Connector

ESTABLISHING PATIENT RELATIONSHIPS

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The Problem

- Hospitals are not particularly conducive to social interaction.
  - Lack of Energy = Unwilling to Leave Hospital Room
  - Isolation = Inability to Leave Hospital Room
  - Self-Consciousness = Reluctance to Interact

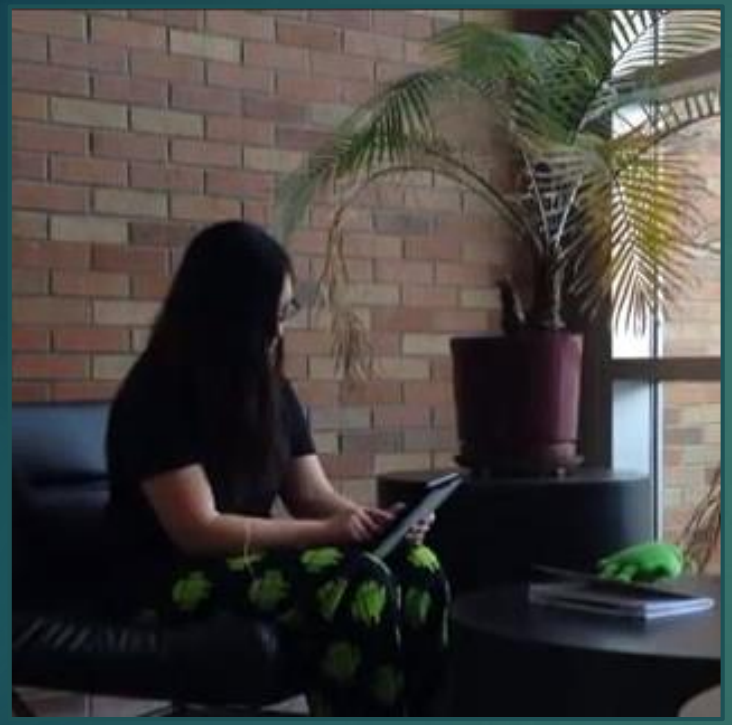
Our Solution

- A more intimate social platform that would foster relationships among long-term hospital patients, both in-person and online.

Key Features

- Avatars for relative anonymity
- Virtual environment
- Play games and chat with others
- Meet other patients with similar interests
- Easy access to hospital events schedule

