

Connector

Helping teens stay social in hospitals.

Problem

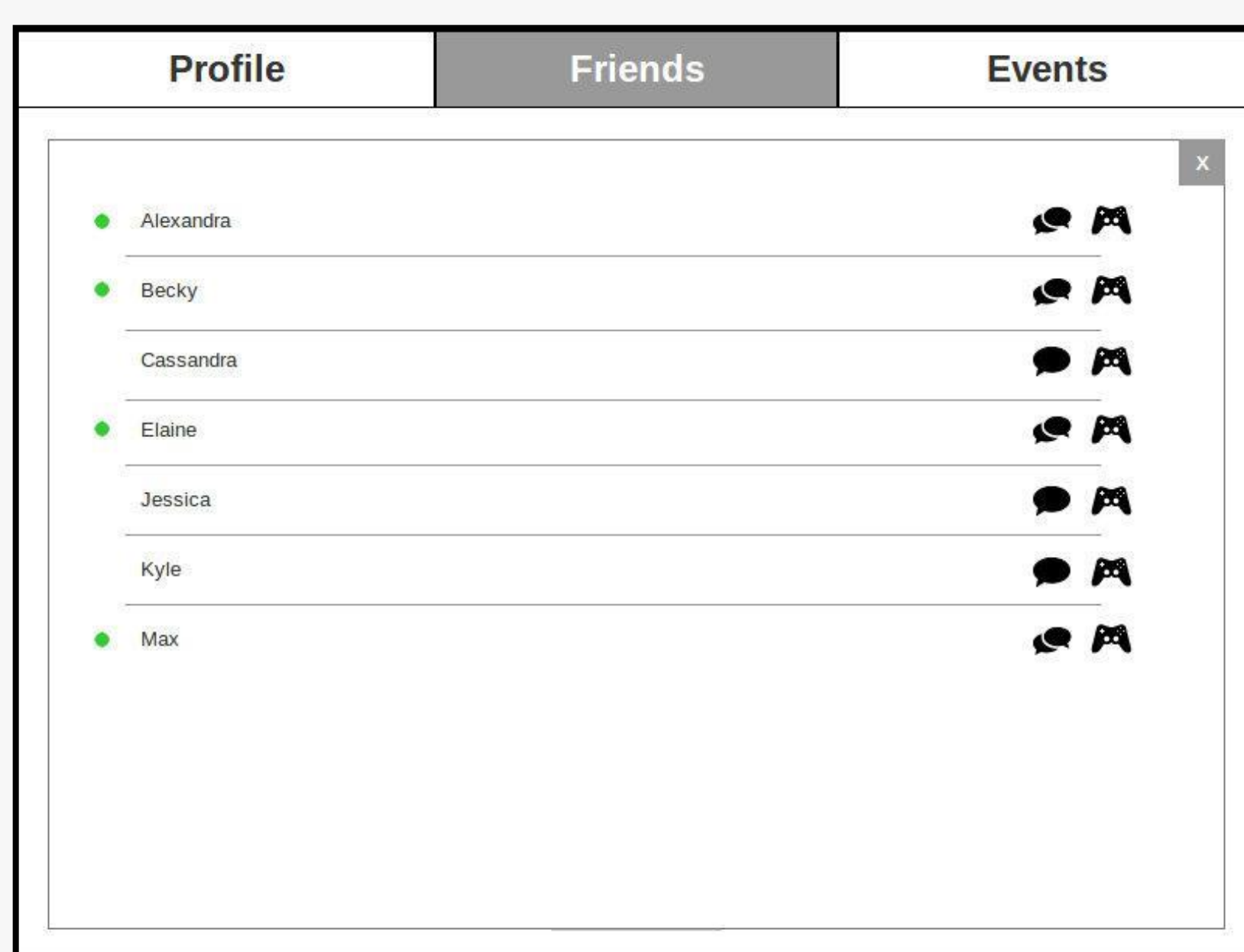
- Staying social while in the hospital is challenging, especially for teenagers.

