

Greatest Team Since Sliced Bread



Purav Bhardwaj

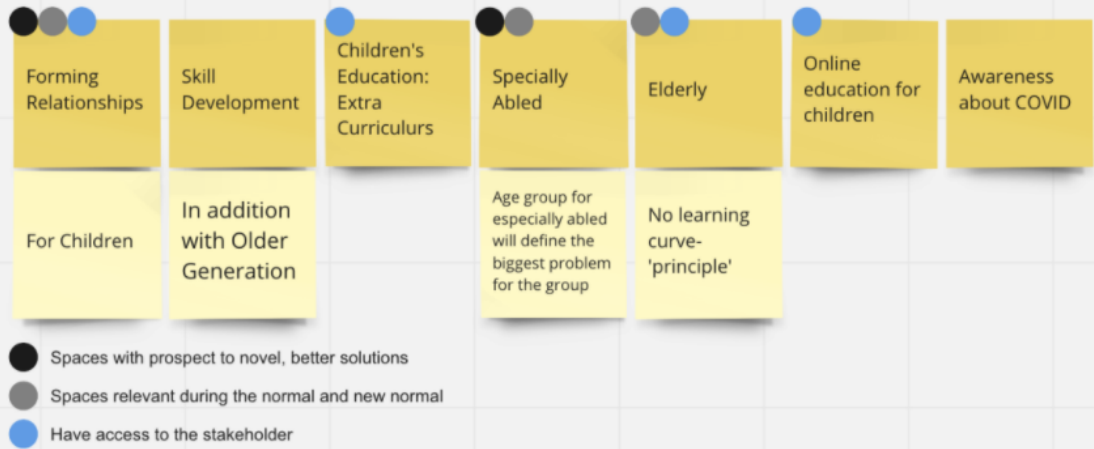


Arjun



Arushi Choudhari

Choosing the space:



Based on a primary, inherent value system, Greatest Team Since Sliced Bread narrowed down on a potential space of interest for the solution.

#designathon2020 #valuelabs #dic2020 #greatestteamsinceslicedbread

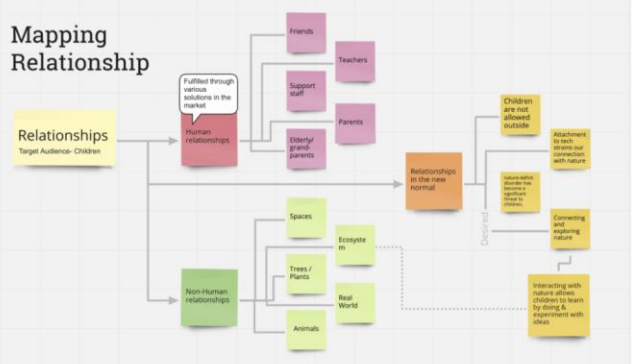


Working so hard, our laptops are **TOAST** 🍞🍞🍞

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Mapping Relationship



Recognising children as our primary stakeholders, we decided to map out the dearth of relationships children share both with human and non-human entities.

In doing so, it was evident that there were considerable solutions and propositions for the human relationships we share, both as adults and children. We however sensed a palpable lack of consideration and propositions with our relationships with the ecosystems we inhabit and the non-human entities in our lives, especially as children.

#designathon2020 #dic2020 #valuelabs #MappingRelationships

1 note



Secondary Research : References

At the **Greatest Team Since Sliced Bread** we love research. Traversing several academic journals, data visualisations and sources, here's a list of relevant references for all the nerds. **It's the yeast we could do.**