Context of Use



Meet on connector

Meet in Person

Overview

1. Representative Tasks
2. Design Evolution:

3. Current Interface
4. Demo
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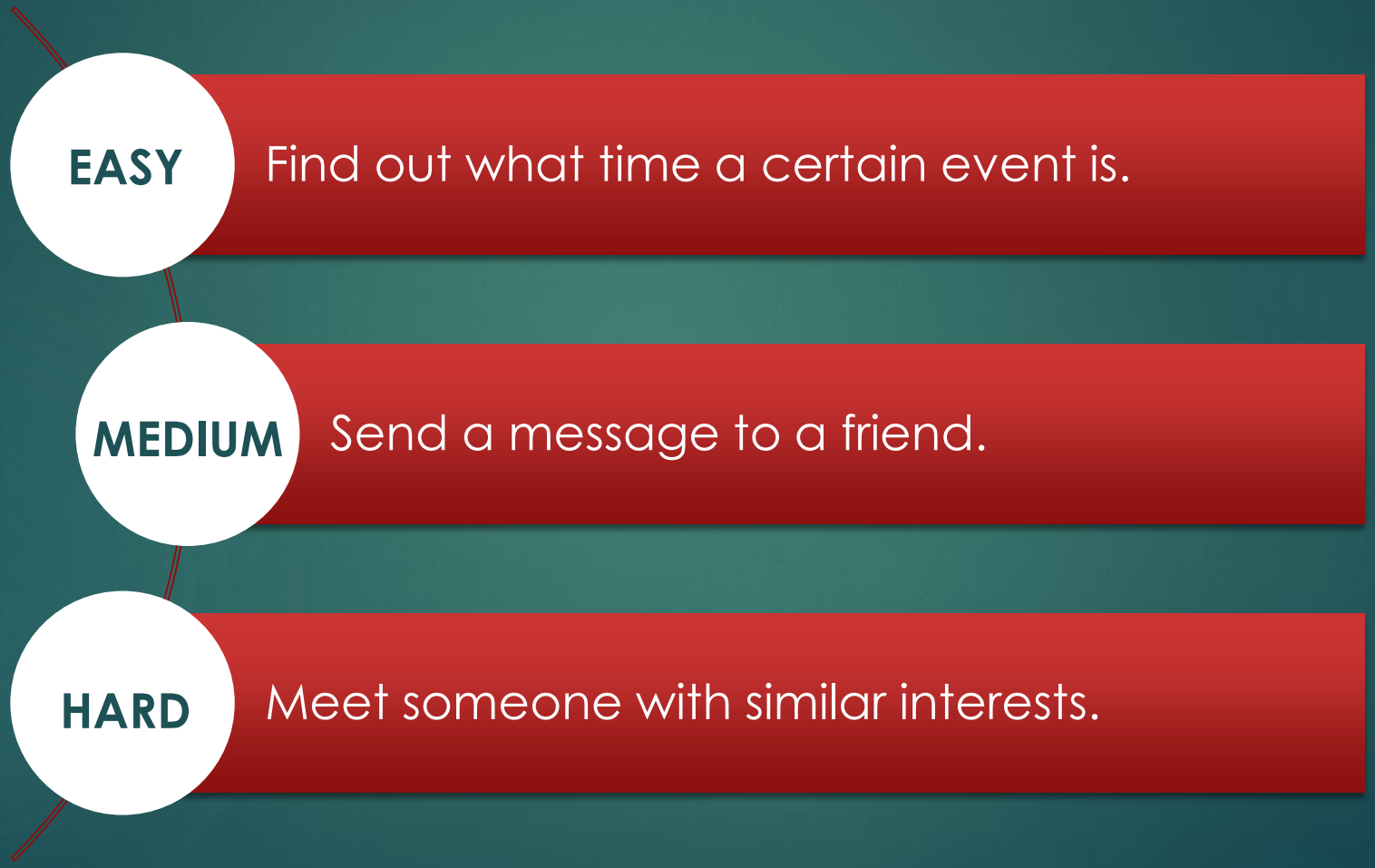
Representative Tasks



Task 1: Hospital Events

- **Instructions:** Find out what time the art event is today, and where it will be held.

PROMOTE IN-PERSON INTERACTION

Task 2: Message a Friend

- **Instructions:** Send a message to your friend, Alexandra.

