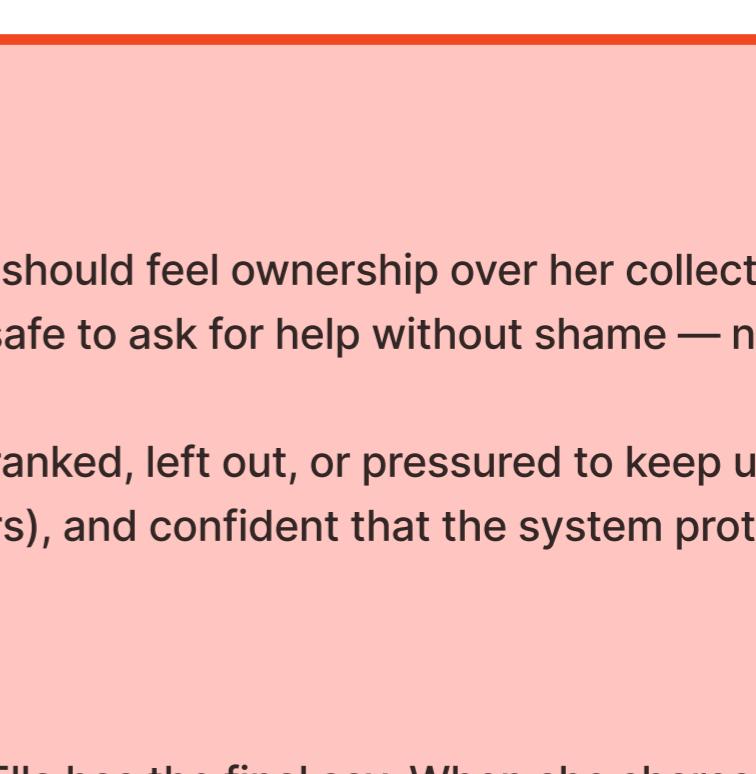
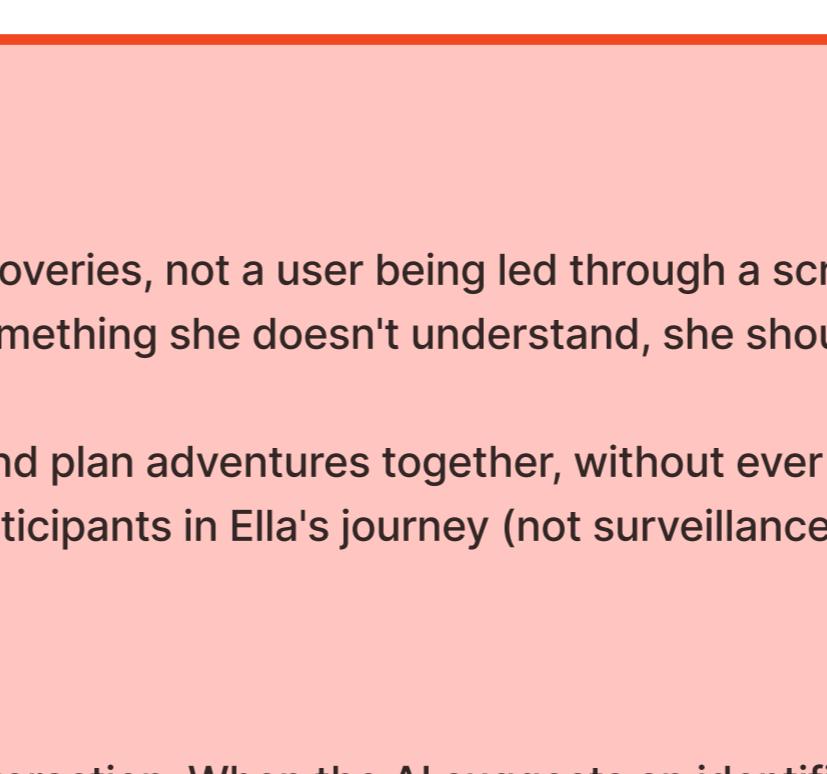
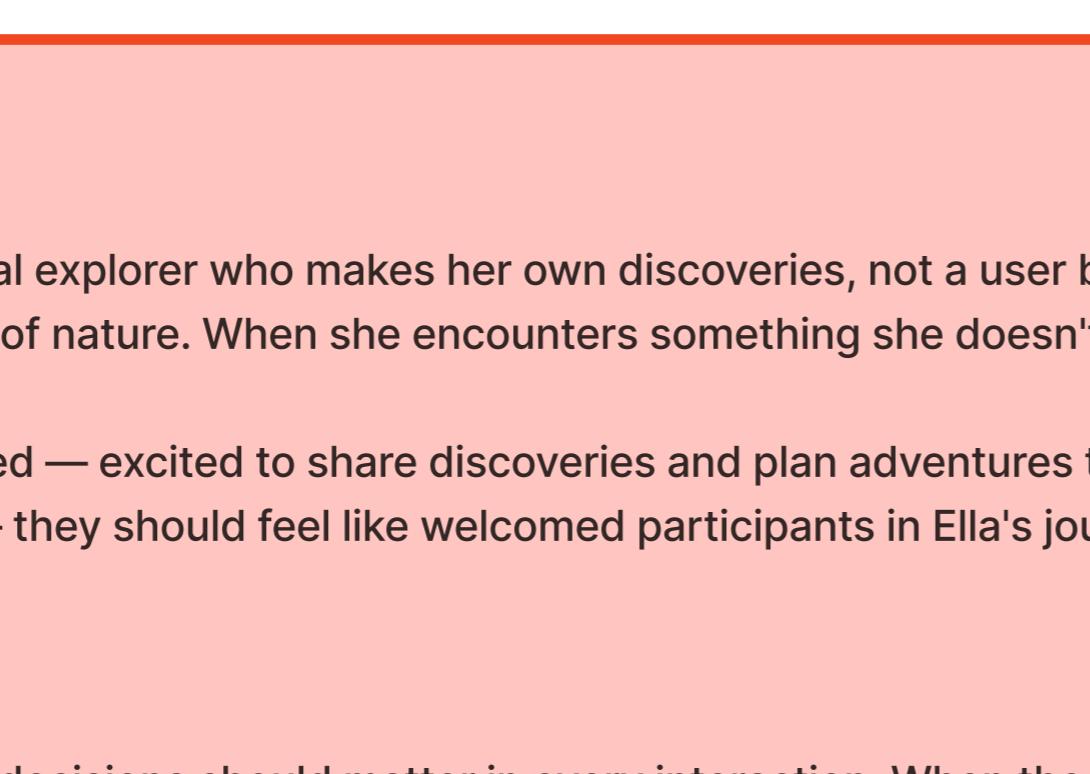
