

| Team DesComp

# “Conversations”

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View our interactive prototype! <https://bit.ly/2GAg6zq>

# The Problem

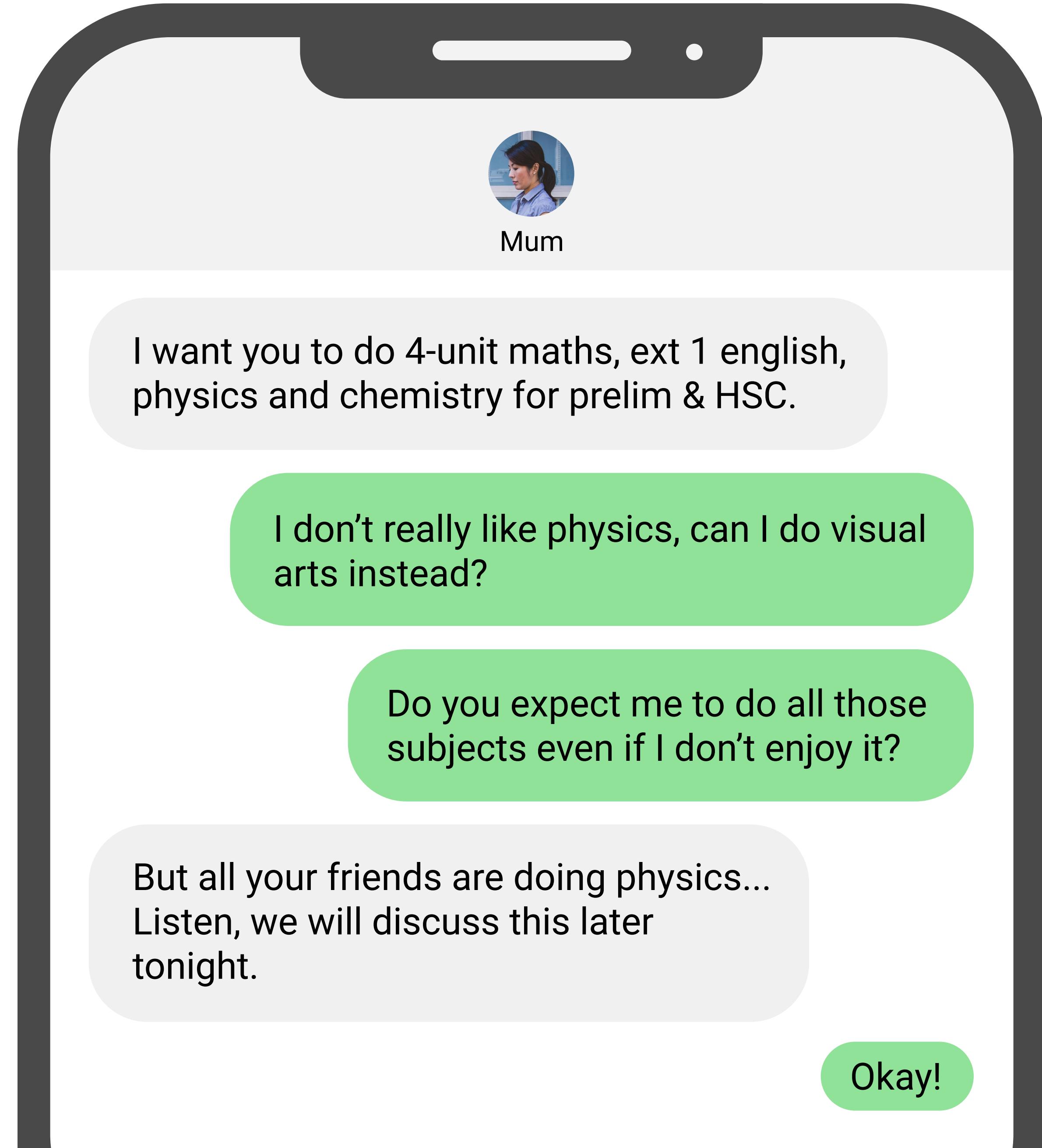
How might we provide a platform that guides students to select subjects based on their own interests and strengths as opposed to the pressure of family, friends and society?