CONTINUANCE OF RELATIONSHIPS

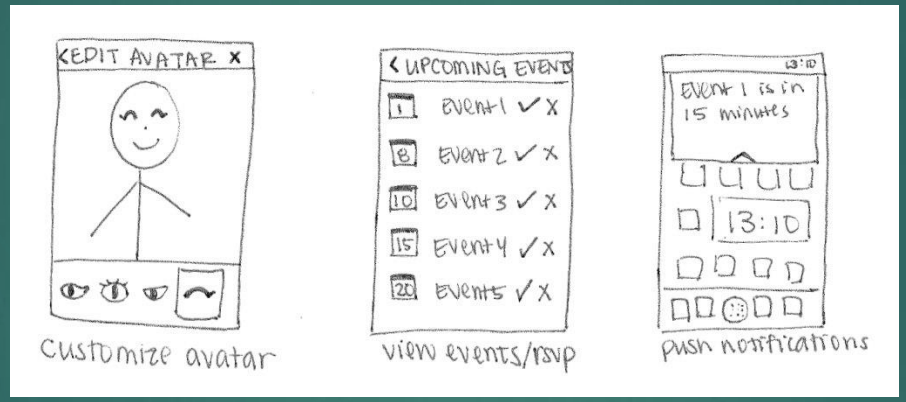
Task 3: Meet Someone New

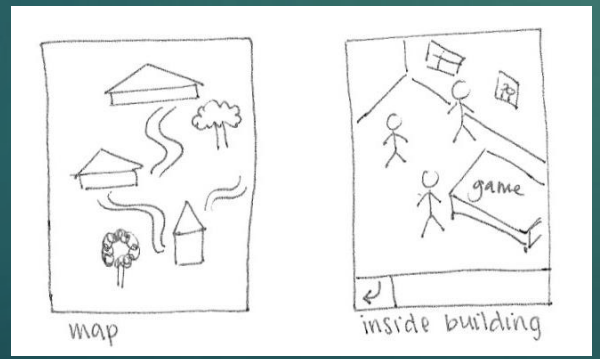
- **Instructions:** Meet someone who also likes Harry Potter.