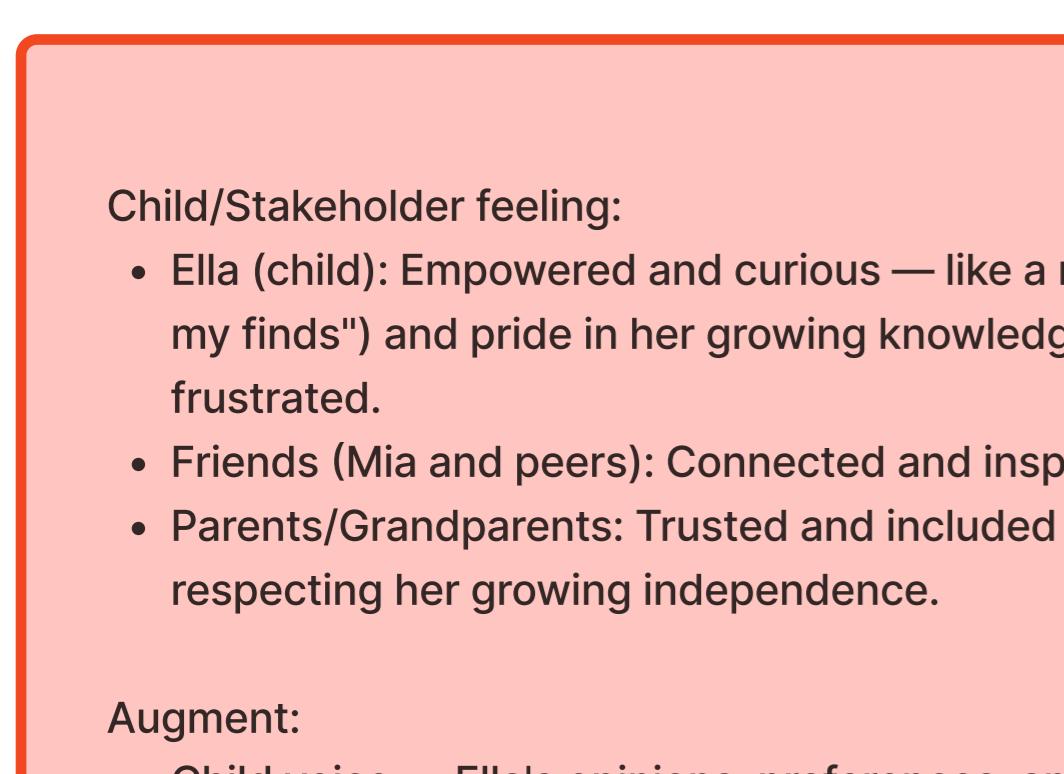
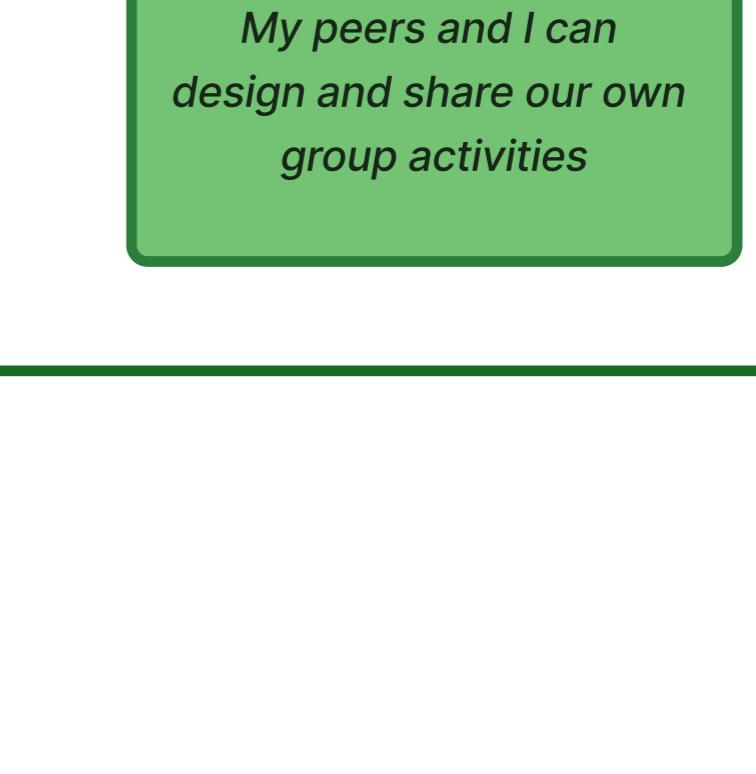
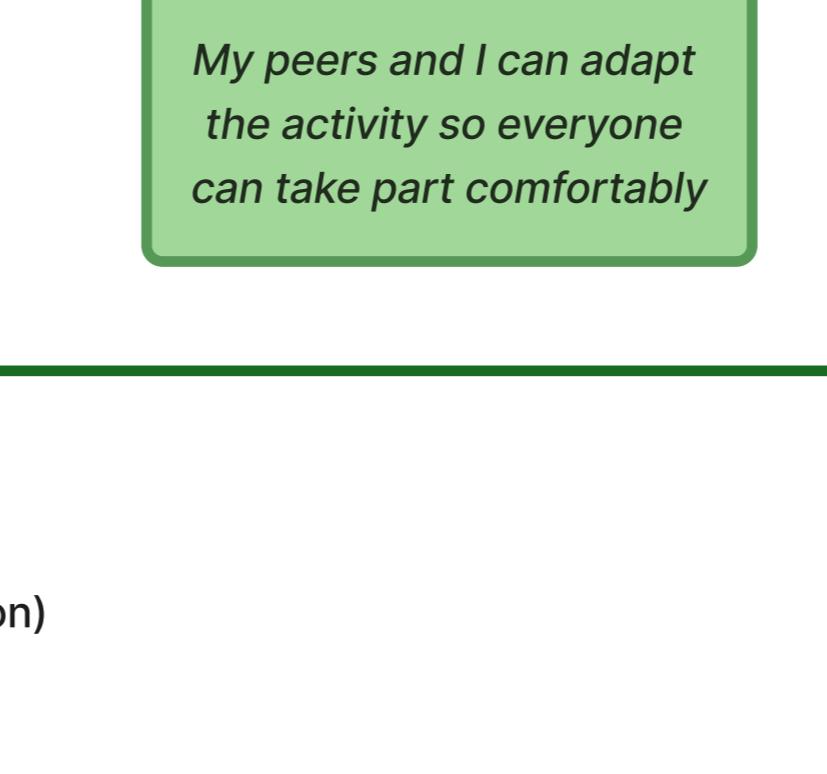
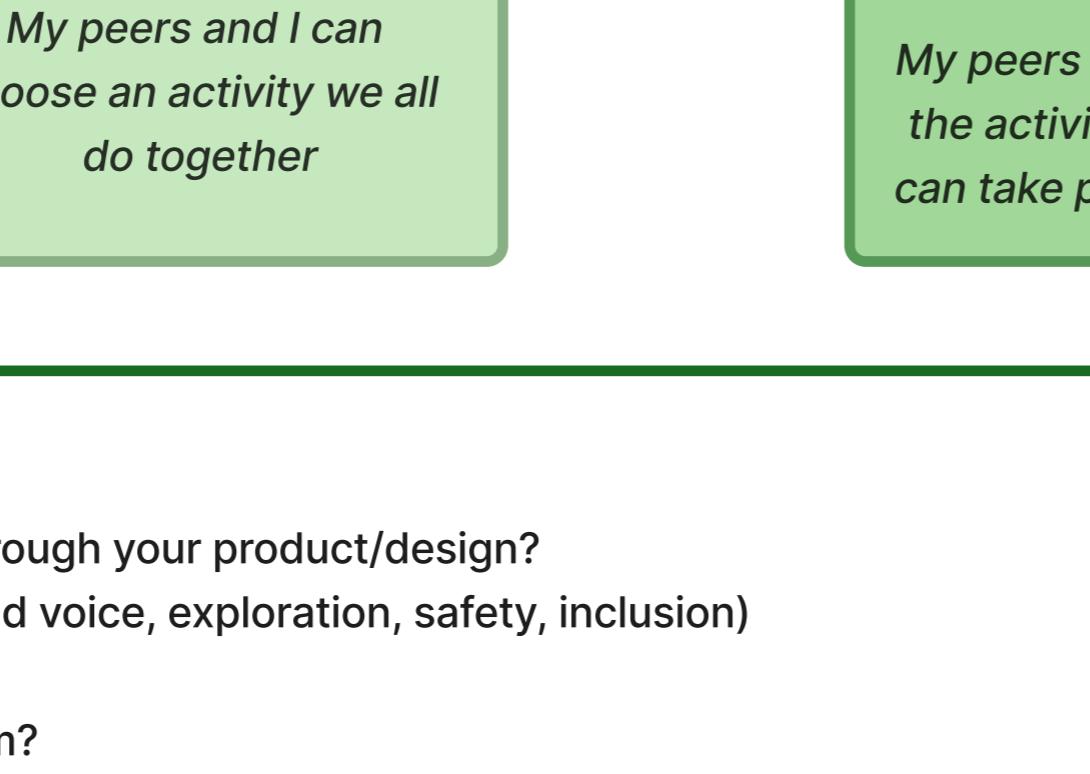
