A WAY FOR NURSES TO RELEASE STRESS

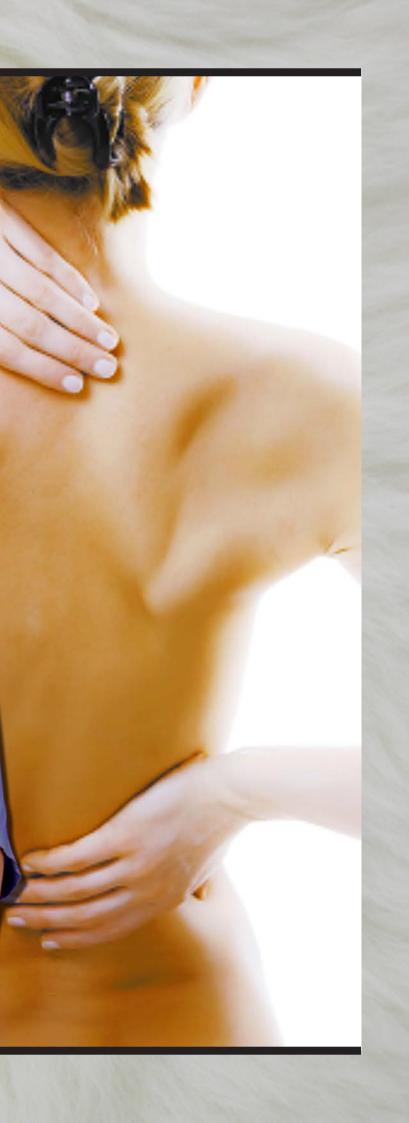
EXPLORING INTERACTIONS 24012013 A PRESENTATION BY ESTHER DE WINTER



DESIGN GOAL

I WANT TO DEVELOP A WAY TO RELEASE STRESS FOR NURSES WORKING IN DUTCH NURSING HOMES

*Job strain increases the risk on rheumatoid arthritis with 30% Source: Psychotherapy and Psychosomatics



INTERACTION VISION I WANT NURSES TO FEEL MORE RELAXED BY DISTRACTING THEM FROM THEIR STRESS BY MAKING THEM ENJOY THE SPECIFIC MOMENT THEY ARE IN AT THAT TIME

FIRST CYCLES

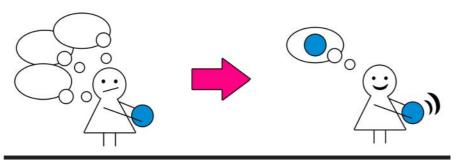


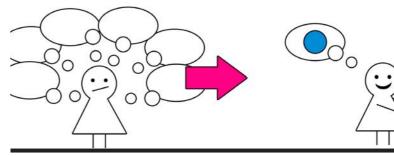
WANT TO DESIGN SOMETHING SO THAT NURSES CAN HAVE A MOMENT FOR THEMSELVES DURING THEIR DAILY ACTIVITIES



FIRST CYCLES

TWO PROMISING DIRECTIONS

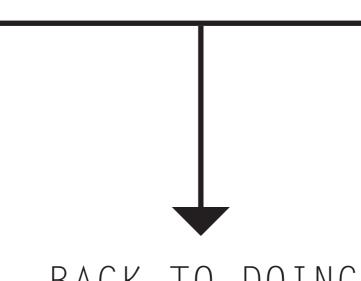






Might distract the nurses while they are working with the elderly

Might bother the elderly (the sound and/or smell)



BACK TO DOING RESEARCH



Seems most promising - but how?

FIRST CYCLES

Looking at gamification elements: four elements that might be implemented in my concept best