- **The COVID-19 Pandemic: Technology use to Support the Wellbeing of Children** <https://www.ncbi.nlm.nih.gov/pmc/articles/PMC7161478/>
- **The Online Dissemination of Nature–Health Concepts: Lessons from Sentiment Analysis of Social Media Relating to “Nature-Deficit Disorder”** <https://www.mdpi.com/1660-4601/13/1/142/htm>
- **Children and Nature-Deficit Disorder** <https://search.proquest.com/openview/a987ec02528b8b51140c9486b2ff8431/1?pq-origsite=gscholar&cbl=25318>
- Narinda Sandry, Nature Deficit Disorder, Educating Young Children https://ecta.org.au/wp-content/uploads/2019/06/Educating_Young_Children_Journal-19.2-2013.pdf#page=34
- **Children’s Nature Deficit: What We Know – and Don’t Know** <http://strawberry.audubon.org/sites/default/files/cnnevidenceofthedeficit.pdf>
- **The Technologisation of Childhood? Young Children and Technology in the Home, Children and Society** <https://onlinelibrary.wiley.com/doi/abs/10.1111/j.1099-0860.2008.00180.x>
- **Using Mobile Technology to Engage Children With Nature** <https://journals.sagepub.com/doi/abs/10.1177/0013916516673870>
- **Benefits of Nature Exposure for Kids** <https://journals.sagepub.com/doi/abs/10.1177/0885412215595441>, <https://www.brighthorizons.com/family-resources/children-and-nature>
- **How to help children connect with nature** <https://activeforlife.com/help-children-connect-with-nature/>
- **Affective, Cognitive and Evaluative Development in Children through continued interaction with Nature** https://books.google.co.in/books?hl=en&lr=&id=RCjdKjl_qlcC&oi=fnd&pg=PA117&dq=nature+children&ots=SbRAf7Xf0q&sig=MUnDeRf8AvjKWnlx6XOQmnUaiTE&redir_esc=y#v=onepage&q=nature%20children&f=false
- **Classrooms Are Going Green: How Green Classrooms Are Reconnecting Kids with Nature** <https://eric.ed.gov/?id=EJ792953>

Empathy MAP

A child living in the new normal



In an effort to understand our primary stakeholder better, here's an empathy map for "A child living in the new normal" 🧑🏻 🧑🏻

#designathon2020 #EmpathyMap #dic2020



Empathy MAP

A parent of a young child, in the new normal

SAYS

"Online learning has increased the time my kid stays indoors "

"Humare zamane mai hum bahar jakar dosto ke saath khelte the"

"These days outdoors are unsafe "

THINKS

Child's development

Optimal time the child should spend online

Concerned

Bored

Overwhelmed Lethargic

It isnt worth the risk to avoid exposure

The child is missing out on essential school experience



WFH

Takes part in child's classroom experience

Reads online on ways to ensure child's development during COVID

Attends to child's needs and demands

DOES

FEELS

More empathy maps for more stakeholders y'all! Here's an empathy map for "A parent of a young child, in the new normal" 🤔👉

#designathon2020 #EmpathyMap #DIC2020



Keywords



Keywords help navigate the space, you can **crust** us! 🍪🍪🍪

#designathon2020 #keywords #naturedeficitdisorder #dic2020



Naan of us are tired thus far. 9 hour 44 mins long call, still going strong. 🍌

Before I break down and rye, I want you to know that I loaf you Designathon 2020. 🍷🍌🍌

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Parental fear, Lure of technology and restricted access to natural spaces have disincentivized children in forging relationships with non-human entities in their eco-systems(flora, fauna etc.)

With the current pandemic, there is growing trust deficit with outdoors.

There is infallible evidence that children's exposure to natural environments has affective, cognitive and developmental benefits.

The alienation of humans(read: children) from nature has adverse effects; Nature-deficit disorder is the idea that as human beings, especially children, are spending less time outdoors, it manifests a wide range of behavioral problems.

Children have an active digital presence that is closely tied to their personal identity in social groups.

These digital commodities/platforms are what children use to communicate and maintain existing relationships with friends, teachers and other human stakeholders.

Despite colloquial assumptions, Parents increasingly recognise the importance and relevance of technology in the childhood experience

Sharing of experiences has become isolated in times of the pandemic i.e. any real experience a child has can only be shared with his/her parents.

Insights and Findings

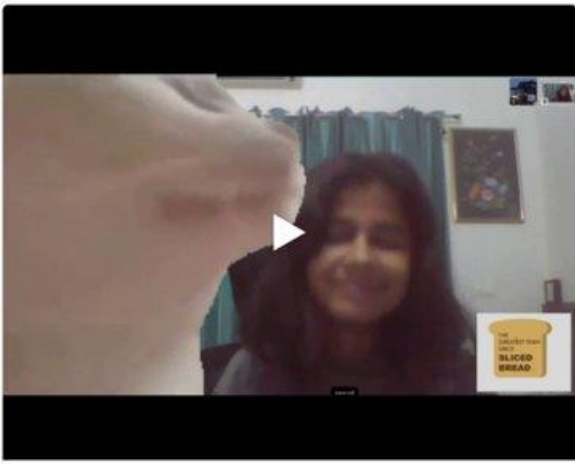
After careful consideration of our secondary research and data from our research tools, here are the insights!