Solution

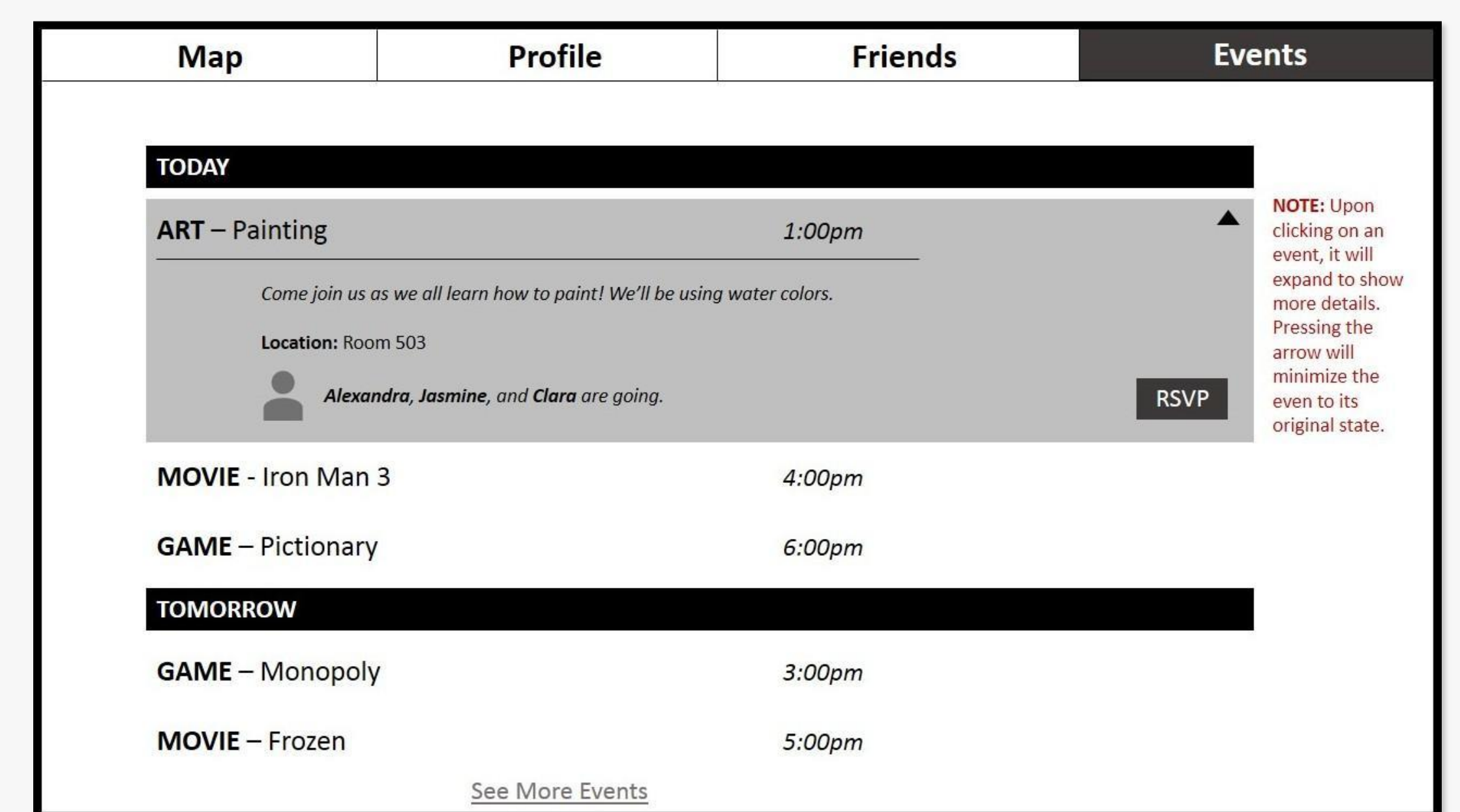
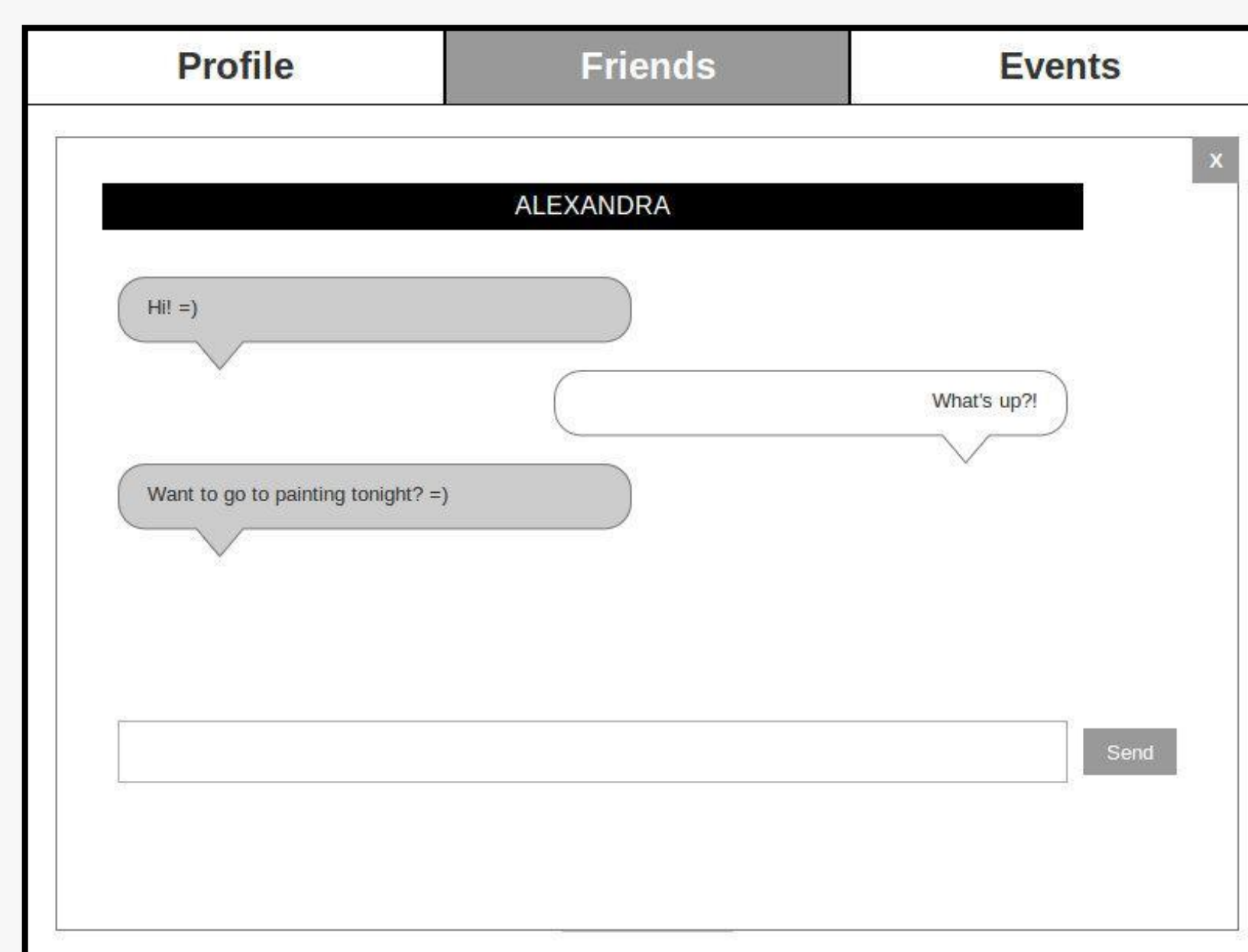
- A **hospital-specific** social platform supporting collaborative **discussions**, multiplayer **mini-games**, hospital event **calendar**, and a 'buddy' **chat system**.
- Establishes **connections**, encourages **collaboration**, and promotes **fun!**