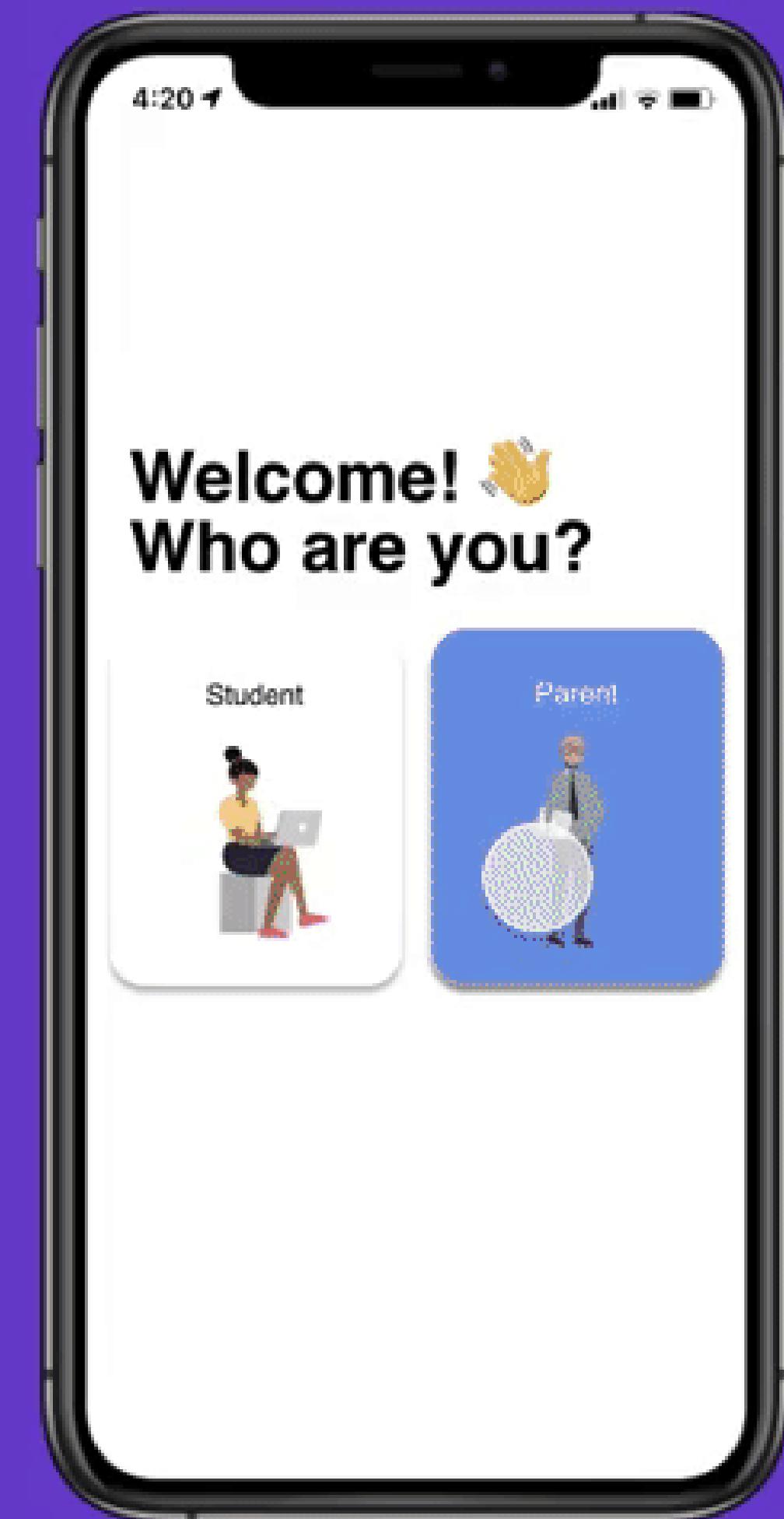
Vivian (Parent)