Insights always make design **butter**... 🍌

#designathon2020 #dic2020 #valuelabs #insights&findings



Problem Statement: How might we help children establish resilient relationships with their non-human ecosystems(flora, fauna etc.) to allow holistic affective and cognitive development in them, during and subsequent to a global pandemic?

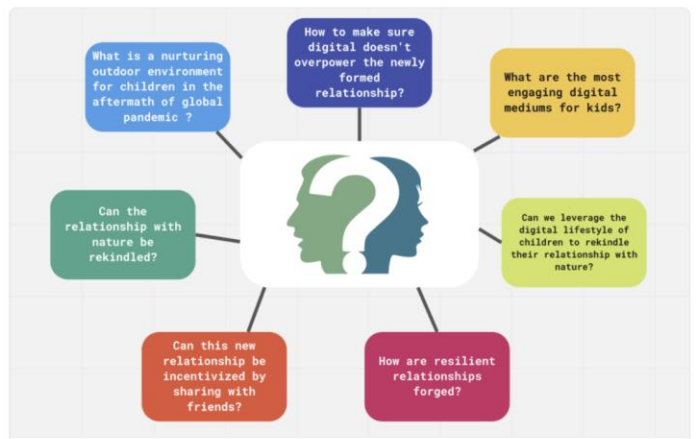


🏆 Mini Challenge 3 🏆

Exhaustion? We don't got naan of that 🍞🍞🍞

Here's our very own Arushi, mesmerised by all the design magic from our prospective solution.

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Subsequent questions pursuant to the problem statement.

It's a shame that bread puns are always so crummy...

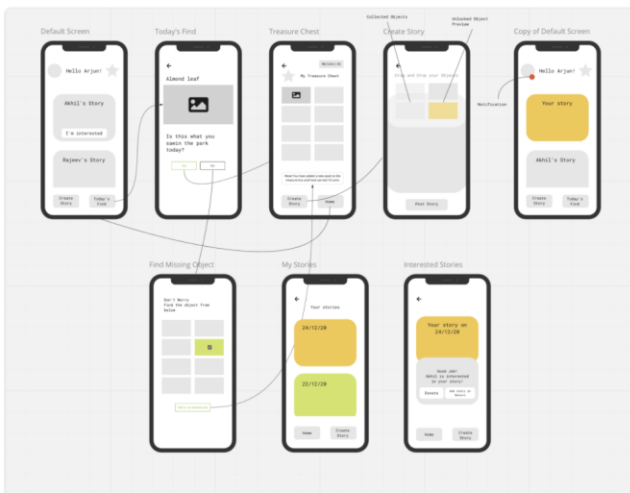
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After synthesising the insights and coming up with the HMW statement, we came up with a solution - TrailBlazer. Trailblazer is a solution to meet the strained gap between children and the ecosystem.

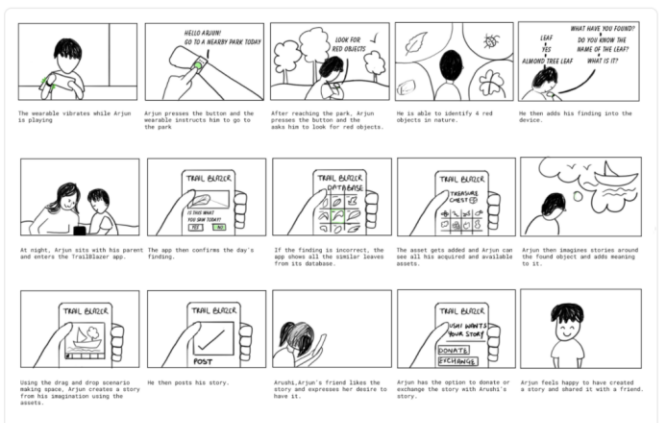
A combination of a wrist wearable and an app, it lets the child explore nature while ensuring a safe space for the child. It extends the experience of finding new elements in nature to a digital gamified platform so as to make the solution acceptable in the lifestyles of children whose digital identities are closely tied to their personal identities. It also encourages a 'sense of creation' in the children and sharing of experiences with their friends.

It is therefore the desired solution in the aftermath of a global pandemic to help establish resilient relationships with our ecosystem.