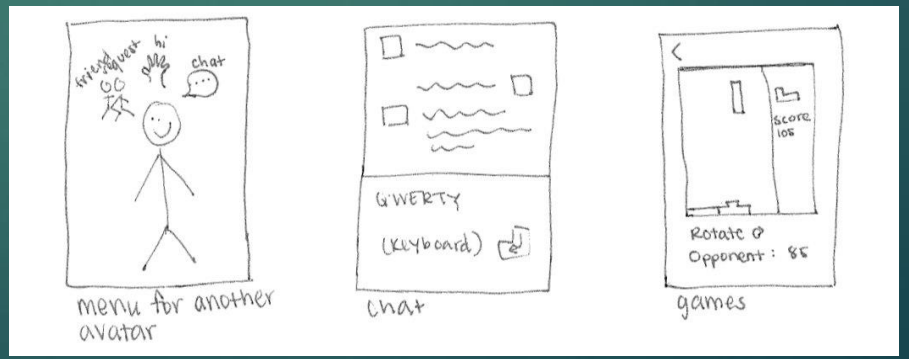
ESTABLISH NEW RELATIONSHIPS

Design Evolution

INITIAL SKETCHES







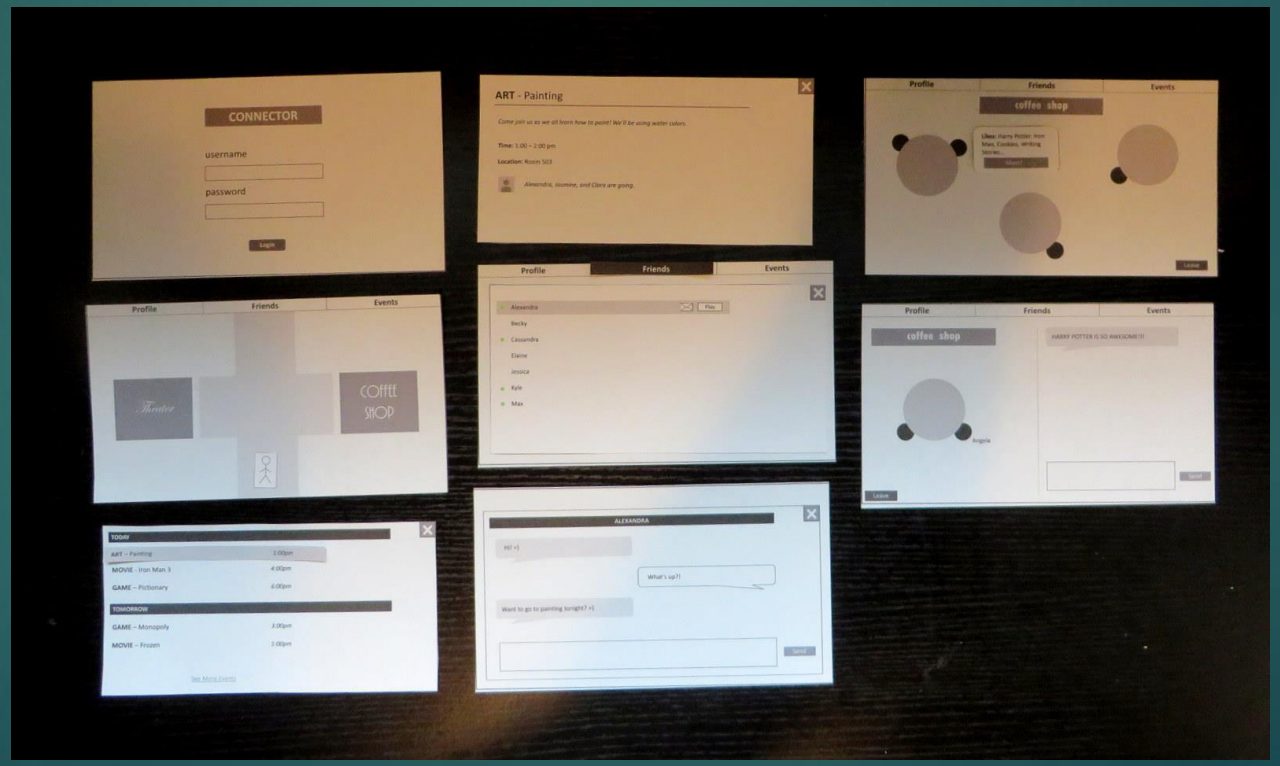
Design Evolution

CONTEXTUAL INQUIRIES

- Child Life Specialist Manager
- Volunteer at Seattle Children's Hospital
- Former Long-Term Patient