Key Features

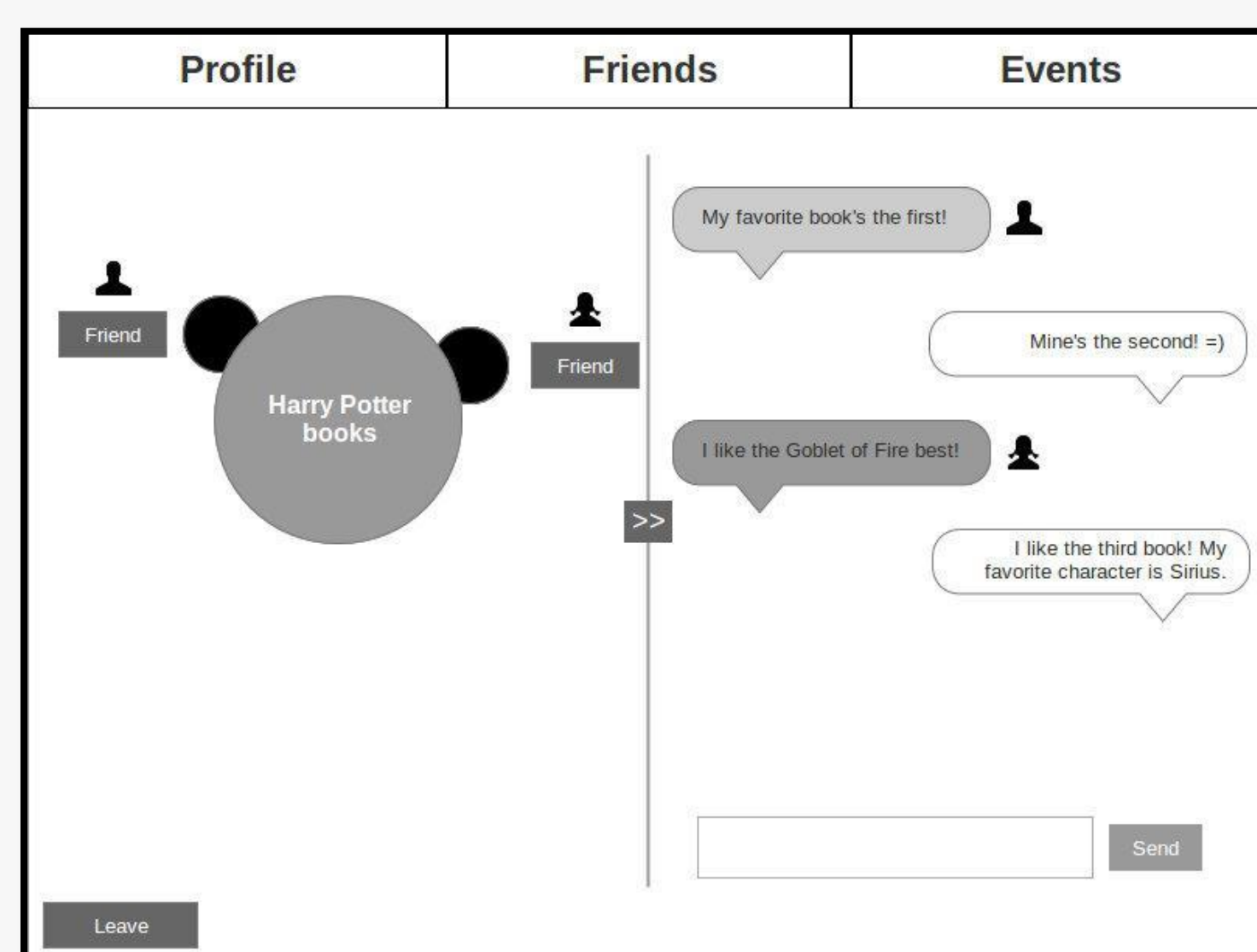
Buddy chat: add friends, chat with them, or invite them to play a game



