



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
5. Closing Thoughts

Representative Tasks

EASY

Find out what time a certain event is.

MEDIUM

Send a message to a friend.

HARD

Meet someone with similar interests.

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**

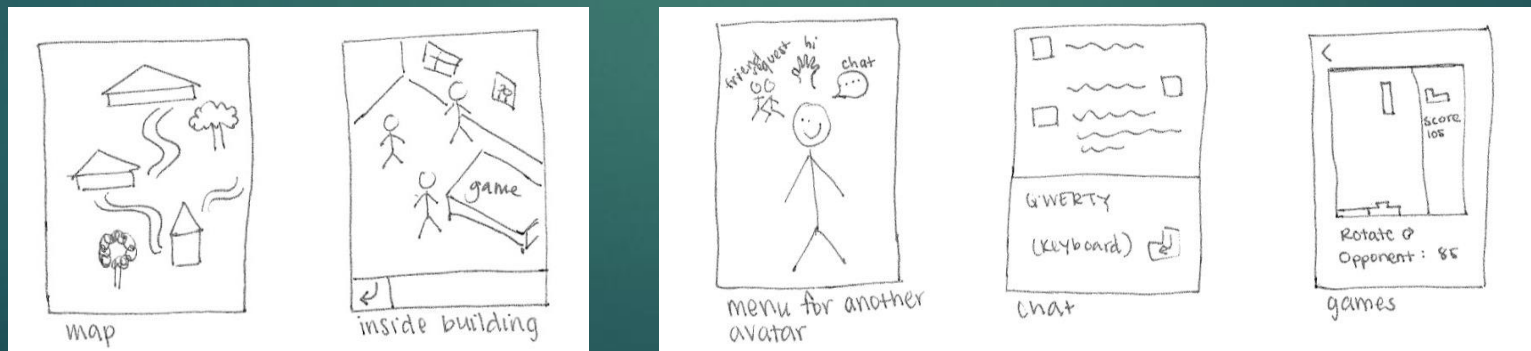
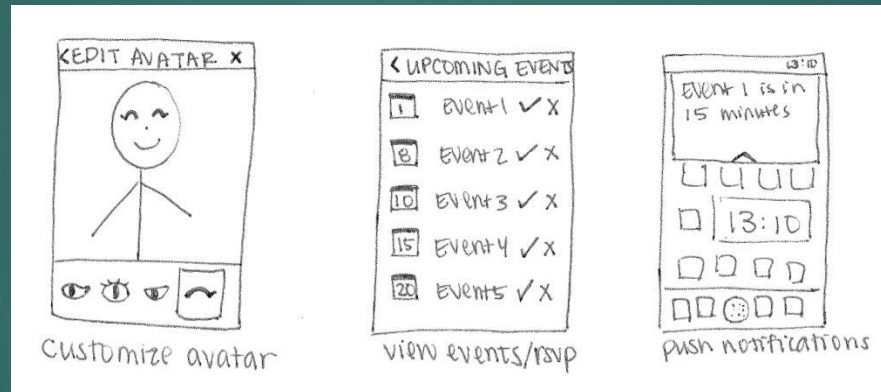
Task 3: Meet Someone New

