

Nana the Banana Experience Map










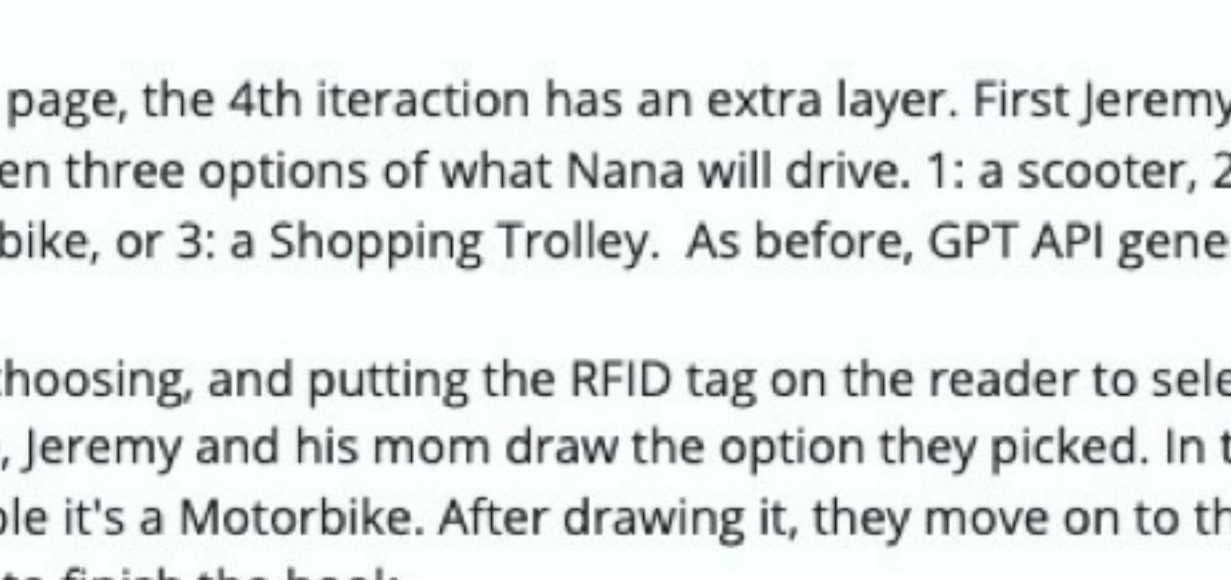



This experience map visualizes the user experience, specifically for our proto-child, Jeremy.



Jeremy - user purpose

"At bedtime, I want mom to read me a book. This time, mom and I are going to choose the storyline together. I like making jokes with friends, and jumping like Nana!"

Age: 7

Stages	Opening the book	Interacting with the Pages	Drawing on whiteboard page	Finishing the book
Key Actions	<ul style="list-style-type: none"> Starting the book Flipping through pages Reading narrative Introduction 	<ul style="list-style-type: none"> RFID interaction Picking an option and matching to the cards Continuing the narrative 	<ul style="list-style-type: none"> RFID interaction Drawing choice on the whiteboard 	<ul style="list-style-type: none"> Finishing the narrative of the book Closing the book
Doing	 <p>① book cover</p>  <p>② First 3 pages set the narrative of the story.</p>  <p>③ Flipping through the pages and reading.</p> 	 <p>① 1st Interaction: choosing what Nana will use to cross the river. 1:A log, 2:a bridge, or 3:jump. to choose, use the car that's number matches the option you want to choose, place over the RFID reader and listen to the narrative generated in that moment by GPT API. Then go on to the next page.</p>  <p>② 2nd Interaction: Choosing what Fruit friend to ask for help. 1:Clarence the Coconut, 2:Punky the Pineapple or 3:Spotty the Strawberry. GPT API generates an answer and asks the fruit for directions.</p>  <p>③ This page does not have an interaction, but serves to set the scene for the next interaction.</p>  <p>④ 3rd Interaction. Choose what flavour Sundae Nana will jump into. 1:Pistachio, 2:Vanilla, or 3:Strawberry.</p>	 <p>① In this page, the 4th interaction has an extra layer. First Jeremy picks between three options of what Nana will drive. 1: a scooter, 2: a Motorbike, or 3: a Shopping Trolley. As before, GPT API generates a choice.</p>  <p>② After choosing, and putting the RFID tag on the reader to select the choice, Jeremy and his mom draw the option they picked. In this example it's a Motorbike. After drawing it, they move on to the next pages to finish the book.</p>	 <p>① This page shows Nana jumping into the chosen icecream sundae.</p>  <p>② Jeremy and his mom finish the story by reading the last page, and seeing nana becoming an Icecream Sundae.</p>
Touchpoints	Book cover ➤ Narrative Introduction ➤ Flipping through pages	RFID reader ➤ GPT API ➤ RFID tag numbered cards	Whiteboard ➤ Marker ➤ RFID	Illustrations ➤ Narrative ➤ Ending
Questions	<ul style="list-style-type: none"> Who is Nana? What is she going to do after falling out of the tree? 	<ul style="list-style-type: none"> How do I interact with this? What am I going to choose? Does the number card match the choice I want to make? 	<ul style="list-style-type: none"> How do I draw my option? Will Nana know if I have drawn it or not? What if I draw something else? 	<ul style="list-style-type: none"> Will Nana make it? Why is the ice cream multicolour? I chose one flavour
Emotions	 <p>Nana is funny I like Bananas</p> <p>Why did Nana fall?</p> <p>I can help Nana!</p> <p>My choices help Nana find her way</p> <p>I enjoy drawing too!</p> <p>Yay! Nana found her way</p>			
Pain Points	<ul style="list-style-type: none"> RFID tag reader can make flipping pages a bit clunky Not understanding what the RFID reader is there for yet 	<ul style="list-style-type: none"> Confusion at the beginning on how the product works How to pick an answers, and match the number of the option to the card number. Waiting for the narrative to read before turning page 	<ul style="list-style-type: none"> Understanding how to interact with the whiteboard Drawing the answer Sometimes not feeling like drawing Realizing the book does not check if the drawing has been made or not, and if it is similar to the answer 	<ul style="list-style-type: none"> Colour of the icecream sundae does not match the previous choice of sundae, and the image is static.