

# paw<sup>s</sup>itive

Encouraging safe and positive social interactions for dogs

## THE PROBLEM

At home, loneliness in dogs is a commonplace issue. For many owners, finding a way to slowly and safely expose their dogs to others is often a challenging task. When out on walks, uncomfortable and sometimes tense interactions between other owners and dogs can arise if a dog has trouble socializing.

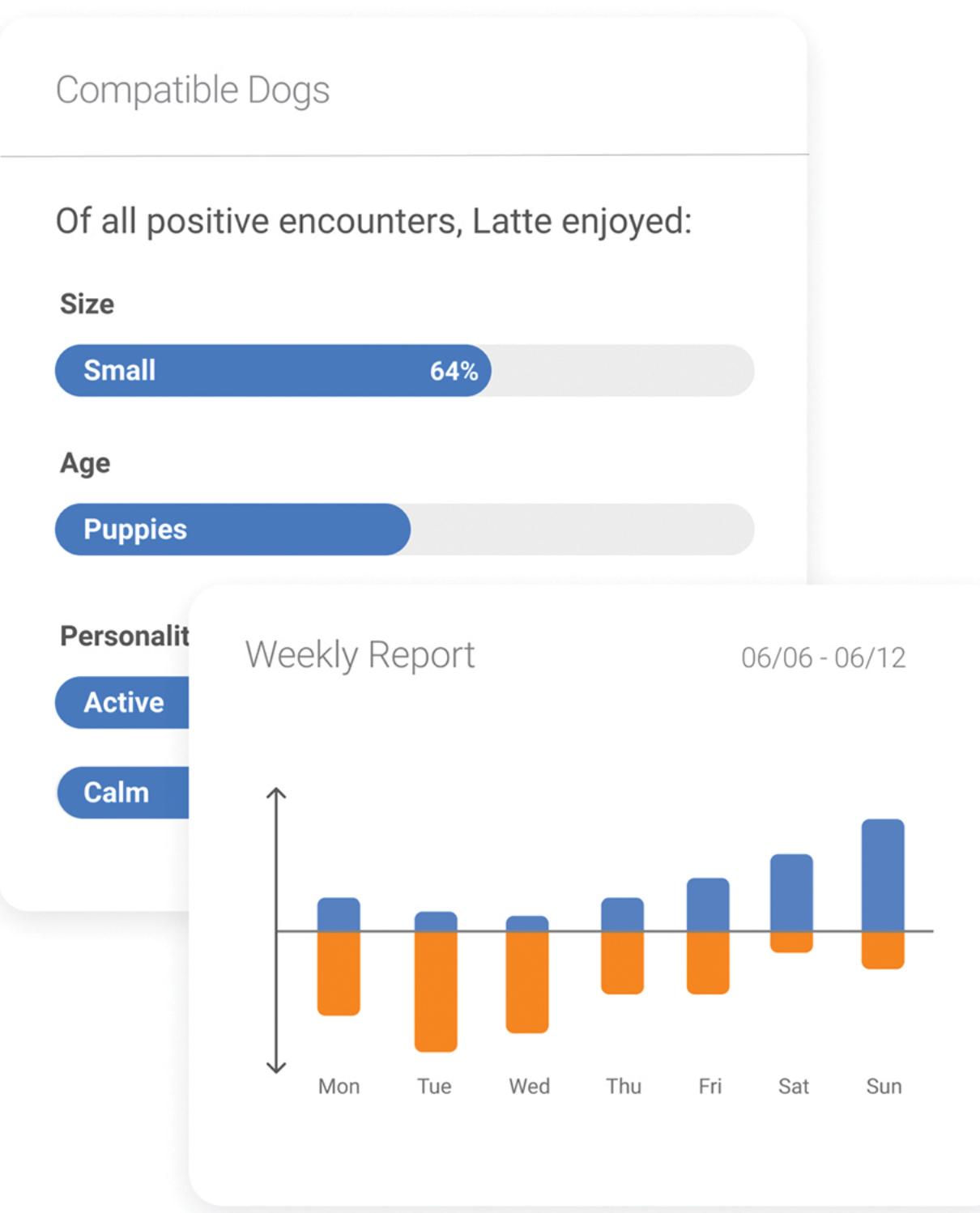
## THE SOLUTION

To encourage safe and positive social interactions, we designed a three-part system: a mobile app, collar, and button. When two dogs pass by each other, the collar calculates if their preferences match and flashes a corresponding color. This prediction is based on inputted information from the app, while the attachable button is able to override inaccurate predictions if needed.