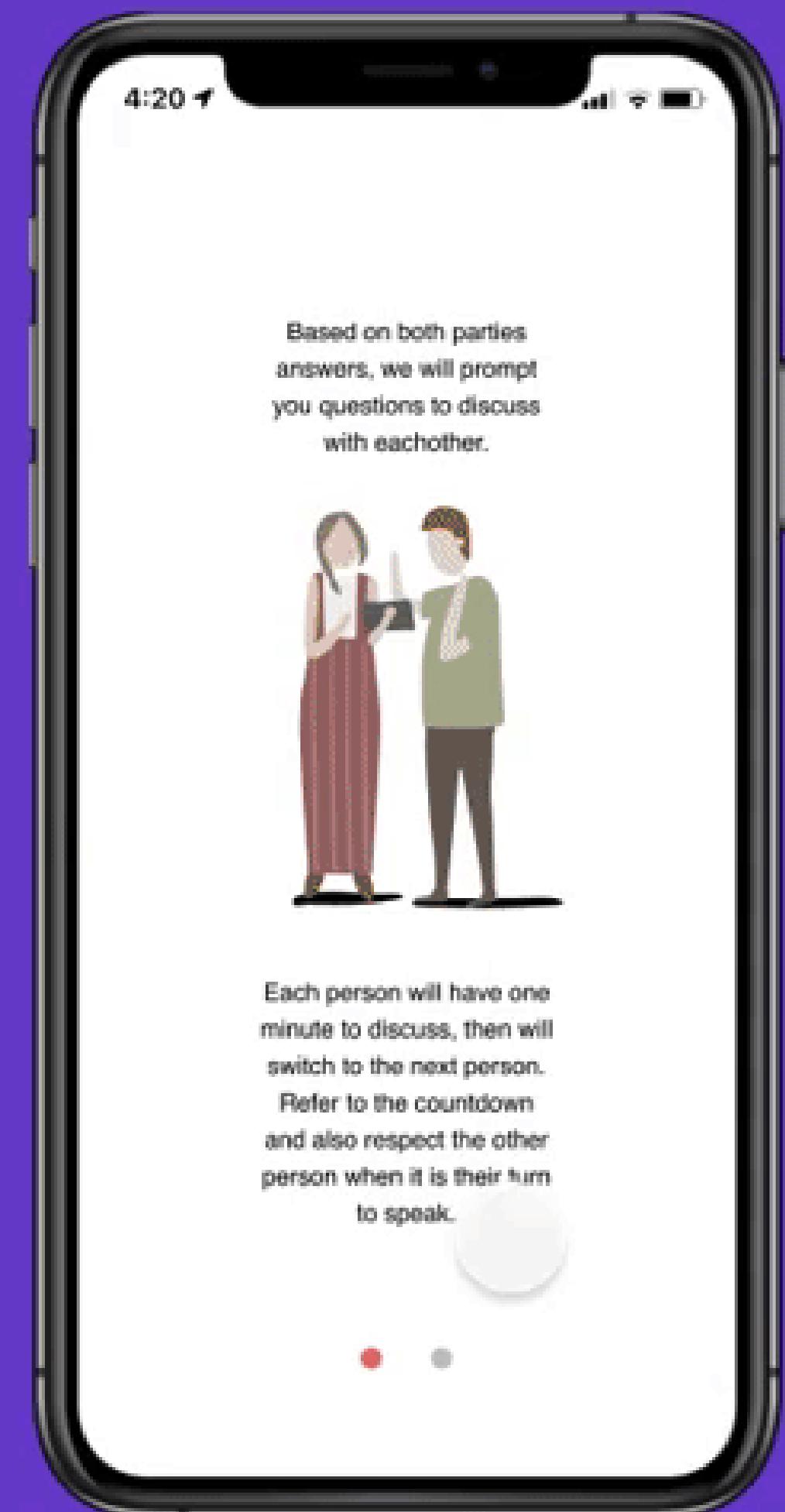
Jenny (Student / Daughter)