Here's the wireframes for the Trailblazer app! Mockups coming up soon 🥰🥰

#designathon2020 #dic2020 #valuelabs #wireframes #GreatestTeamSinceSlicedBread



This storyboard aptly explains the journey of our primary stakeholder- children, who were forced to be indoors in wake of the pandemic. We imagine a preferred state where the children have a resilient relationship with ecosystem.

#designathon2020 #dic2020 #storyboard #children #newnormal #resilience

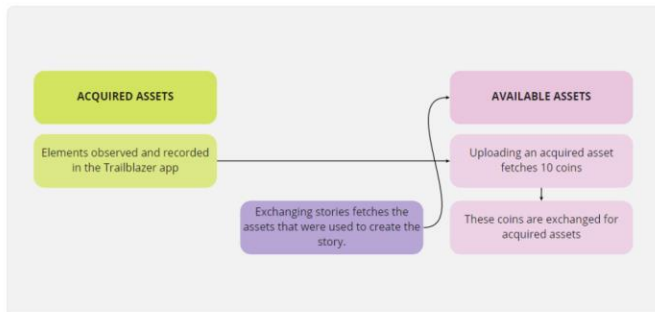
1 note





📱 The Trailblazer wristband! 📱

Trailblazer Wristband is a VUI(Voice UI) enabled band, with just one button that triggers interaction. It assists the child on his/her journey of nature exploration *in curated safe spaces*. The VUI vocalises several prompts for the child to undertake, while also understanding what a child discovers/sees during his/her journey in surrounding ecosystems, all through verbal communication. This allows healthy disengagement from screen time and allows for more embodied interactions with nature.



To keep the child hooked to the exploration journey, our team carefully incorporated the principles of gamification. 💰 💰

The objects/entities observed on the nature trail become **Acquired Assets**. Submitting an acquired asset fetches the child 10 coins. These coins can be redeemed to get **Available Assets**.

Additionally, exchanging stories also exchanges the assets between friends.

#designathon2020 #gamification #assets #dic2020 #share ... 🔄 ❤️



Safe Spaces are situated in the vicinity of the child's residence. They are carefully curated to allow access to nature while still being in close proximity which ensures the child is familiar with the surroundings while on the trail. All trails and trail related prompts are performed under parental supervision. These curated safe spaces allow the child to be in the midst of nature while still following all necessary and prudent social distancing and health considerations.

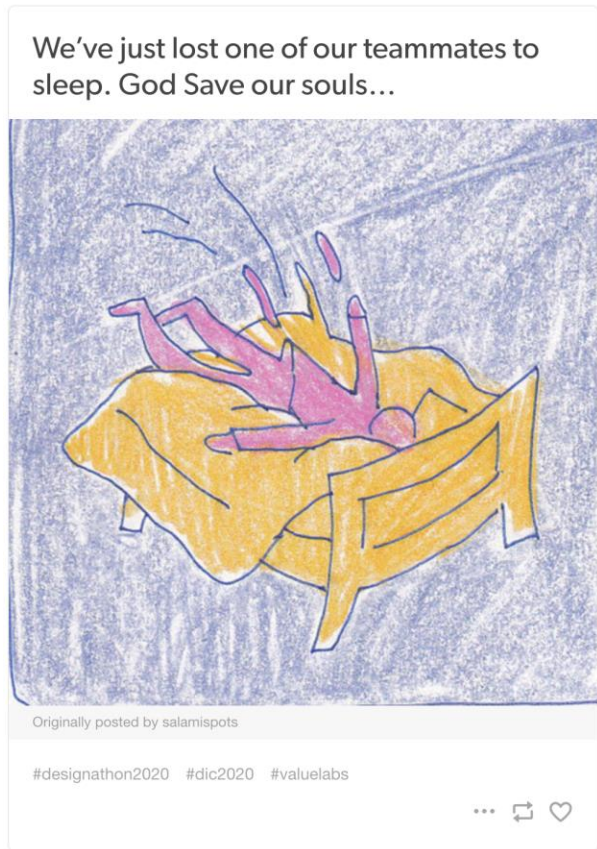
Additionally, this allows the child to identify and better appreciate natural ecosystems in his/her surroundings.

#designathon2020 #safespace #dic2020 #socialdistancin ... 🔄 ❤️



Trailblazer Logo!

