

Workshop Summary & Findings

Team 55378008
Christian Youth Group

The Workshop

To better understand and improve our prototype we conducted a participatory workshop with 4 members of the Church Youth group. The workshop was divided into 5 main phases, which can be summarized as follows:

1. An **icebreaker activity** to reduce the distance between us and the participants.
2. An **interview phase** designed in a way that would allow us to better understand our group.
3. A **wishing/dreaming phase** intended to explore the creative boundaries of our participants and trigger their imagination to focus on a specific topic.
4. A **reflection phase** which began with a predetermined situation that the youth group could reflect on and resolve.
5. A **creation/design** phase was meant to allow the youth group to brainstorm potential approaches in aiding group members address personal concerns.

We managed to avoid mentioning our present design during the workshop, and are reasonably certain that the results were unbiased.

Observations

From this workshop we gathered the following general observations:

1. **Selective levels of participation**
Participants were more engaged with the icebreakers at the beginning of the workshop compared to the interview and ideation phase.
We assume this difference in engagement level implies that the group enjoys doing activities together and is fairly close in and outside of the group.
2. **Supportive behaviour**
During the story creation some participants had trouble with continuing the story. However, other participants were eager to help them continue the story.
3. **Attention to detail**
It felt like the participants were giving too much thought and putting a lot of effort into creating a story, which was intended to be a fast paced exercise where it explored participants' imagination.
4. **Increased involvement & design thinking**
After the workshop, when our participants finished drawing, Green approached us and said that she felt that her Teddy Bear idea may have been used for Michael's scenario.
5. **Relatively low levels of design refinement**
An example is Blue, who developed an interesting digital/analog design concept (see below), but didn't develop it any further

6. **A digital/physical hybrid design would be acceptable to group members**

During the Design/Creation phase Blue based his suggestion off of existing practice of writing a letter and sending a text message on a cell phone - incorporating digital and physical forms of communication.

7. **Several interesting design “forms” which could be used in future iterations**

- a. As said before, Blue developed a letter & text message model.
- b. The Talking Banana is an adaptation of the “Talking Stick”. Red chose a banana form, because it resembles the shape of a telephone receiver and she likes bananas.
- c. Green drew a teddy bear because it was a significant present that provided her comfort and she felt that it could possibly recreate this experience for some else.
- d. Yellow didn’t really say much about the balloon other than that she felt it was an item that would encourage people to relax and de-stress.

Future Applications

- Observations 1-3 can be used to develop Rob and Sue, allowing us to make better design decisions in the weeks ahead.
- Observation 4 is a promising sign that we could develop a design relationship with this group. If we were to continue with further workshops, we feel that we could continue to draw out their interest and involve them at a greater level.
- Observation 5 & 1 showed areas where the workshop is lacking. Involvement in interviews is low, so we may want to reduce their presence in future workshops. Similarly, if this were a long term project we would try to draw out design refinements from our youth group. They have an attention for detail (ob. 3) – we just need to draw it out.
- Observations 6 and 7 will be applied in the next week, as we develop of med-fi prototype. We will try to incorporate the core values of each suggestion into our final result.