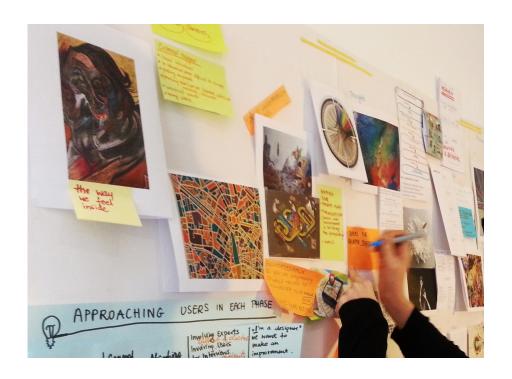
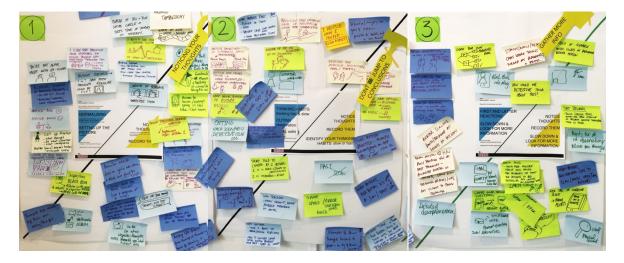
## Outputs from the *Develop* Phase of the Design Research

Concept generation.





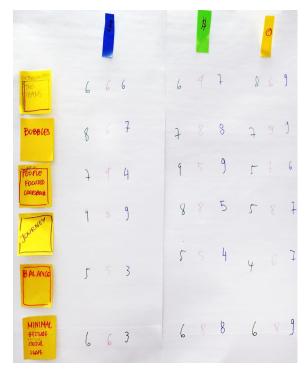


## Concept development.



# Concept evaluation.



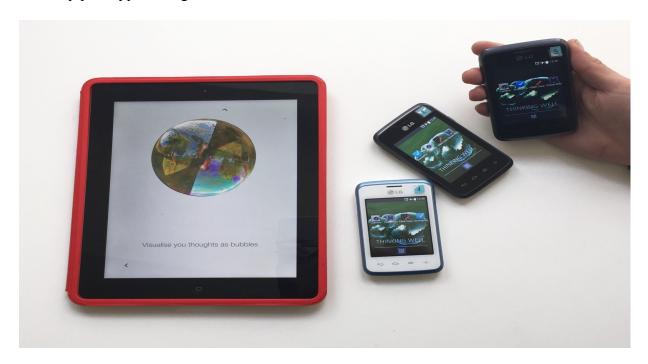




## Narrative prototype testing.



## Modality prototype testing.





### Modality monitoring prototype feedback.

Theme	Comments
Enjoyment	I liked doing it, good to have something to do.
	It was good because it felt like people were keeping an
	eye on me and were being protective.
	I really enjoyed it. Really liked the survey and recorder.
	Found the recording much easier to just say how I felt.
Acceptability	The phone helped me to get my upsetting thoughts out
	of my head and distract me.
	I felt better after entering things into the phone about
	feeling stressed.
	Sometimes it felt a bit much, needed a bit of space from
	it but got more used to it.
	I worried about how secure it was. All the apps were
	good, voice recorder probably the best.
	It helped listening to recordings to recognise what is
	difficult and feel like thoughts are being acknowledged.
	I wanted to record generally how things were going,
	have a survey that captures positive as well as negative
	thoughts.
Usability	It was easy to do. I'm not good with phones but it was
	all right.
	I preferred it to writing things down on paper. The
	phone was 1000x better than having to write things
	down. The apps are short and to the point. I can
	answer without having to think too hard.
	The voice recorder recorded me when I didn't ask it too
	- not sure if I pressed record by mistake. I got very,
	very paranoid as a result.
	The survey didn't work which was very frustrating.
	It's harder to use the phone when feeling low.