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

**ESTABLISH NEW
RELATIONSHIPS**

Design Evolution

INITIAL SKETCHES



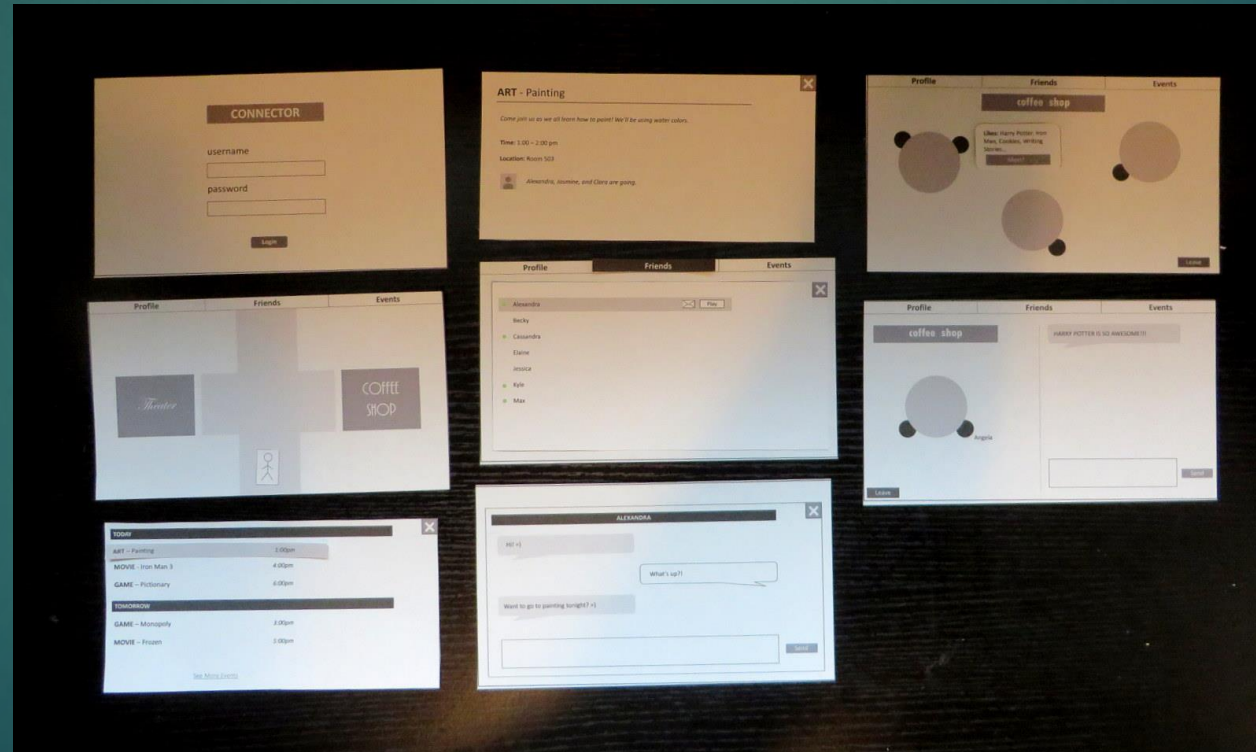
Design Evolution

CONTEXTUAL INQUIRIES

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

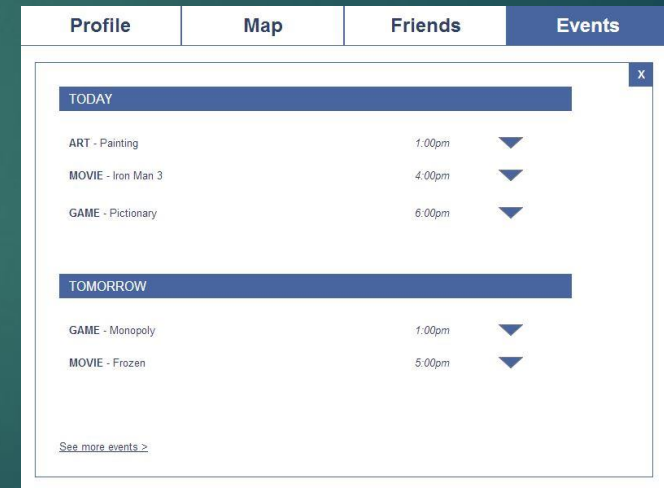
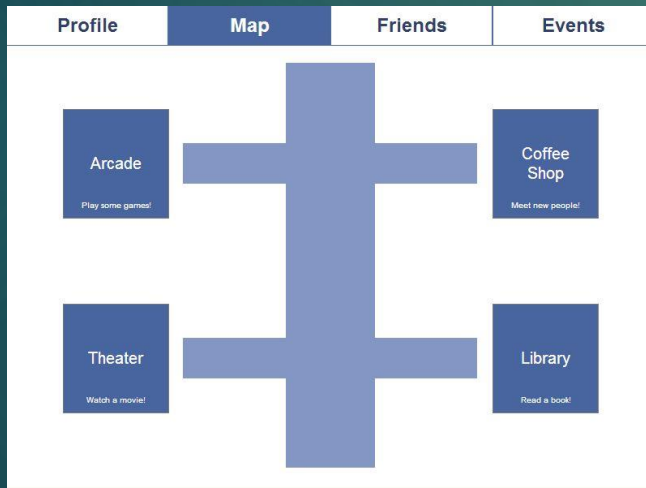
Design Evolution

