

Outputs from the *Develop* Phase of the Design Research

Concept generation.



Concept development.



Concept evaluation.



	6	7	8	9
EXTRACTS FROM TWO TEAMS	6	6	6	6
BUBBLES	8	6	7	7
PEOPLE FOCUSED COURSEBOOK	7	9	4	9
JOURNEY	9	3	9	9
BALANCE	5	5	3	3
MINIMAL GESTURE COLOUR SHAPE	6	6	3	3

Narrative prototype testing.



Modality prototype testing.



Modality monitoring prototype feedback.

Theme	Comments
Enjoyment	<p>I liked doing it, good to have something to do.</p>
Acceptability	<p>It was good because it felt like people were keeping an eye on me and were being protective.</p> <p>I really enjoyed it. Really liked the survey and recorder. Found the recording much easier to just say how I felt.</p> <p>The phone helped me to get my upsetting thoughts out of my head and distract me.</p> <p>I felt better after entering things into the phone about feeling stressed.</p> <p>Sometimes it felt a bit much, needed a bit of space from it but got more used to it.</p> <p>I worried about how secure it was. All the apps were good, voice recorder probably the best.</p> <p>It helped listening to recordings to recognise what is difficult and feel like thoughts are being acknowledged.</p> <p>I wanted to record generally how things were going, have a survey that captures positive as well as negative thoughts.</p>
Usability	<p>It was easy to do. I'm not good with phones but it was all right.</p> <p>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.</p> <p>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.</p> <p>The survey didn't work which was very frustrating.</p> <p>It's harder to use the phone when feeling low.</p>