DESIGNING A PRODUCT FOR IN THE ELEVATOR WITH A WAY FOR THE NURSES TO LEAVE MESSAGES AND RESPOND TO EACH OTHER

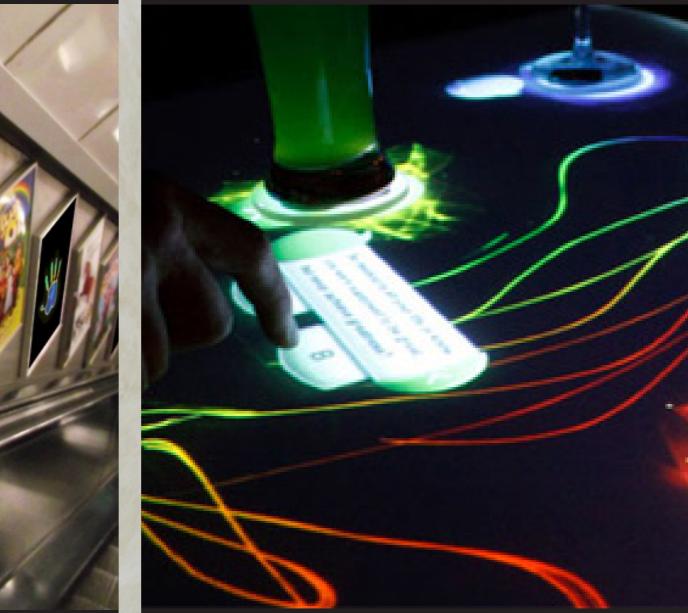




FURTHER EXPLORATIONS



FURTHER EXPLORATIONS

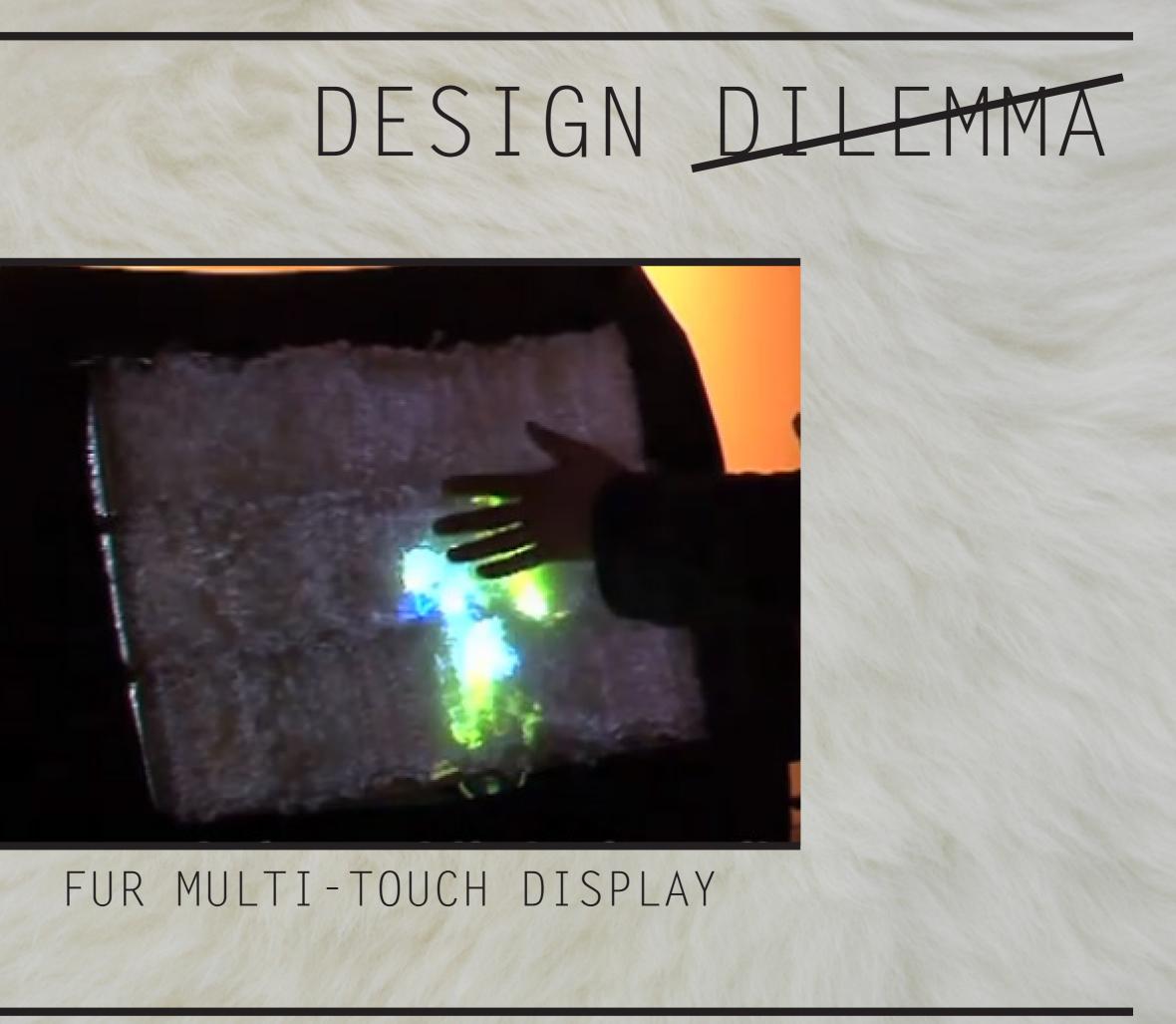


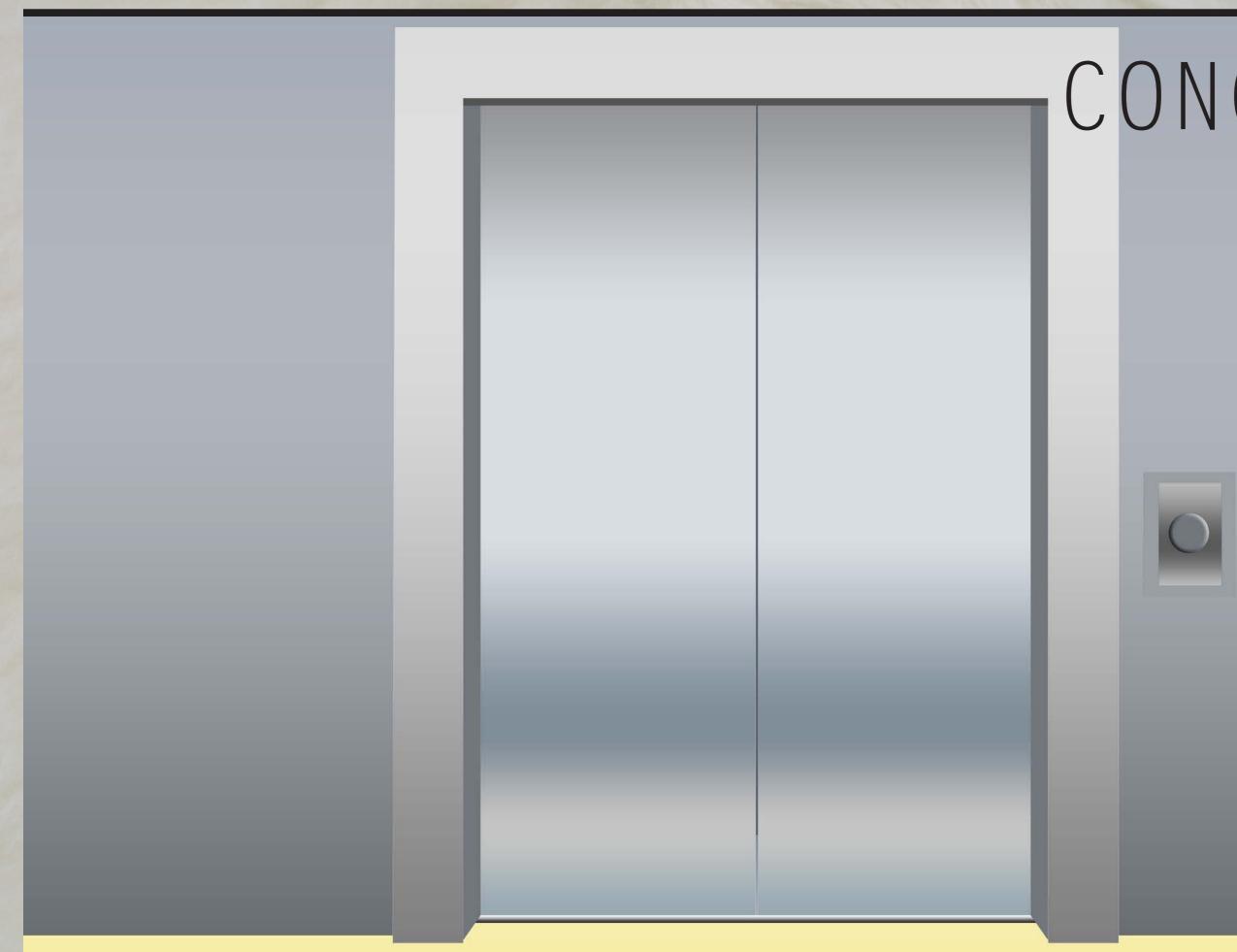




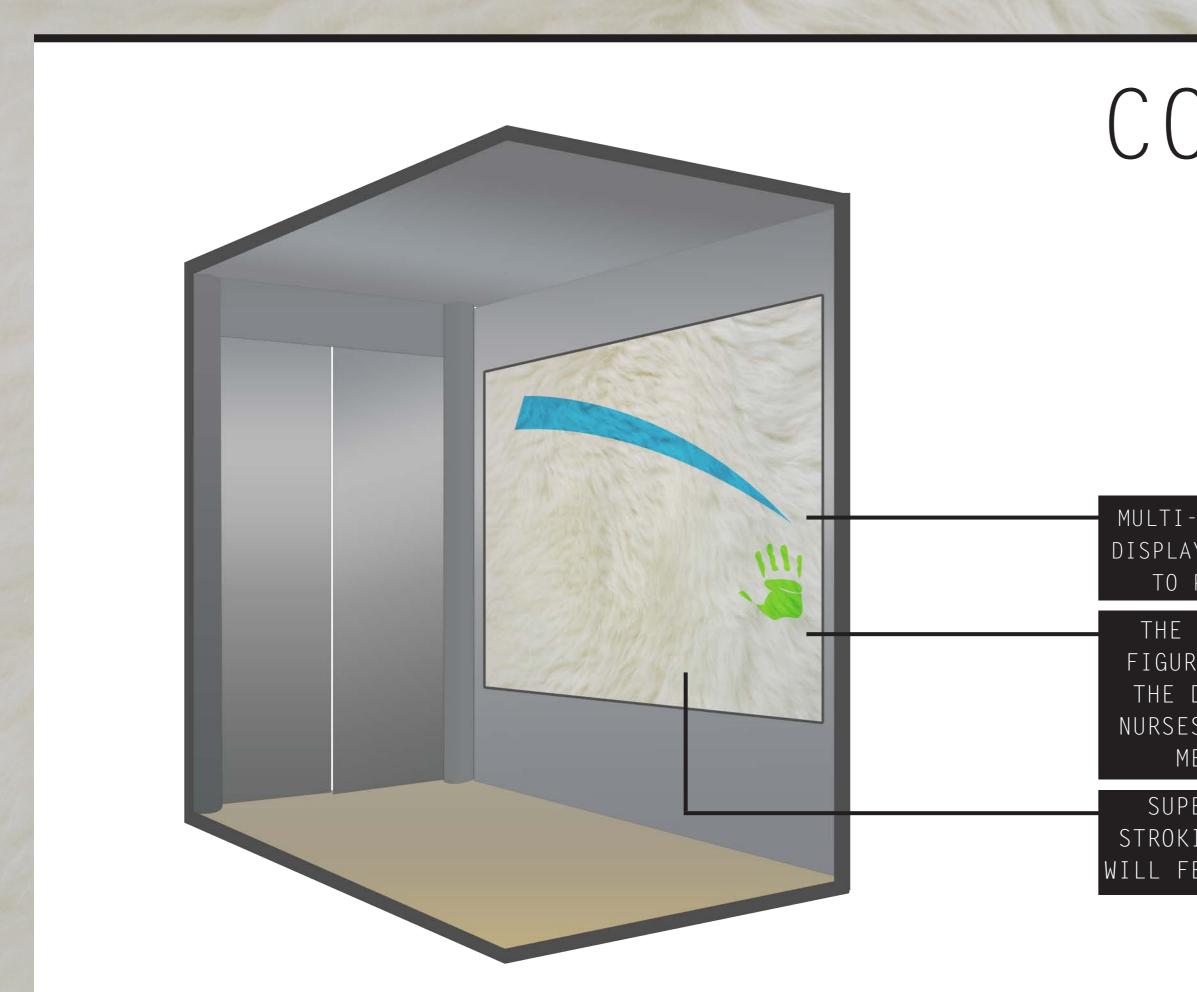
