

Motivational Model

Versions

Version ID	Description	Date
V3.0	Update functional goals and concerns	24 Apr 2021
V2.0	Refine and update functional goals	01 Apr 2021
V1.0	First version based on initial understanding of the project	27 Mar 2021

V3.0

Who-Do-Be-Feel List

Overall goal: Improve the personal and professional development of Lived Experience Consultants

Who	Do		Be	Feel	Concerns
Lived Experience Consultants (LECs)	Assist with self-reflection	Display a range of quizzes available for different development categories	<ul style="list-style-type: none">Engaging, interactiveMotivating, strength-basedConfigurableIntuitive, easy to use	<ul style="list-style-type: none">InformedPlayful, hopefulUnderstood, uniqueInspired, valuedEmpowered, proud	<ul style="list-style-type: none">Privacy of personal dataApplication security
		Display the content of the quiz			
		Display feedback from the quiz			
		Support taking personal notes			
		Support sharing of feedback through email			
		Keep a record of previous quiz feedback and notes by signing up			
		Accept user experience evaluation			
Supervisors	Assist with overseeing skill development	Manage quiz content			
		Configure quiz availability			
		Display LECs' shared feedback			
		Display user experience evaluation			
		Manage user profile			

Table 3. Who-Do-Be-Feel List v3.0

Goal Model

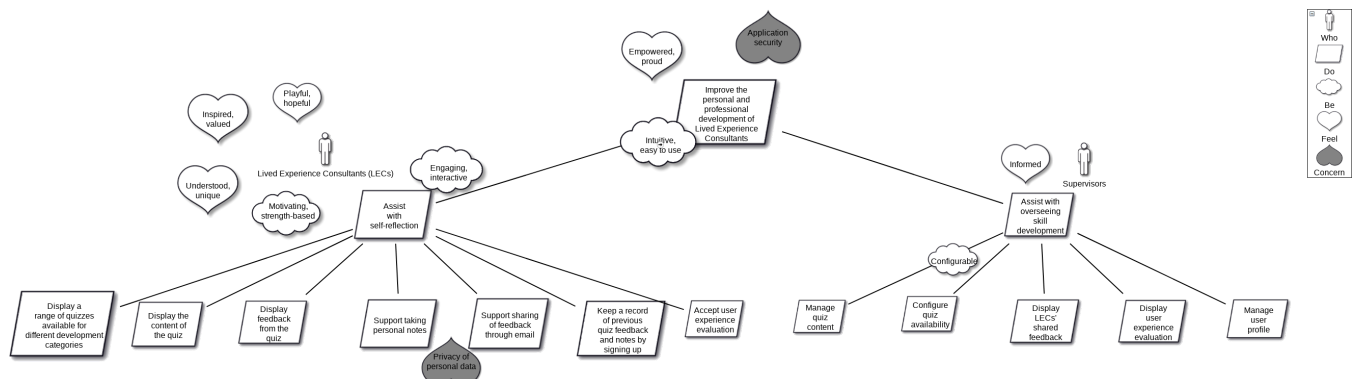


Figure 3. Goal Model v3.0

V2.0

Who-Do-Be-Feel List

Overall goal: Improve the personal and professional development of Lived Experience Consultants

Who	Do	Be	Feel
Lived Experience Consultants (LECs)	Assist with self-reflection	Display a range of quizzes available for different development categories.	Engaging, interactive
		Display the content of the quiz	Motivating, strength-based
		Display feedback from the quiz	Configurable
		Send feedback through email after the quiz	Intuitive, easy to use
		Support saving of results by signing up	Secure, mindful of privacy
		Share feedback to others	
		Accept user experience evaluation	
Supervisors	Assist with overseeing skill development	Manage quiz content	
		Display and optionally save consultants' shared feedback	
		Display user experience evaluation	
		Manage user profiles and account	

