

# Goal: Tying Ideas Together

## Session 9

### LEARNING OBJECTIVES

- Teens gain critical thinking and analysis skills
- Teens build confidence in decision making

Teen well-being concepts are noted using the following key:

**M** = Mental well-being   **P** = Physical well-being   **E** = Emotional well-being   **S** = Spiritual well-being

### Software used in this session:

- [CoSpaces.edu](https://cospaces.edu)
- [Zoom](https://zoom.us)
- [Miro](https://miro.com) and [Session Example](#)

In this session co-designers have the chance to see all of their ideas since the design sprint in one place on a development board (a document to guide the developers on what the VR experience should look like, including interactions). Prior to this session you will want to gather all of the ideas into one of these boards so the co-designers can review, comment, and iterate. With at least one other person on your team, review all of the documents and materials created during the design sprint(s) and look for the main/big ideas that the co-designers discussed and wrote about. This will help you to determine the core ideas that the VR experience should focus on and ultimately what the experience is about.

A good way to get started is to look through the design ideas with the most votes and consider their similarities to identify potential core ideas. Then, you want to create the other sections of the board which include the VR interactions discussed, the way the VR will look, and the overall goal of the experience. Create each development board section as best you can. Don't worry about getting everything perfect as the VR experience is built, changes and iterations will naturally take shape. Feel free to take some artistic license while at the same time keeping the core ideas of the co-designers intact. With these pieces in place you can complete the "scenes" for the VR experience narrative.



**There are so many places we can go from here. We plan to continue to use things like CoSpaces and other apps to work with teens using codesign principles.”** – FPLMA Reflection



### Reminder:

**It is key to have a good demo of the VR tool that will be used. The demo should be concise and provide key elements regarding interface, interactivity, and how to use the platform effectively so everyone is able to contribute without too many technology related barriers**

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ACTIVITY	FACILITATION	TECH	MENTALHEALTH & WELL BEING
<b>Start the meeting</b>	Welcome everyone to the session.	Zoom Miro	
<b>Open with the QotD</b> 5 MINS	For this session's QotD you can focus on a question that gives the co-designers a chance to think about what they look for in a gaming experience. For example, "What makes a game fun and/or relaxing for you?" This is a good entry into talking about the game they will create in VR.	Zoom Miro	<b>M E S</b>
<b>Review the agenda</b> 5 MINS	Go over the agenda and see if there are any questions before getting started.	Zoom Miro	
<b>CoSpaces Edu</b> 25 MINS	<p>Remind the co-designers that they used CoSpaces in the last session and let them know they will be working with CoSpaces again and this time working on using CoSpaces to work on a challenge that you see having a connection to the core ideas co-designers have been working on/with.</p> <p>The CoSpaces work will be in three parts:</p> <ul style="list-style-type: none"> <li>• Part 1: 10 minutes of building in co-spaces in the small group</li> <li>• Part 2: 10 minutes to test on Quest</li> <li>• Part 3 1 minute per group to highlight what they worked on in CoSpaces</li> </ul> <p>After explaining the challenge and the three parts of the CoSpaces activity put the co-designers into groups of 3 or 4. Give them 25 minutes to complete parts 1 and 2 mentioned above. After 25 minutes bring the co-designers back and facilitate Part 3 above.</p>	Zoom CoSpaces	<b>M P E S</b>
<b>Exploring the Development of the VR Experience</b> 10 MINS	Explain that the Miro Board includes a section that highlights the work that's been done and the decisions that have been made since the design sprint. Give the co-designers 10 minutes to review each of the "Development Boards" and consider all the work that's been done since the Sprint. Once the co-designers review the boards open up the conversation to questions and comments about what's under development. Give the group a chance to think about what needs to be explained and/or explored more.	Zoom Miro	<b>M E S</b>

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<b>Bringing the Core Ideas Together (Optional)</b>	<p>This step is necessary only if you have more than one core idea. While the teens may relate to more than one core idea and the developers may want to build out more than one core idea, you may decide to begin more simply and focus on only one. A single core idea for the VR experience will enable the co-designers and the developers to focus more specifically on the features of that one idea.</p> <p>[Note: The following is only required if you are working with more than one core idea.] Explain to the co-designers that the next step is to think about the ideas they have to bring the two core ideas, they've been working on and talking about in previous sessions, together.</p> <p>Give the co-designers five minutes to post their answers to the question, "How can we tie our two ideas together" on the Miro Board for the session. Before the co-designers get started give them a couple of examples so that they have a sense of the different ways the question can be answered.</p>	Zoom Miro	<b>M E S</b>
<b>The Features that will Make it Work</b> 5 MINS	<p>Next on the Miro Board co-designers will have five minutes to add post its to answer the question "What features are necessary to make this an experience you keep coming back to?" As you introduce this part of the session remind the co-designers about what they said during the QotD about what made games fun and relaxing. These "features" that they talked about maybe features they would like to consider for the VR experience they are developing. Give the co-designers 5 minutes to add their post its to the Miro Board.</p>	Zoom Miro	<b>M E S</b>
<b>Mental Health and the Core Ideas</b> 10 MINS	<p>In the last pre-voting five minutes of this activity in this section of the session, ask the co-designers to add their thoughts to the Miro Board in response to the question, "How do we provide space for the spectrum of mental health when a user is in the experience?" You may give an example such as, not making the experience too achievement oriented so that the player feels good about their wins and accomplishments.</p>	Zoom Miro	<b>M E S</b>
<b>Casting a Vote</b> 5 MINS	<p>Give the co-designers a chance to vote for their favorite ideas on the Miro Board for each of the questions. For each question the co-designers will have three dots to use to cast their vote - either putting multiple dots on one item or single dots on several items.</p>	Zoom Miro	<b>M E S</b>

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<b>VR Build Review</b> 10 MINS	Thank the co-designers for their work so far and then hand the session over to the development team to talk about the most current build of the VR experience. The team may show a video of the current build and discuss what's been updated, added, etc.	Zoom Miro	<b>M E S</b>
<b>VR Build Feedback</b> 10 MINS	Once the co-designers have had a chance to look at the current build they will answer a set of questions, on the Miro Board, while again watching the video review.  The VR developers will show the video and teens will take notes on the Miro Board. The first question they will focus on is: <ul style="list-style-type: none"> <li>• How easy was it to understand the mechanics of the experience?</li> </ul> <p>After posting answers that question, have the co-designers again watch the video and answer the question:</p> <ul style="list-style-type: none"> <li>• What did you think was fun about the most recent test build?</li> </ul> <p>Then the co-designers will watch the video of the build one more time and answer the question:</p> <ul style="list-style-type: none"> <li>• What other interactions or features would you like to see in the experience now that you've seen the current build?</li> </ul>	Zoom Miro	<b>M E S</b>
<b>Reflection</b> 5 MINS	Give the co-designers a chance to reflect on the design session activities and write comments about their experience in the session. Co-designers can reflect on the difficulty of each of the parts of the design session.	Zoom Miro	<b>M E S</b>
<b>Closing</b> 5 MINS	Thank the designers for joining and participating in the session and let them know what's coming next.	Zoom Miro	