PAPER PROTOTYPE



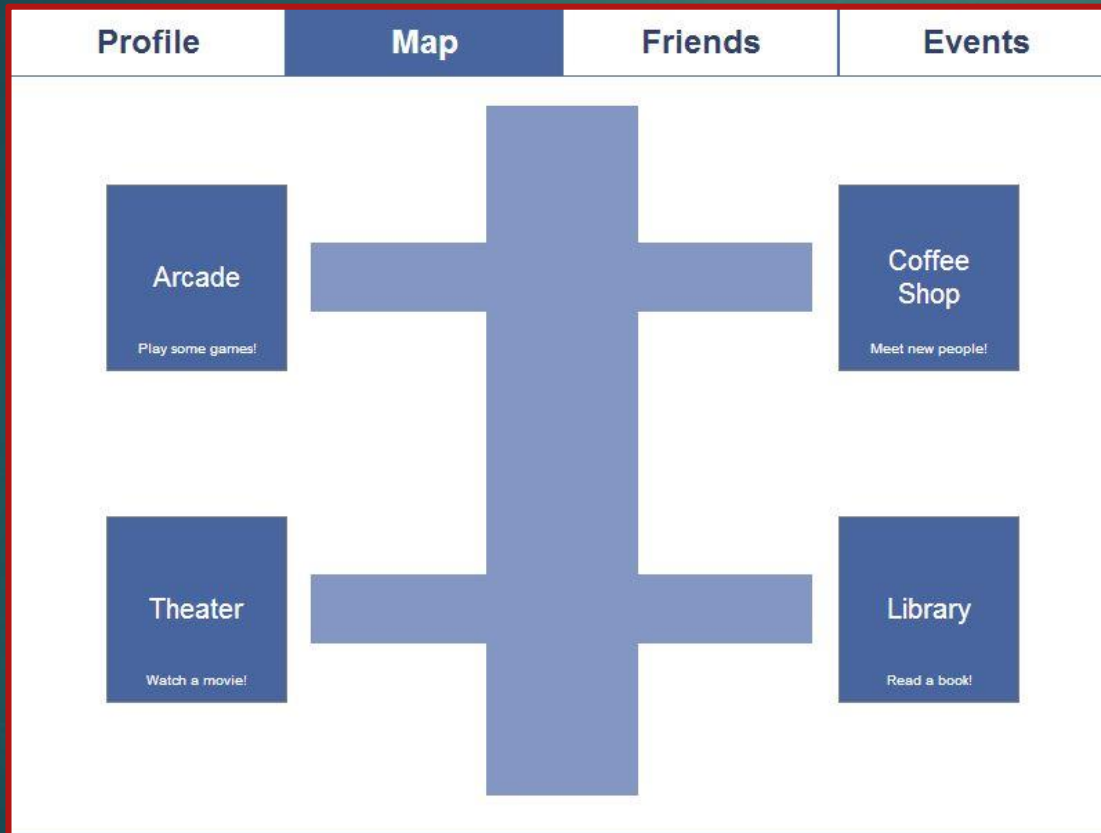
Design Evolution

INTERACTIVE PROTOTYPE



Current Interface

MAP



Current Interface

FRIENDS

A screenshot of a web application interface showing a navigation bar with four tabs: Profile, Map, Friends (selected), and Events. Below the navigation bar is a list of seven friends: Alexandra, Becky, Cassandra, Elaine, Jessica, Kyle, and Max. Each friend's name is preceded by a green dot. To the right of each name are two icons: a speech bubble and a game controller. A small blue 'X' icon is in the top right corner of the list area.

Profile	Map	Friends	Events
		● Alexandra	💬 🎮
		● Becky	💬 🎮
		Cassandra	💬 🎮
		● Elaine	💬 🎮
		Jessica	💬 🎮
		Kyle	💬 🎮
		● Max	💬 🎮

A screenshot of a chat interface. The navigation bar is the same as in the previous screenshot. The main content area is titled "ALEXANDRA" in a blue header bar. The chat history shows three messages: a blue bubble on the left saying "Hi! =)", a white bubble on the right saying "What's up?!", and a blue bubble on the left saying "Want to go to painting tonight? =)". At the bottom, there is a text input field and a blue "Send" button. A small blue 'X' icon is in the top right corner of the chat area.

ALEXANDRA

Hi! =)

What's up?!

Want to go to painting tonight? =)

Send

Current Interface

EVENTS

Profile	Map	Friends	Events
TODAY			
ART - Painting	1:00pm	▼	
MOVIE - Iron Man 3	4:00pm	▼	
GAME - Pictionary	6:00pm	▼	
TOMORROW			
GAME - Monopoly	1:00pm	▼	
MOVIE - Frozen	5:00pm	▼	
See more events >			

Profile	Map	Friends	Events
TODAY			
ART - Painting	1:00pm	▲	
<i>Come join us as well all learn how to paint! We'll be using watercolors.</i>			
Location: Building 2, Room 503			
Alexandra, Jasmine, and Clara are going.			RSVP
TODAY			
MOVIE - Iron Man 3	4:00pm	▼	
GAME - Pictionary	6:00pm	▼	
TOMORROW			
GAME - Monopoly	1:00pm	▼	
MOVIE - Frozen	5:00pm	▼	
See more 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!