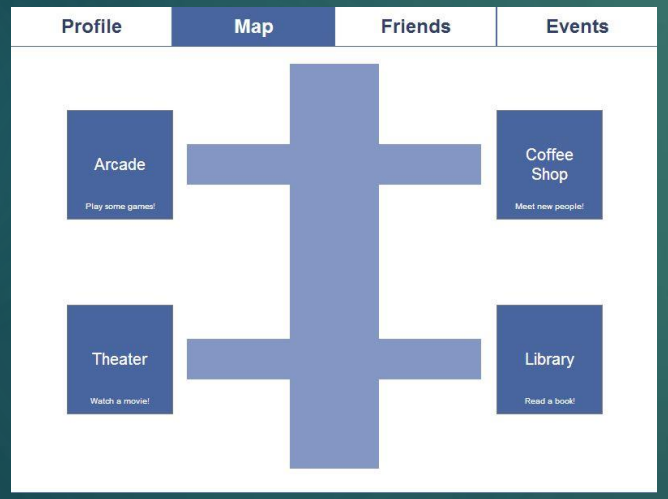
Design Evolution

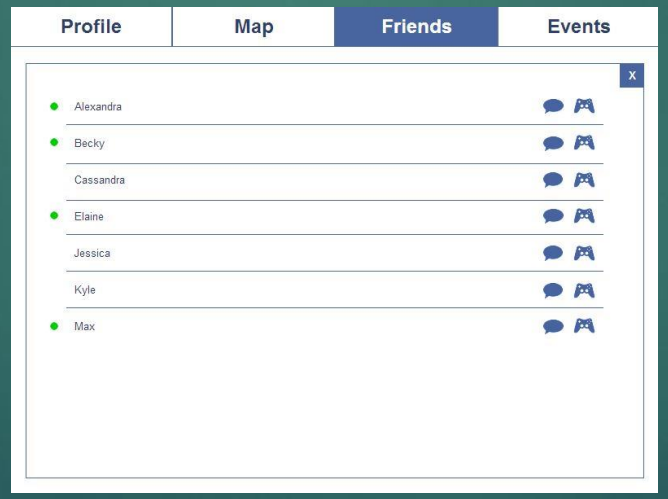
PAPER PROTOTYPE

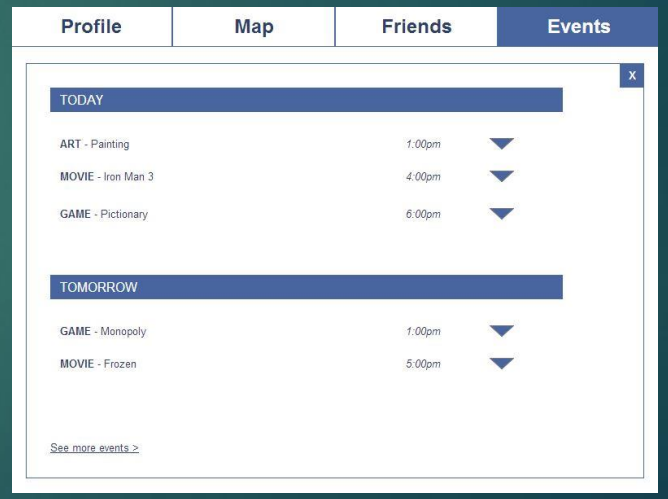


Design Evolution

INTERACTIVE PROTOTYPE