#designathon2020 #dic2020 #valuelabs #LogoDesign ... 🔄 ❤️



We've just lost one of our teammates to sleep. God Save our souls...

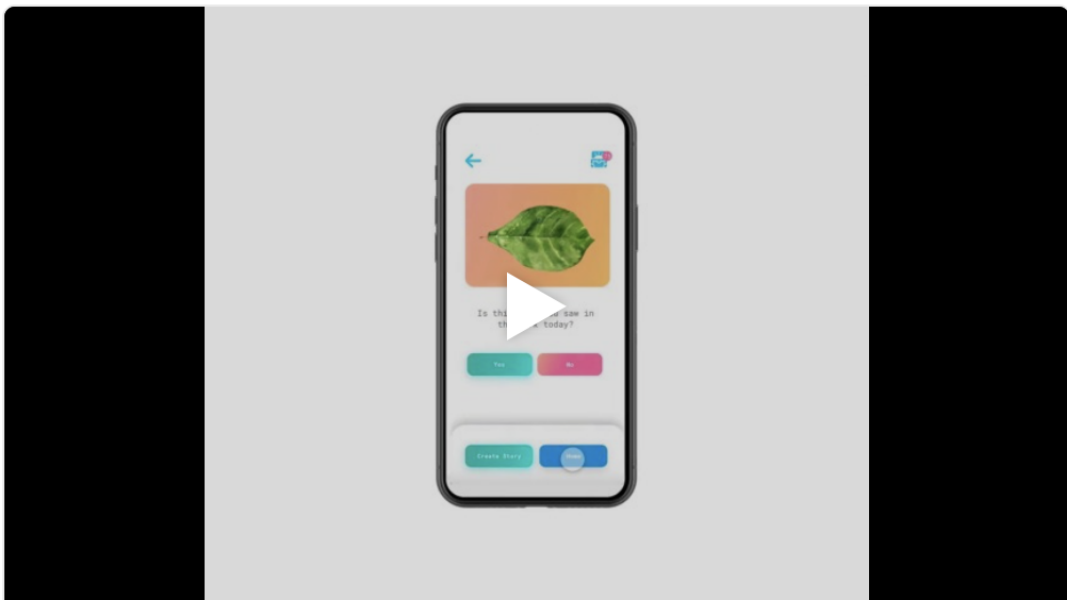
Originally posted by salamispots
#designathon2020 #dic2020 #valuelabs ... 🔄 ❤️

Solution:

The solution leverages digital medium, with grounded understanding in its immense potential for engagement and interest in children these days.

Additionally, games can serve as a potent tool for learning and behaviour creation. It was therefore only logical to influence the potential of digital mediums extended into physical manifestations.

Contrary to colloquial belief, parents recognise the relevance and potential of technology in the presence of conscientious and ethical constraints. Allowing kids meaningful exposure to natural ecosystems leads to infallible benefits in affective and cognitive development of the child.



Finally! The Trailblazer App Arrives!

Its way past our **breadtime** 🍞 zZ but here we are, and we've got some App Mockups!!