DESIGN DILEMMA







CONCEPT



CONCEPT

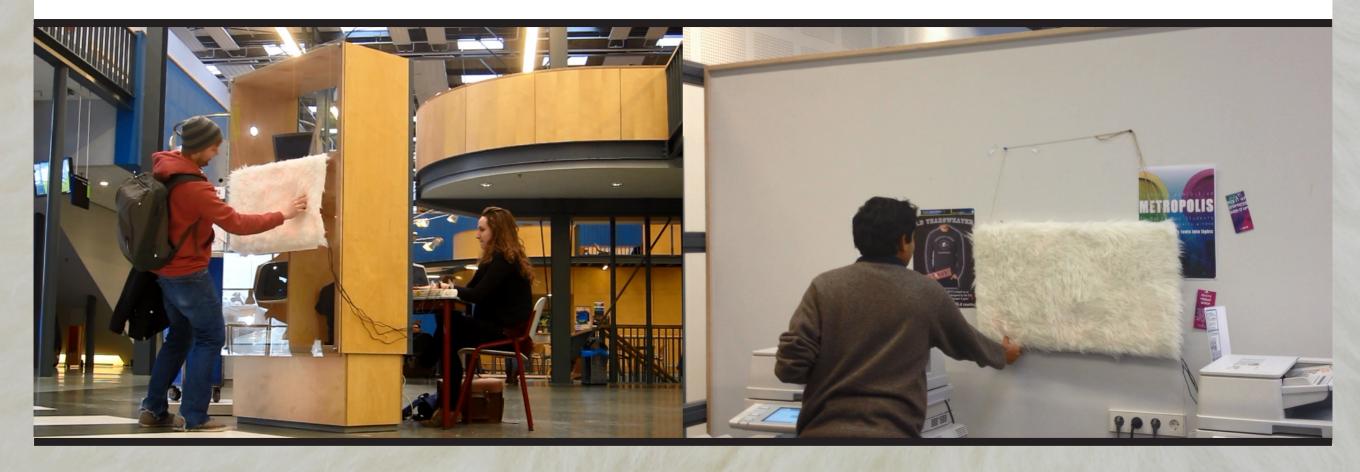
MULTI-TOUCH FURRY DISPLAY FOR NURSES TO PLAY WITH

THE TEXTS AND FIGURES STAY ON THE DISPLAY SO NURSES CAN LEAVE MESSAGES

SUPER SOFT -STROKING THE FUR WILL FEEL RELAXING

TESTING THE CONCEPT

COULDN'T TEST WITH THE NURSES / INTERVIEWED TWO