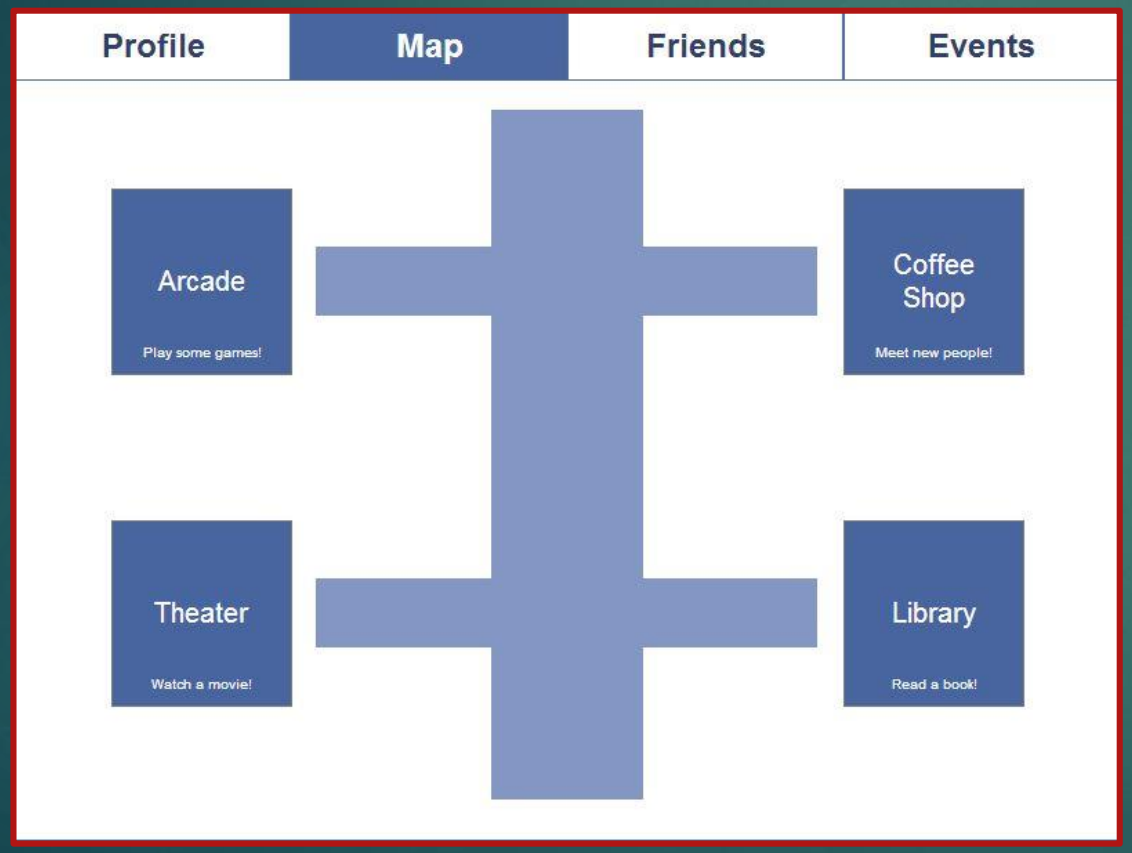






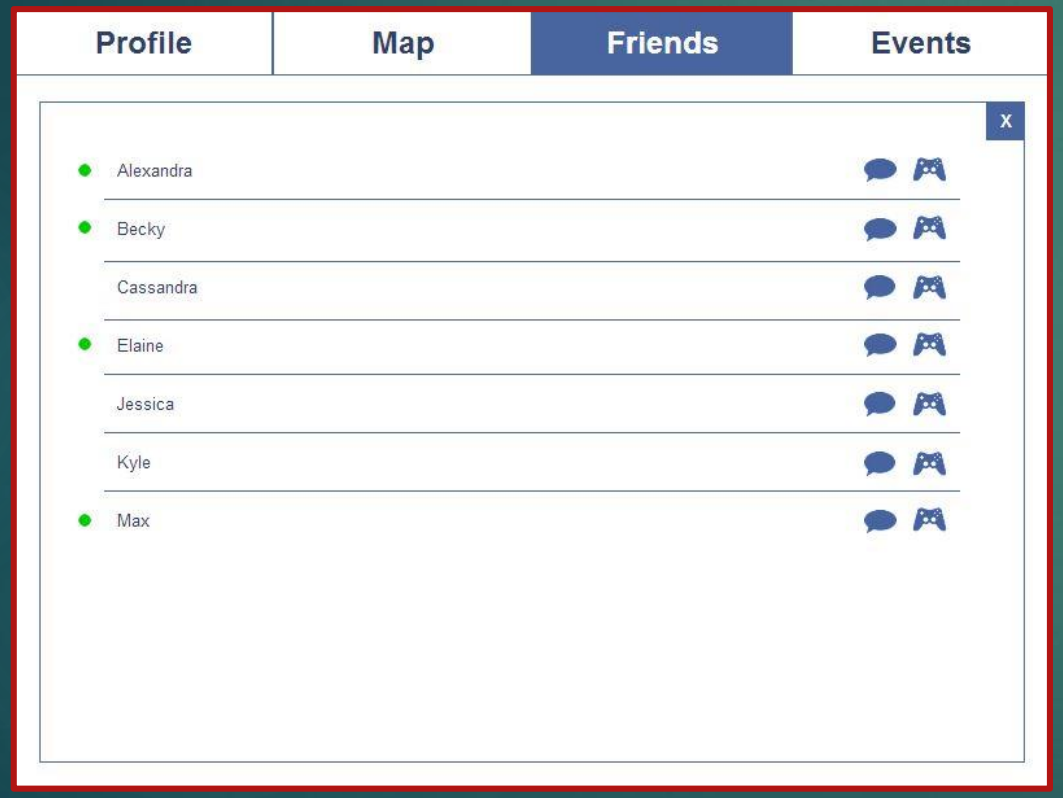
Current Interface

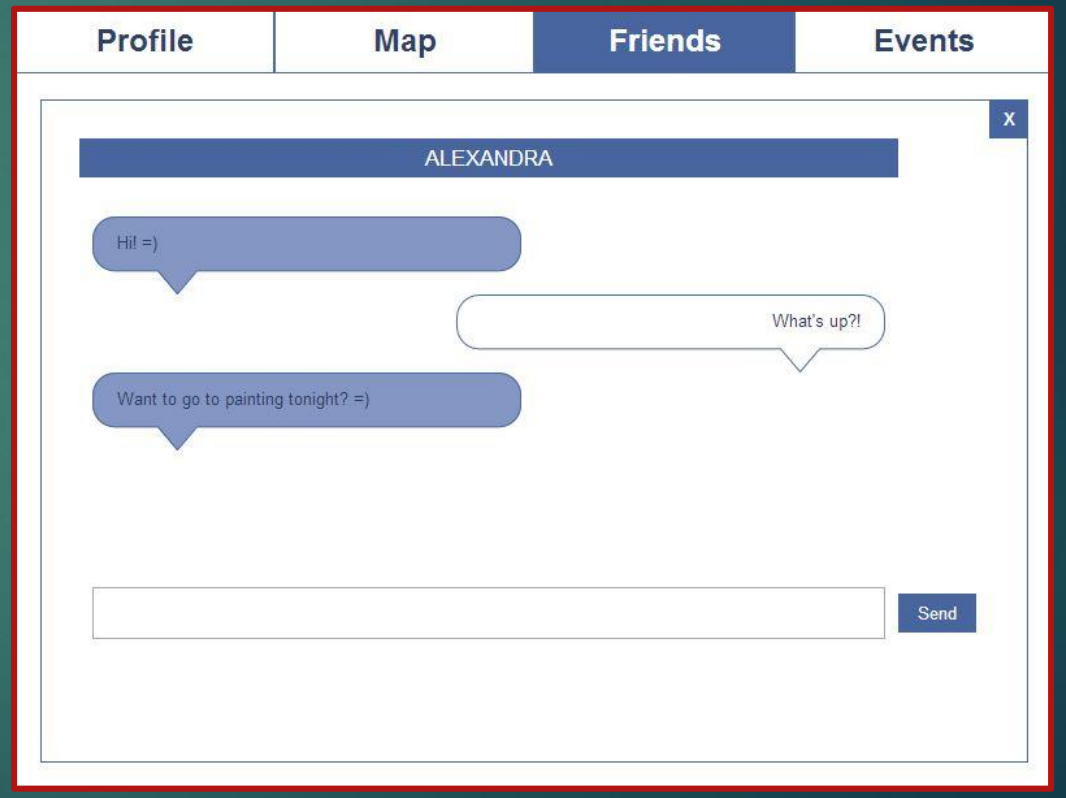
MAP



Current Interface