Table 2. Who-Do-Be-Feel List v2.0

Goal Model

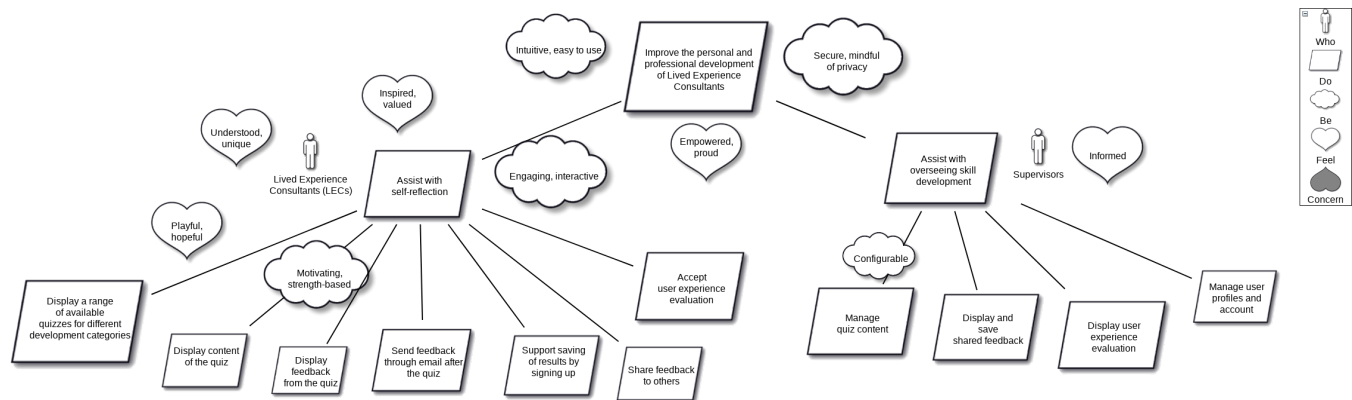


Figure 2. Goal Model v2.0

V1.0

Who-Do-Be-Feel List

Overall goal: Improve the personal and professional development of Lived Experience Consultants

Who	Do	Be	Feel
Lived Experience Consultants (LECs)	Display the content of the quiz	Engaging, interactive	Playful, hopeful

	Display the results of the quiz	Motivating, strength-based	Understood, inspired, proud, unique
	Send results through email after the quiz	Intuitive, easy to use	Capable, secure
	Create account and log in as peer worker to save results	Secure, mindful of privacy	Empowering
	Share results to others	Configurable	Secure, respected (their privacy is respected because the decision to share is theirs)
	Provide feedback		Contributive, valued
Supervisors	Change the content of the quiz		Informed
	View consultants' shared results		
	View feedback		
	Create account and log in as supervisor		
	Manage user profile		

Table 1. Who-Do-Be-Feel List v1.0

Goal Model

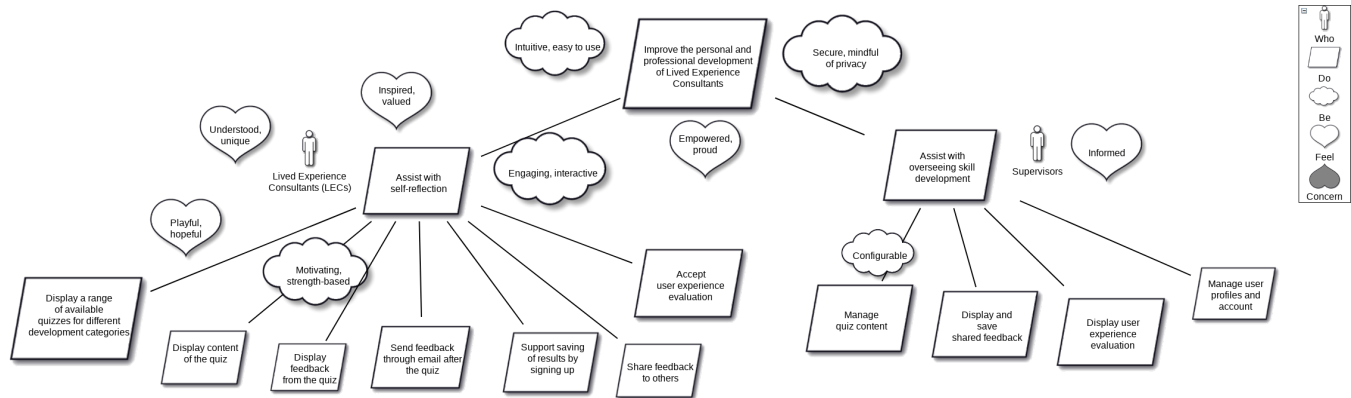


Figure 1. Goal Model v1.0