
Edelweiss

— 1/4s presentation —

Project Overview

- app for tablets
- used in pediatric waiting rooms
- targeting 7-11 year olds
- deliver expert-written questionnaire that screens for trauma symptoms



The Client

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Allegheny
Health Network

Key design concepts

- integrate questions
- engaging
- adventure
- rewards
- audio
- not TOO fun

Ideas -- 1

Adventure with Pediatricianairy



Education/interaction about trauma through different/continuous adventures and building relationships with 3 characters who overcame their trauma.

Pediatricianairy will guide children/progress the story to meet with these characters

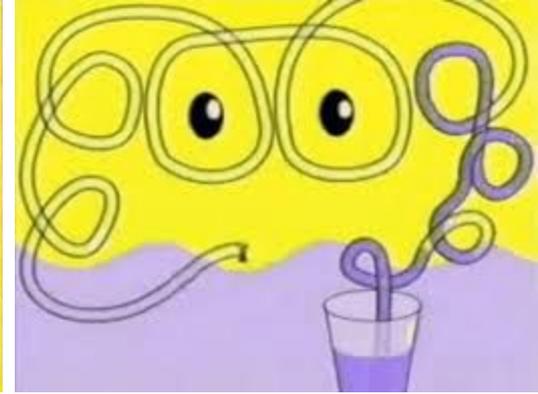
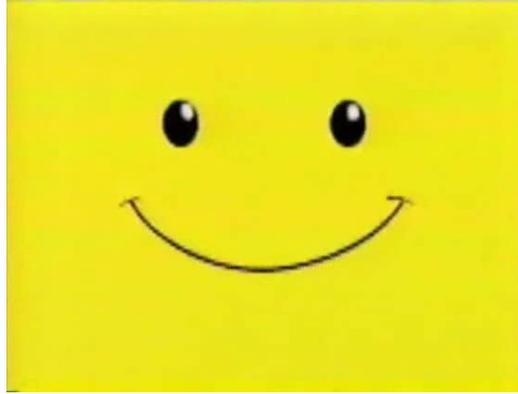
1. Meaningful encounter with pirate captain
2. Meaningful encounter with kraken family
3. meaningful encounter with fairies

Different trauma exposure questions will be asked in corresponding timings in the story



Ideas -- 2

A very interactive character



Taking a direct approach by letting kids get familiar with a very interactive character.

1. Character is fun and cheerful (nick jr face)
2. The character asks questions honestly
3. By answering questions, you unlock more interactions