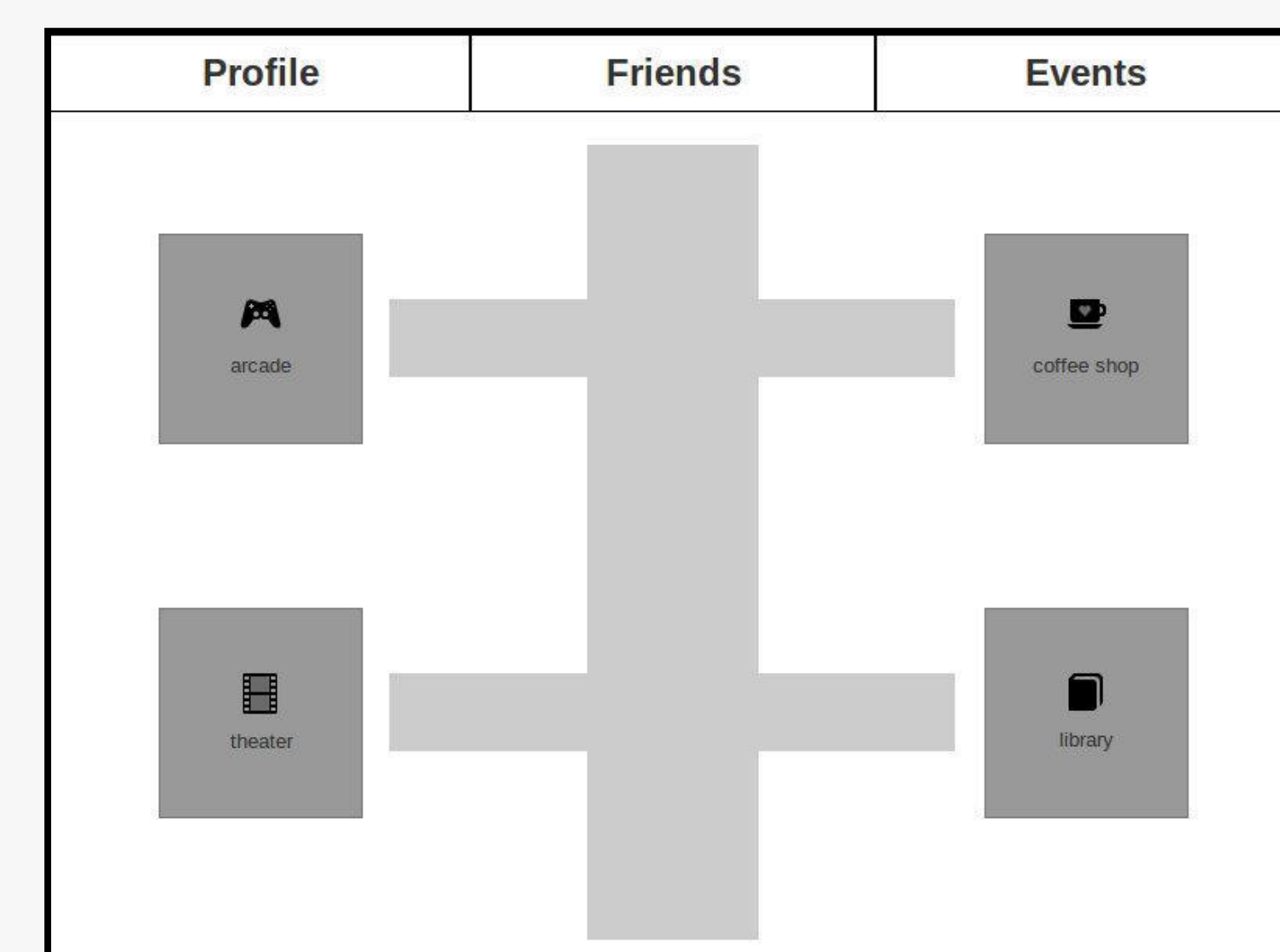
Calendar: view upcoming events and see which of your buddies are going