NURSES / TESTED AT TWO LOCATIONS AT IDE / NINE PARTICIPANTS / SOME STROKING THE FUR, OTHERS WALKING BY



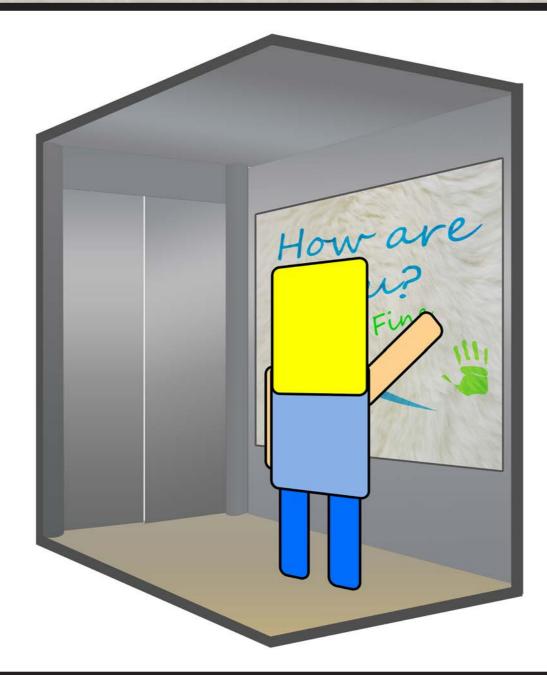
DOES THE CONCEPT FIT THE INTERACTION VISION?

ATTRACTIVE? RELAXING? ENJOYABLE? DISTRACTING?



ADAPTATIONS AND RECOMMENDATIONS

TEST THE INTERACTION WITH THE NURSES / TO MEASURE THE EFFECTS, A LONG TERM STUDY IS NECCESARY / DON'T DISTRACT FROM THE ANNOUNCEMENTS WHILE STILL BEING NOTICABLE / TEST THE RESPONS OF ELDERLY AS WELL



I BELIEVE THIS PRODUCT WILL DISTRACT THE NURSES FROM THEIR STRESS, CAUSING THEM TO FEEL MORE RELAXED. THE FUN INTERACTION WITH THE PRODUCT WILL MAKE THEM FOCUS ON THE MOMENT

ESTHER