Ideas -- 3

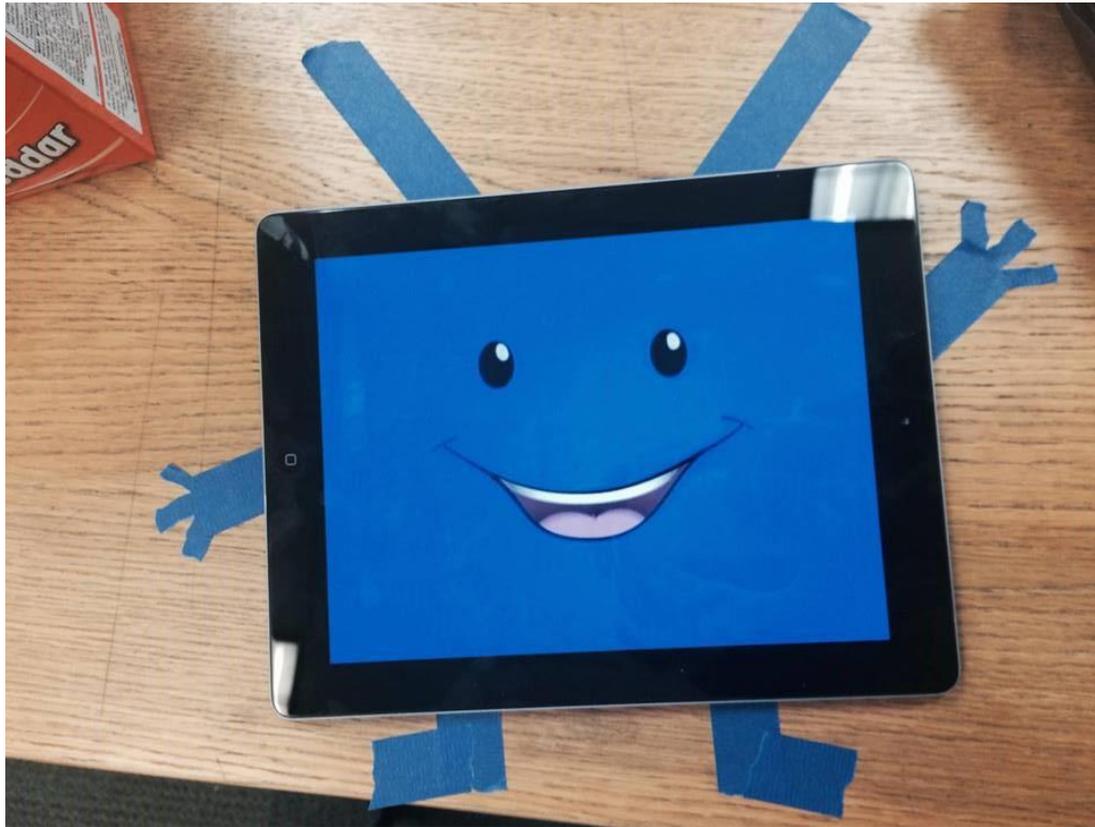
Up and Away! - A hot air balloon journey

Take the kid to a journey of riding hot air balloons.

1. Have a game mechanism of riding the balloon
2. Customization in the form of the balloon instead of human character
3. Stage I: Preparation
Stage II: Liftoff
Stage III: Storm
Stage IV: Final approach
4. Tone of the stage will match the questions



Demo



Challenges

- weaving questions into story
- appealing to all cultural, educational, etc. backgrounds
- keeping kids engaged while getting honest answers about a serious topic

Our plan

- 2 week sprints, playtests at the end of each sprint
- 4 weeks pre-production, 4 weeks production, 4 weeks production/polish

The Questions

- Sometimes scary or upsetting things happen to kids. It might be something like a car accident, getting beaten up, living through an earthquake, being robbed, being touched in a way you didn't like, having a parent get hurt or killed, or some other very upsetting event. These questions ask how you feel about the upsetting thing that bothers you the most. Please describe how often these problems have bothered you **IN THE LAST MONTH.**

The Questions

- 1) Feeling upset when you remember what happened (for example, feeling scared, angry, sad, guilty, confused)
- 2) Trying not to think about it or have feelings about it
- 3) Having strong bad feelings (like fear, anger, guilt, or shame)
- 4) Being very careful or on the lookout for danger (for example, checking to see who is around you and what is around you)
- 5) Having trouble paying attention (for example, losing track of a story on TV, forgetting what you read, unable to pay attention in class)
- 6) Having trouble falling or staying asleep

Phase schedule

1/25-2/5 (pre-production): ends before client meeting, 1/4s, first playtest

Goal: prepare for 1/4s and playtest

2/8-2/19 (pre-production): ends before client meeting, second round of playtests

Goal: respond to feedback, prepare for playtests

2/22-3/4 (production): ends before spring break / GDS / 1/2s, contains playtest

Goal: have a full version of our app - no more features to implement

Phase schedule

3/14-3/30 (production): contains GDC, ends before TEA summit

Goal: respond to feedback, test

3/31-4/8 (polish): ends before client meeting, playtests

Goal: respond to feedback, test

4/11-4/22 (polish): ends before client meeting, playtests

Goal: prepare for softs / have version ready for SimCoach

4/25-5/6 (post-production): ends before finals

Goal: prepare for finals