# High-Fidelity Prototype



Quiz Mode



Conversation Mode

View our interactive prototype! <https://bit.ly/2GAg6zq>



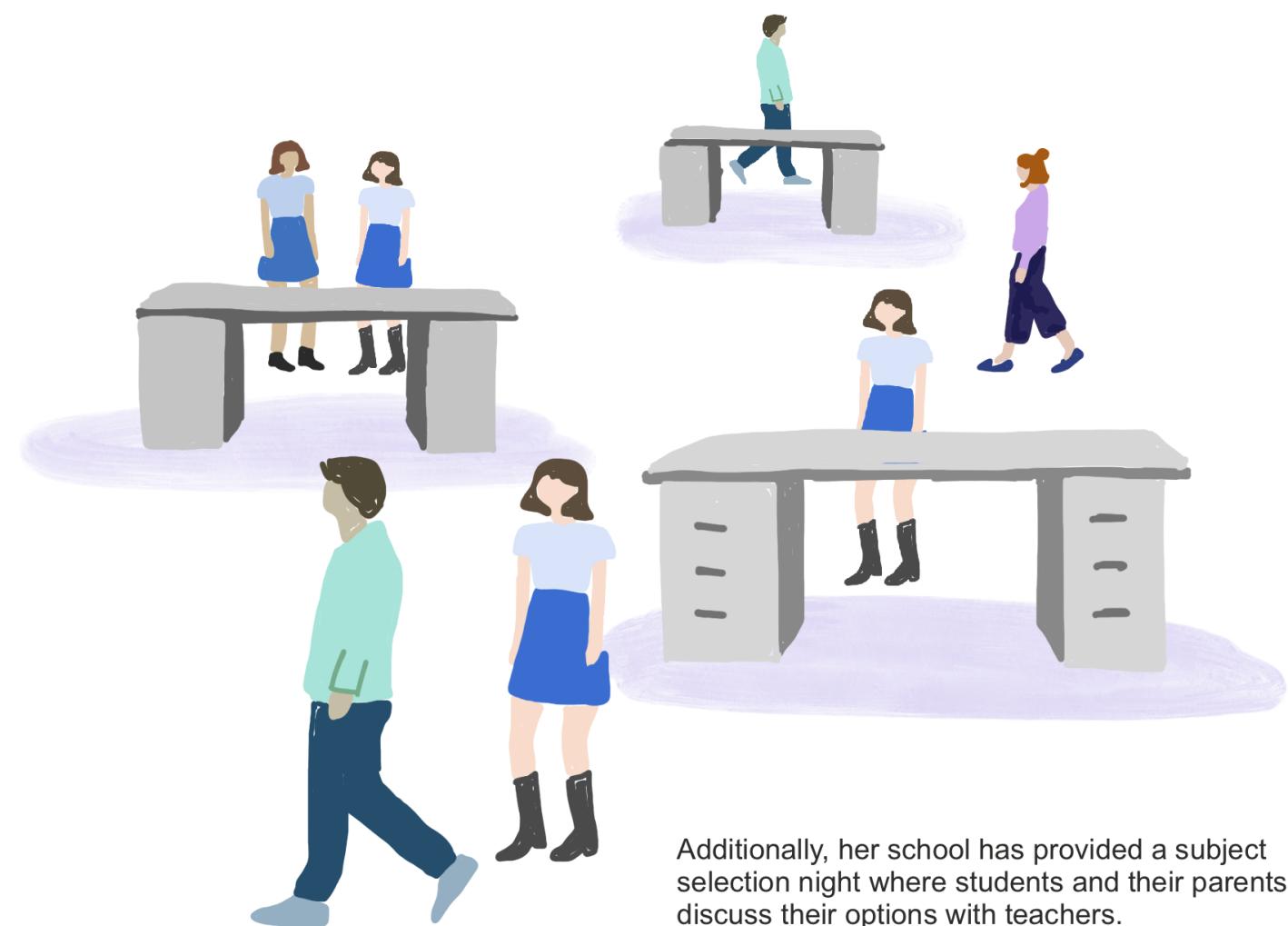
Jenny is a very intelligent student with a natural ability for academics



Jenny is currently in Year 10, taking Visual Arts as an elective and is top of her class. Her teacher expects her to continue it for HSC.