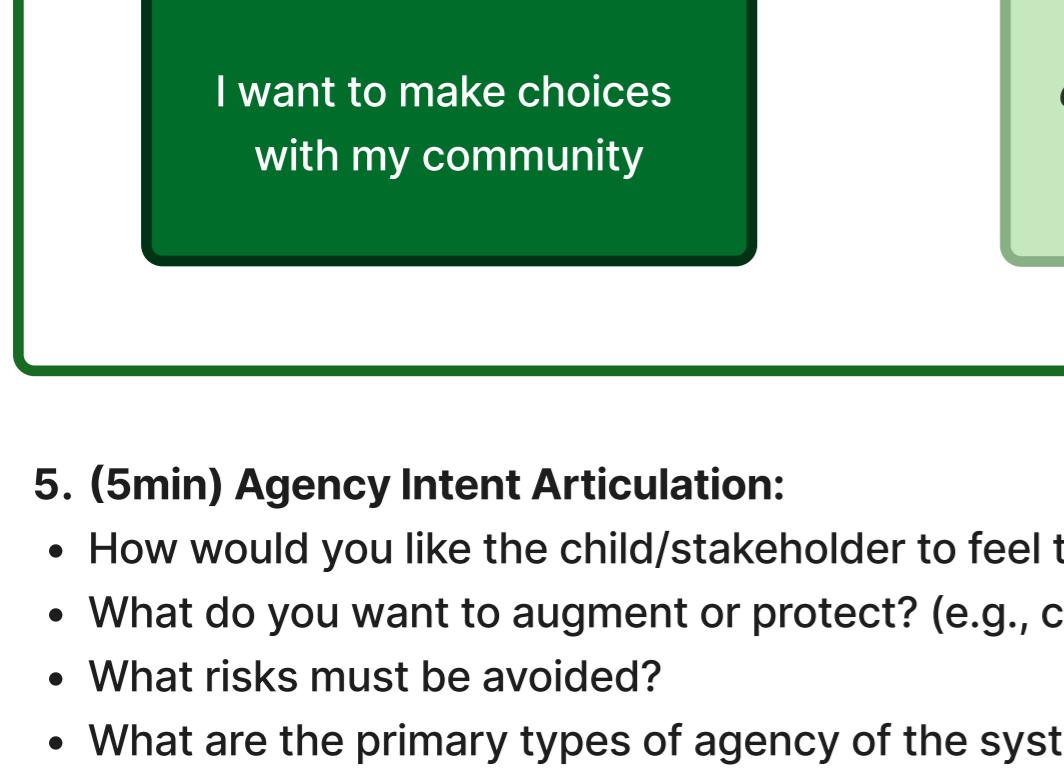
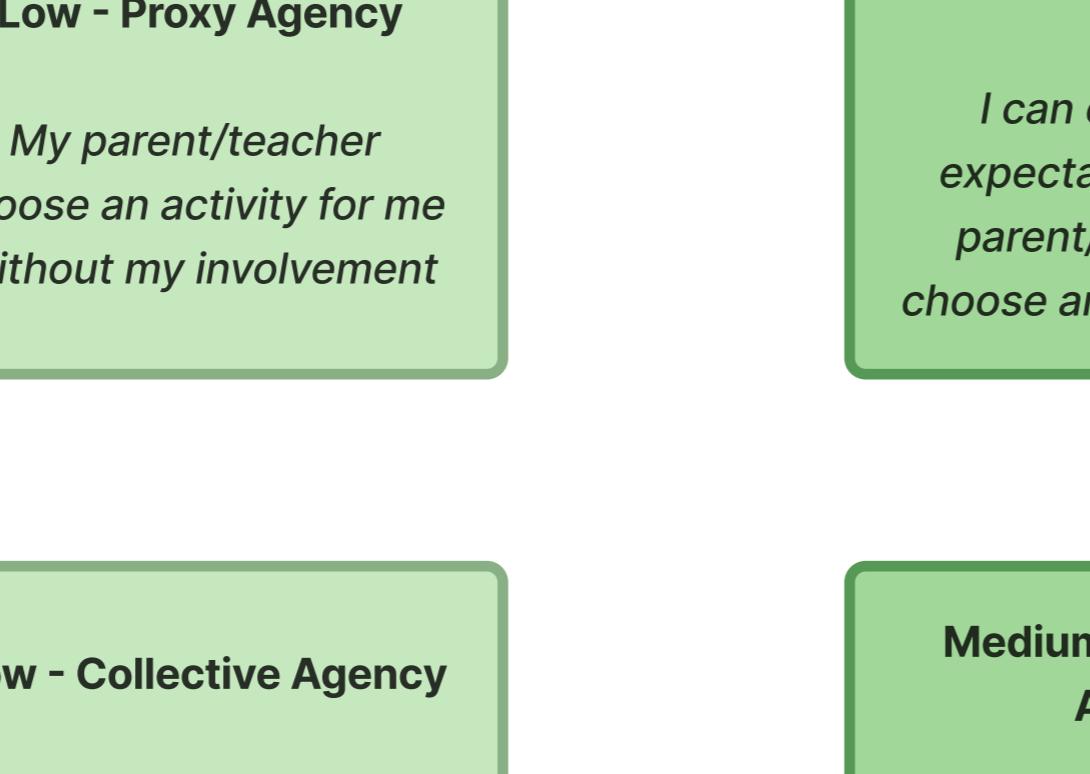
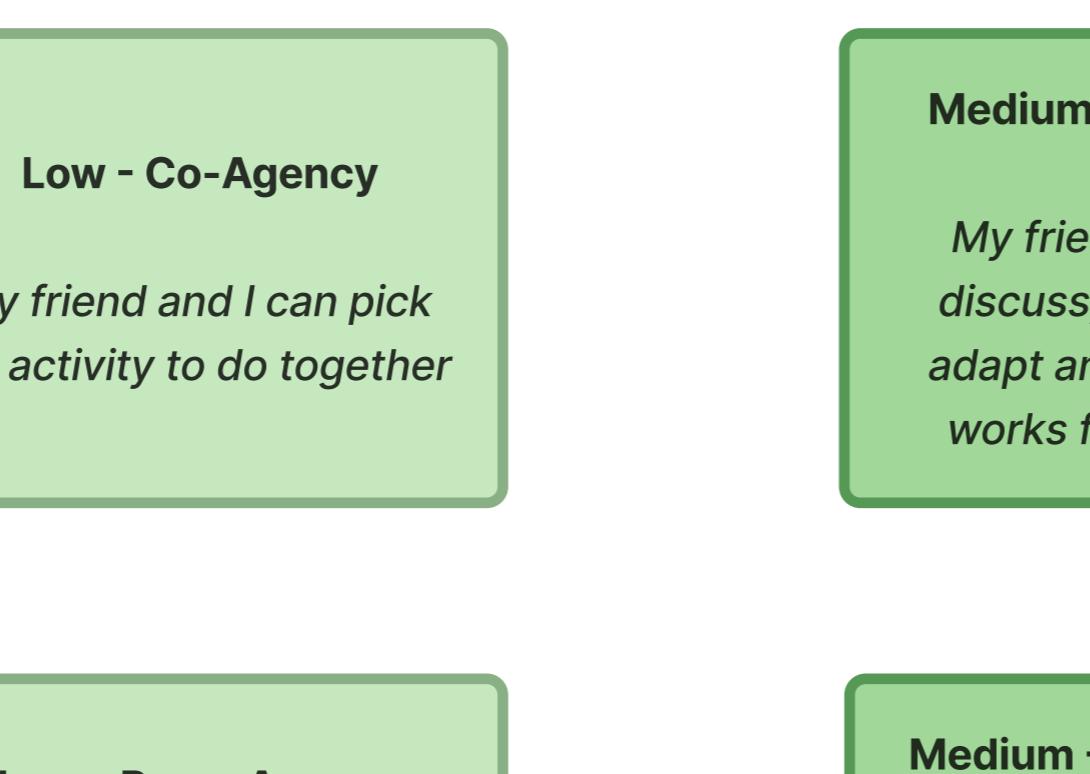