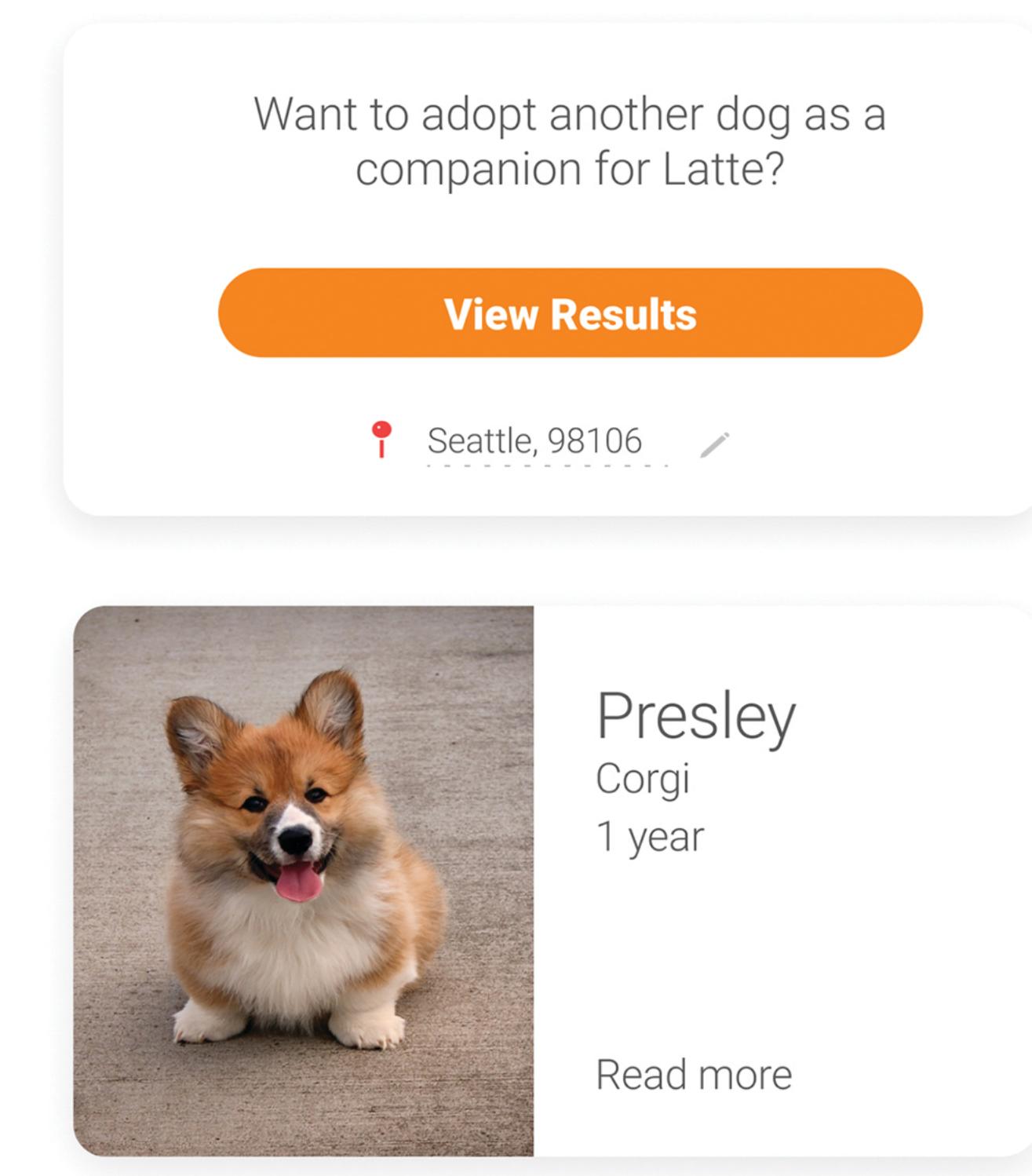
## FEATURES



Hardware

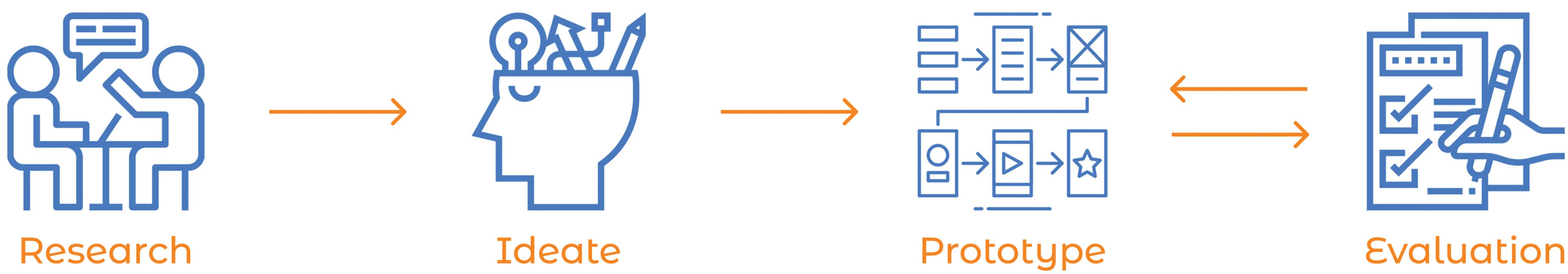


Weekly Report



Adoption Suggestion

## DESIGN PROCESS



## DESIGN ITERATION

Here's an example of one design iteration within the profile session. We went through the following changes:

- Lack of organization and risk of subjective input
- Lack of clarity with ranking dog qualities
- Contextualization of personalities with scenarios
- High fidelity prototype