In order to pick her subjects, she is given stacks of guides to show the prerequisite subjects for university courses.



Additionally, her school has provided a subject selection night where students and their parents can discuss their options with teachers.



All of her friends are doing STEM / Business subjects and are family friends with her parents. They expect her to pick the same.

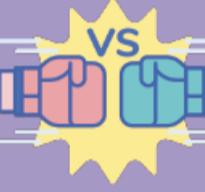


When picking her subjects, Jenny is unsure what she wants to do as she does not want to disappoint her parents or be excluded from her friends.

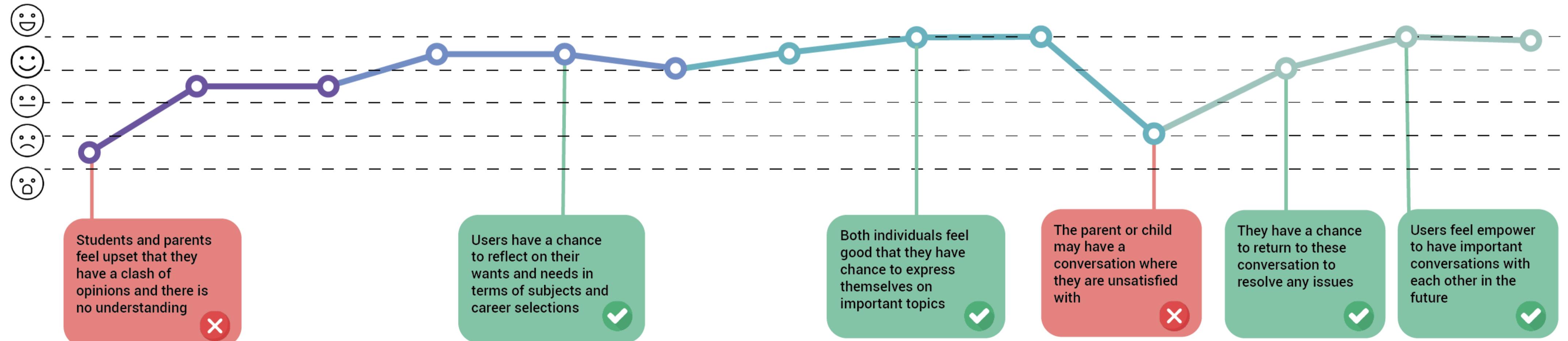
# A Journey with CONVERSATIONS

## PHASES

## TOUCHPOINTS

BEFORE CONVERSATIONS			DURING QUIZ PHASE			DURING CONVERSATION PHASE			AFTER CONVERSATIONS			
												
Parents and students have a clash in what subjects they want to do	The app is discovered by them through school or online recommendations	The users download the app on their smart devices	Both students and parent complete the quiz	They reflect on their answers as they input their responses	Users would star important topics and questions	They receive conversation prompts involving differences in responses and subjects and career suggestions	The parents and student take turns to talk with each other conversation prompts	They would reach an understanding of each other point of views	Each users would rank how they feel of each conversation	They will go back to talk about any topic that they were unsatisfied with	The parent and child would improve their communication for the future	The student would feel more confident and independent in making choices

## EMOTIONAL JOURNEY



## NOTABLE POINTS

# Design Process

Double Diamond

Affinity Diagramming

Brainwriting 6-3-5

Value Prioritisation Grid

## EXPLORE

Investigating problem areas/topics

General research into the problem area

## REFRAME

Better understanding the problem scenario & reframing the problem

Targeted research into the problem scenario.  
Analysing and synthesising research data.