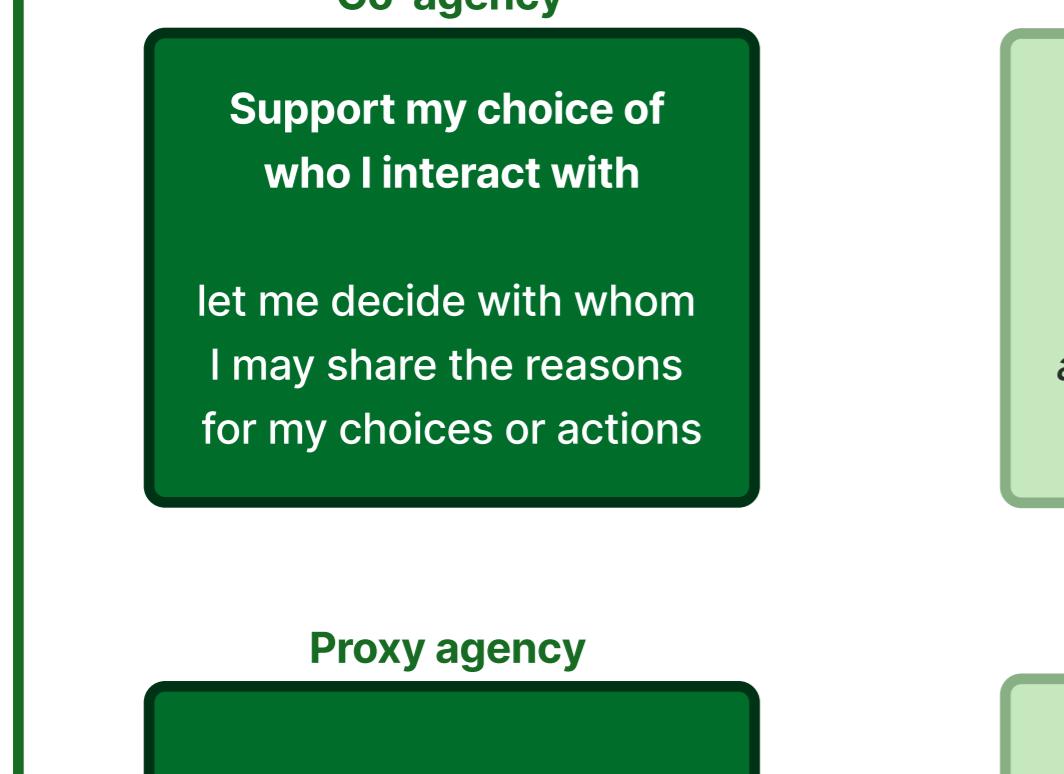
- 1. Start with roles**
 - Draw simple icons or stick figures for all the actors/entities (e.g., Chile, Parent, Teacher, AI Agent, Data Server, etc.)
 - Label them clearly
- 2. Add key actions**
 - For each actor, list as many main things they do in the system as possible. For example,
 - Child: chooses 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