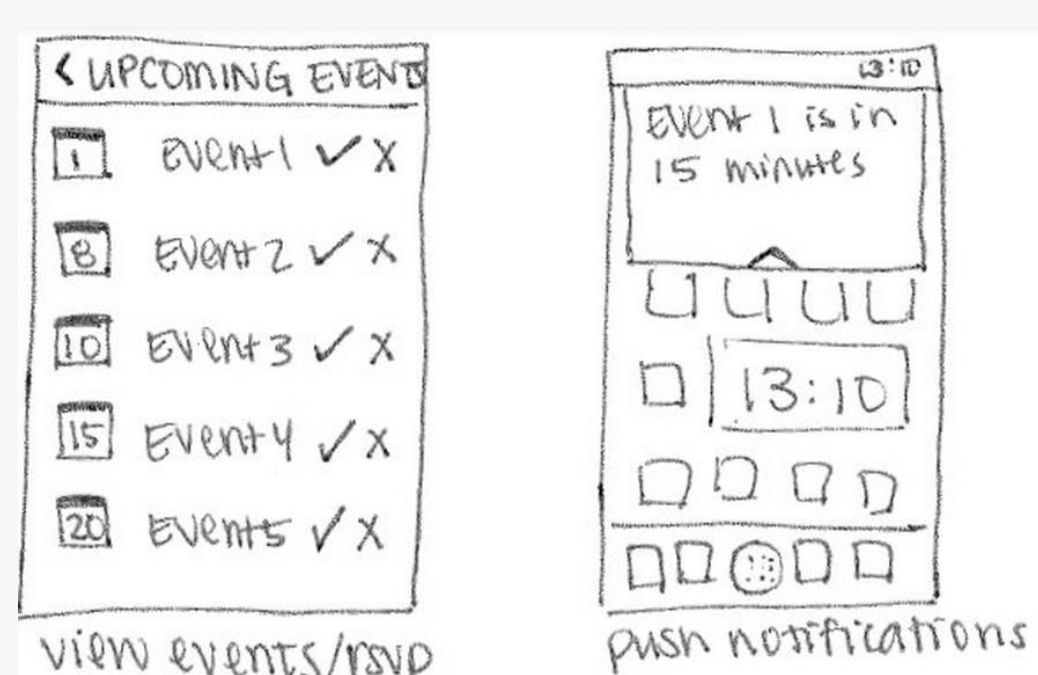
Collaborative discussion: real-time message boards centering on shared interests or current events



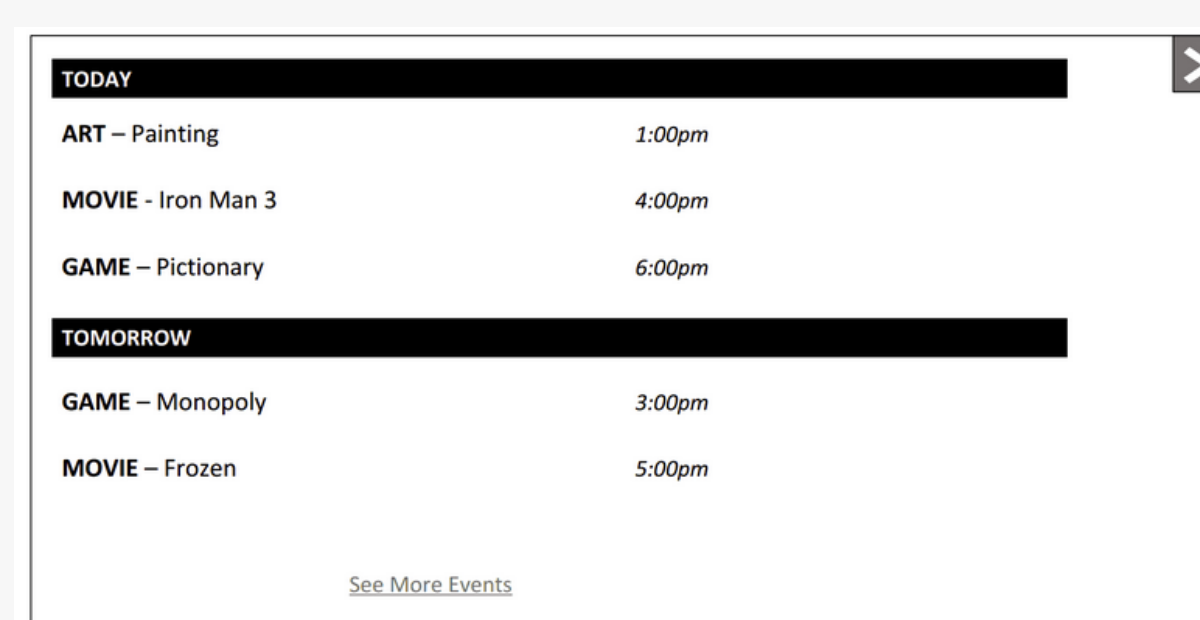
Exploration: explore the map, see other online avatars, find mini-games to play with other teenagers