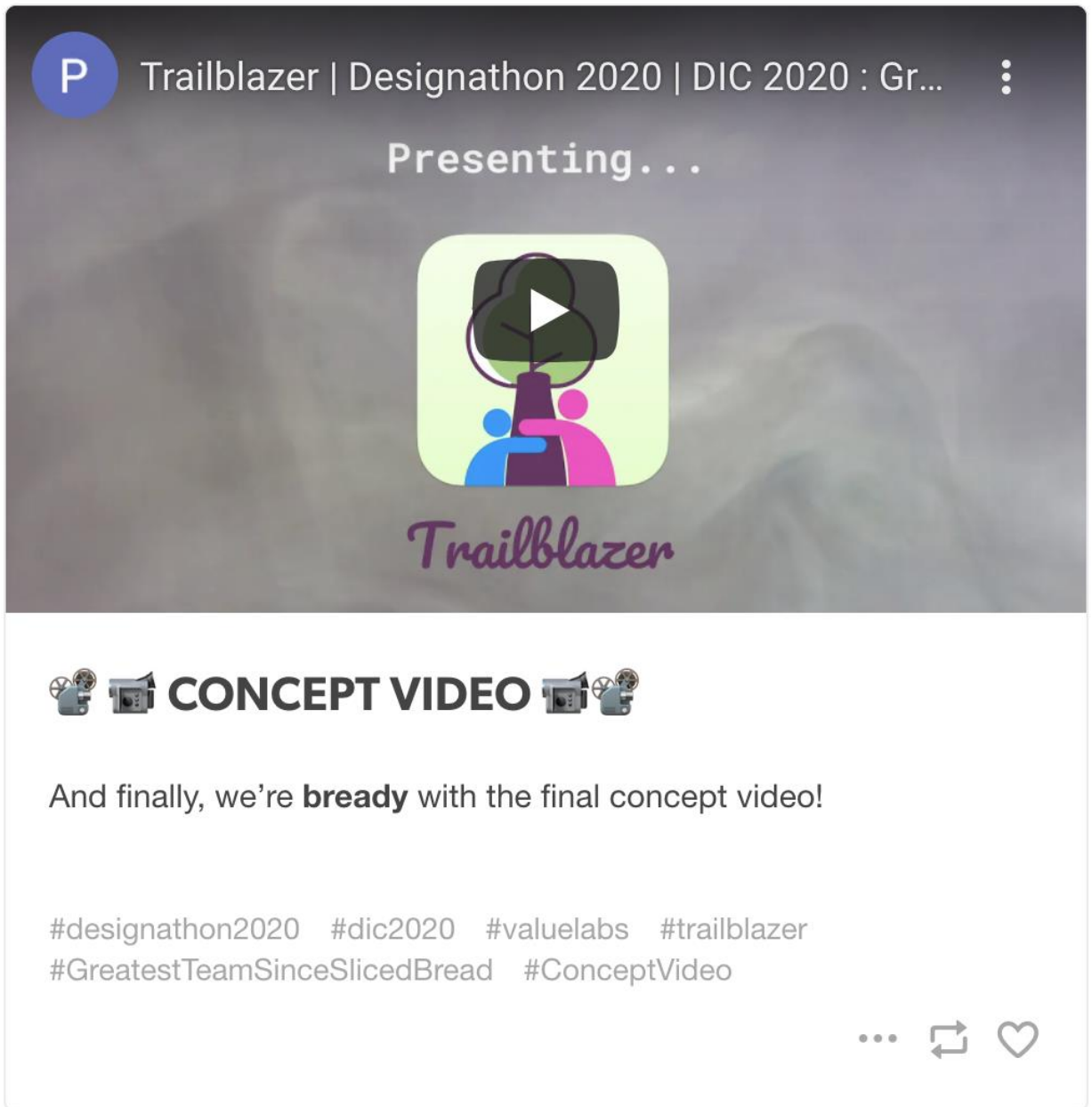
You can experience the live prototype for yourself

here: <https://xd.adobe.com/view/85d9bceb-2a60-444d-9e6d-630e46678bf4-d08a/?fullscreen>

#designathon2020 #dic2020 #valuelabs #Mockups

1 note





DESIGN SOLUTION

Trailblazer attempts to establish a resilient and prudent relationship between children and natural ecosystems, a divide that has only widened during the pandemic.

Trailblazer directs children to experience natural ecosystems in curated safe spaces through meticulously formulated tasks, with consistent and indubitable consideration for health, security and social distancing paradigms.

It provides a platform for children to share their experiences with their friends in novel and engaging ways.

Journey:

- The wearable notifies the child to step out to a nearby location at a suitable time.
- The wearable is equipped with a speaker and microphone which enable conversational, voice-assisted interactions away from the screen.
- After reaching the destination(identified safe-space by the app), the wearable device, through a series of conversational prompts facilitates and empowers the child to observe and familiarise objects/entities in the aforementioned safe space.
- Visibility of things in surroundings is greatly influenced by the size, but prompts like ‘identify yellow things in nature’ will encourage the child to look at things he/she would have otherwise overlooked, and perhaps in a new light/perspective.
- The Trailblazer application interface is a platform for generating stories (fictional or real) around discovered object/entities. These stories are built using the found object as key plot indicators in addition to some fictional elements called “Available Assets”.
- The application lets the child share these imagined/constructed stories with their friends as a by product of their experiences in natural ecosystems. Most children spend their time in comparative isolation with very scarce shared experiences. Moreover, most of their tangible experiences can only be shared with their parents. Yet, the joy of creation is progressively amplified when a child gets to share them with his/her friends.