Step-It-Up

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MISSION STATEMENT
Create a mobile app that motivates teenage (13-18) cancer care patients at Seattle Children's Hospital to improve their health through physical activity.

BACKGROUND
• Currently, Seattle Children's Hospital is having trouble motivating older patients into participating in physical therapy
• By engaging patients with a mobile app, we hope to improve the engagement and health of our target audience

THE DESIGN PROCESS
• To effectively motivate teens, we need an app that engages while still feeling mature.
• To understand our user’s needs, we collected data from surveys and used existing research from the previous year to help us understand what patients want.
• With the data collected, our final design settled on creating an app that translates exercises into progress on a gameboard. On that gameboard, one can earn in-game currency which they can redeem for flowers, shrubs, trees, and other accessories to decorate their virtual garden. As their progress grows, so does their garden.

NEXT STEPS
• Finalize the design of the game board; create appropriate shop items and implement a game design that promotes progress at all stages of a patient’s experience.
• Develop the app. Development team and design team will continue to work together to ensure design specifications are met

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