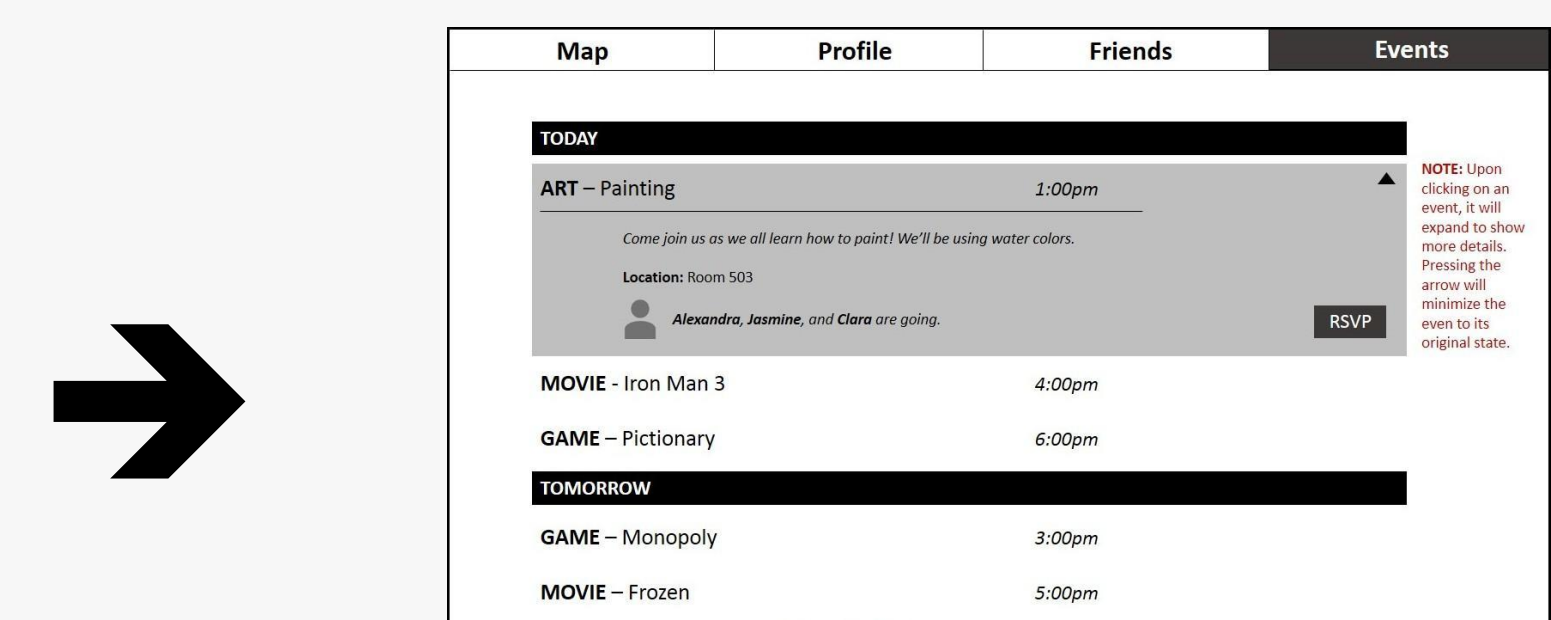
Design Iteration



Initial Sketches



Paper Prototype



Hi-Fidelity Prototype