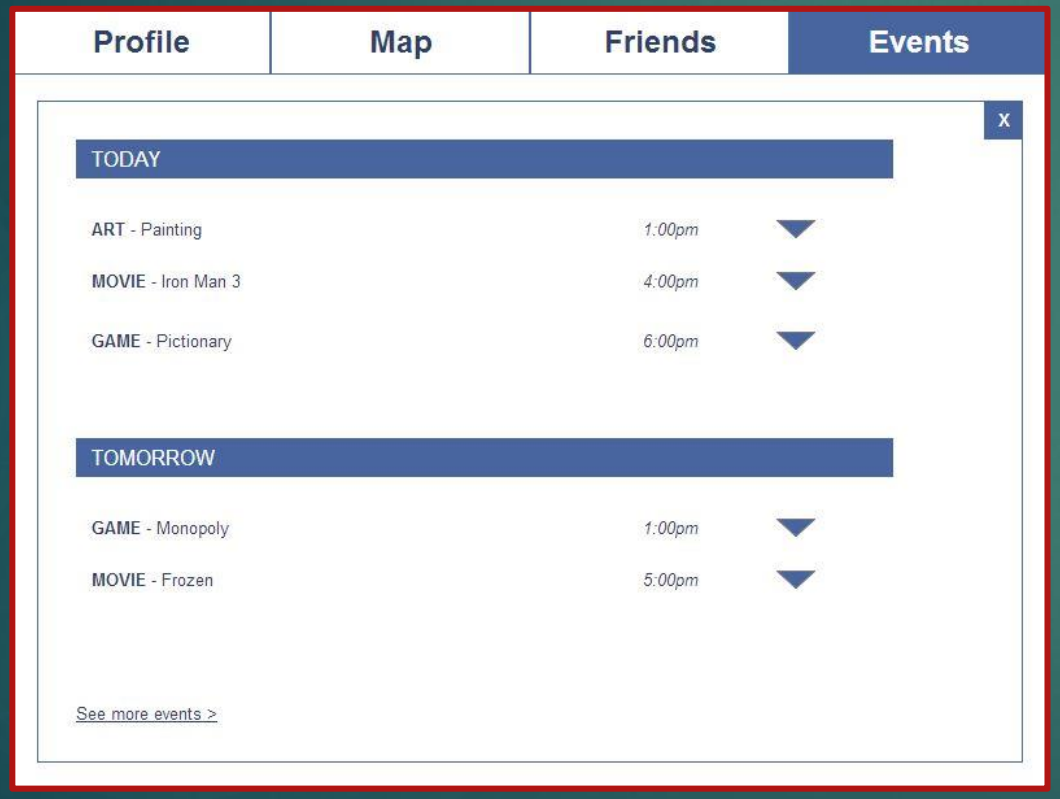
FRIENDS

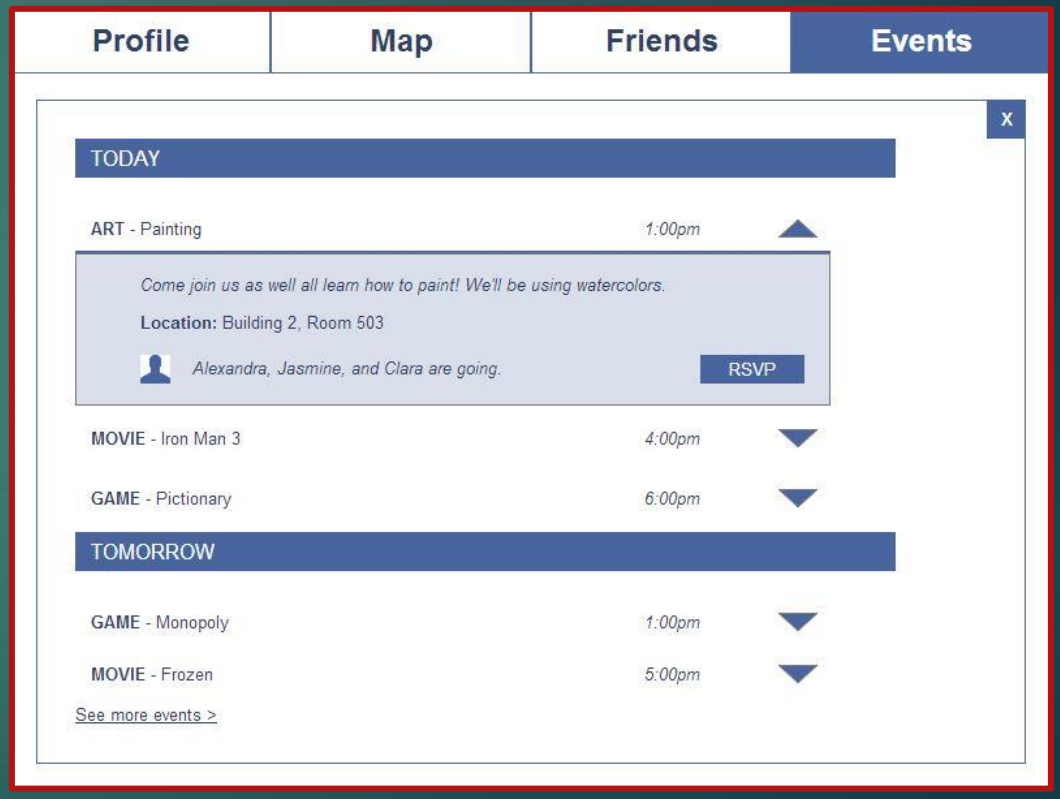




Current Interface

EVENTS





Interactive Prototype Demo

Closing Thoughts

- Socialization among teens in hospitals is lacking.
- With Connector, we hope to facilitate connections in order to enhance the experience of patients.
- Iterative design process has yielded valuable results.

Thank you!