Reframing

## IDEATE

Exploring and designing conceptual solutions to the problem

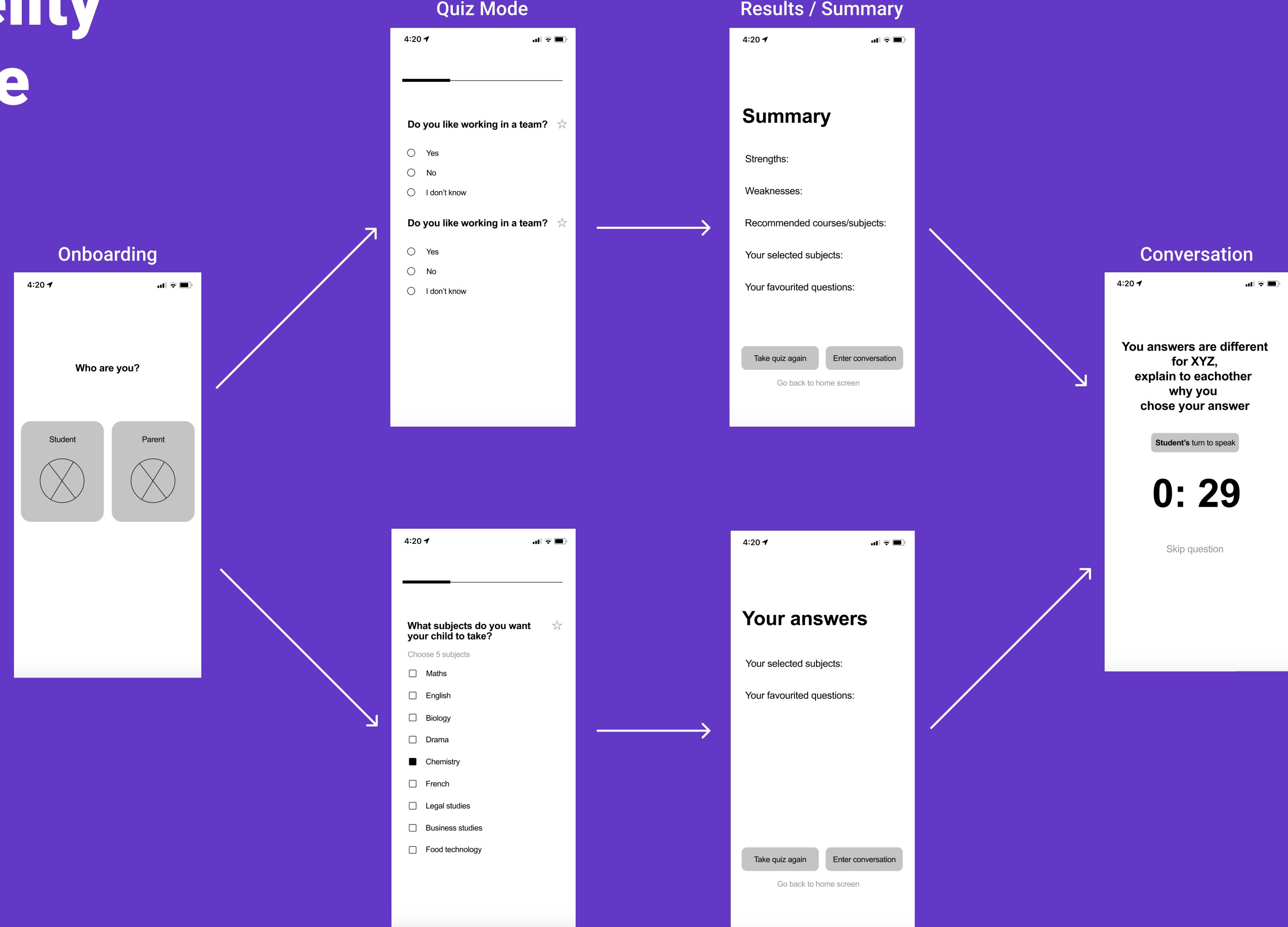
Explore conceptual solutions

## PROTOTYPE

Designing, testing and evaluating prototypes.

Low & high fidelity prototyping & usability testing

# Mid-Fidelity Prototype



# Any Questions?

# Appendix

<https://bit.ly/359iDe5>