**5. (5min) Agency Intent Articulation:**

- How would you like the child/stakeholder to feel through your product/design?
- 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?

Child/Stakeholder feeling:

- Ella (child): Empowered and curious — like a real explorer who makes her own discoveries, not a user being led through a script. She should feel ownership over her collection ("these are my finds") and pride in her growing knowledge of nature. When she encounters something she doesn't understand, she should feel safe to ask for help without shame — not stuck or frustrated.
- Friends (Mia and peers): Connected and inspired — excited to share discoveries and plan adventures together, without ever feeling ranked, left out, or pressured to keep up.
- Parents/Grandparents: Trusted and included — they should feel like welcomed participants in Ella's journey (not surveillance monitors), and confident that the system protects her while respecting her growing independence.

Augment:

- Child voice — Ella's opinions, preferences, and decisions should matter in every interaction. When the AI suggests an identification, Ella has the final say. When she shares, she chooses what, when, and with whom.
- Exploration and curiosity — The system should expand what Ella notices in nature, not narrow it. Features like "Bird of the Week" or AI prompts ("What caught your eye — its colours, its shape, or the way it was acting?") should open new directions rather than dictate a path.
- Intergenerational connection — The family circle feature should make it easy and natural for grandparents to participate, turning Ella's discoveries into family storytelling moments.
- Collective action — Children should feel their small contributions (a sighting, a report) add up to something meaningful in the community.

Protect:

- Safety from inappropriate content and contacts — All social features operate within parent-approved circles. No open messaging with strangers.
- Privacy and data minimization — Photos and location data are stored with minimal footprint. Ella and her parents control what's shared and with whom.
- Freedom from manipulation — No dark patterns, no notification pressure, no gamification loops designed to maximise screen time. The app should be easy to put down when the walk is over.
- Right to not know — If the AI can't identify something confidently, it should say so honestly rather than guessing. Ella shouldn't be fed false certainty.

Risk:

- Over-reliance on AI: Ella becomes a passive operator rather than an active explorer.
- Parental over-surveillance: Ella loses the feeling of independence even within safe boundaries.
- Social comparison: Collaboration becomes competition, and slower collectors feel excluded.
- Notification addiction: Undermines the outdoor, embodied experience. The app should support the walk, not replace it.

Primary types of agency:

The system engages all four types, but with a clear priority order:

1. Individual Agency (primary) — This is the backbone of the system. Ella decides what to photograph, whether to accept the AI's suggestion, what to add to her collection, and what to share. Nearly every core interaction starts with an individual choice.

2. Co-Agency (strong secondary) — The Play Mate features — sharing collections, messaging friends, planning walks together — are central to the experience. Co-agency here is peer-to-peer and non-hierarchical: Ella and Mia negotiate and explore together as equals.

3. Proxy Agency (supporting) — Parents and grandparents act on Ella's behalf in specific ways: giving consent for social features, confirming AI identifications when asked, setting safety boundaries. Critically, Ella initiates proxy agency (she taps "Ask Mum") rather than having it imposed on her. This is what makes it high proxy agency rather than low.

4. Collective Agency (aspirational) — The community group feature (e.g., "Slow Down and Save the Deer") is the most ambitious. Children collectively define goals and contribute to shared outcomes. This is where the system has the most growth potential — and the most design risk.