

The Grief Experience

Encouraging Conversations

Introduction

Everyone has a different way to heal and people lend a helping hand differently as well. By exploring the space of grief and loss, what are potential ways to help each other understand and acknowledge grief and loss in our lives and in the lives of those we care about?

Opportunity

How might we improve the grief experience to help people *process their feelings* about loss and grief?

How might we encourage conversations around grief, loss, and emotions?

Objective

With this project, I aim to gain insight and improve the grieving experience for those who have experienced loss. Through this process, I will also learn about people's stories and perspectives on the topic.

Considerations

- Do individuals want to improve the grief experience?
- What's the most effective medium to communicate heavier topics?
- There are many types of grief; is it smart to explore all types or be more holistic?

Timeline (Fall 2019)

Week #	Dates	Tasks	Deliverables
Week 1	Sept. 16-20	Project Begins	<ul style="list-style-type: none"> - 5 initial ideas with varying topics - Narrow down and begin learning about topic
Week 2	Sept. 23-27	Schedule Interviews	<ul style="list-style-type: none"> - Schedule interviews - Find resources and people who can refer me to specialists - Brainstorm HMW statements - Brainstorming session
	Sept. 27	Interview Matt. T	
Week 3	Sept. 30 - Oct. 4	Initial Thesis Ideas	<ul style="list-style-type: none"> - Explore topic - Start finding themes to explore
	Oct. 1	Interview Terrance W.	
	Oct. 2	Excursion: Mini golf @ Stagecoach Greens & Color Walk @ Berkeley	
	Oct. 3	Interview Jasmine L.	
	Oct. 4	Topic Exploration: Gaming	<ul style="list-style-type: none"> - Led by Alvin, Tia, Tiger, Sherrie
Week 4	Oct. 7-11	Synthesis & Insights	<ul style="list-style-type: none"> - Synthesize data from interviews - Come up with key insights - Rough prototypes
	Oct. 11	Topic Exploration: Education	<ul style="list-style-type: none"> - Led by Asher, Jay, Claire, Anchi
Week 5	Oct. 14-18	Inspiration & Brainstorming	<ul style="list-style-type: none"> - Research and find inspiration from existing projects - Research and learn about grief (and different types) - Brainstorm ideas - Prototype a board game around navigating grief

			- Begin user personas
	Oct. 18	Topic Exploration: VR/AR	- Led by Hridae, Ruitao, Jackie, Yuan
	Oct. 18	Rubric Review 1	
Week 6	Oct. 21-25	Primary/Secondary Research & Ideation	<ul style="list-style-type: none"> - Primary research with those who have experienced grief, working on projects around grief - Secondary research on existing projects around grief and game design - Ideation for game concepts - Feedback on concepts
	Oct. 23	Interview Sarah Davis	
	Oct. 25	Topic Exploration: Mental Health	- Led by Natalia, Will, Tai, Rita
Week 7	Oct. 28 - Nov. 1	Paper Prototype & Secondary Research	<ul style="list-style-type: none"> - Secondary research on existing projects around grief and loss - Ideation for game concepts - Paper prototype 1 - Paper prototype 2
	Nov. 1	Topic Exploration: NUI	- Led by Grace, Nathalia, Elijah, Jimmy
Week 8	Nov. 4-8	Gameplay Development	- Develop the garden concept and try to make it playable
	Nov. 8	Topic Exploration: Sound in Design	- Led by Eugina, Kendra, Heather
	Nov. 8	Rubric Review 2	
Week 9	Nov. 11-15	Prototyping & Testing: Gameplay	<ul style="list-style-type: none"> - Start visual identity - Refine actual gameplay: boards, cards, tokens, players
	Nov. 15	Topic Exploration: Sustainability	- Led by Natasha, Jamie, Jieying, Tara
Week 10	Nov. 18-22	User Testing & Concept Pivot	- User testing and receive feedback (2 rounds)

			<ul style="list-style-type: none"> - Ideate new concept for card game
	Nov. 22	Topic Exploration: Transportation/Way finding	<ul style="list-style-type: none"> - Work with Omar and Jessica for topic presentation and demo
Week 11	Nov. 25-29 (Thanksgiving Break)	Card Creation & Testing	<ul style="list-style-type: none"> - Print cards - Update cards
Week 12	Dec. 2-6	User Testing & Refining Rules	<ul style="list-style-type: none"> - Update cards - User testing and receive feedback (2 rounds) - Refine rules
	Dec. 5	Rubric Review 3	
Week 13	Dec. 9-13	Semester 1 Final Project Update	<ul style="list-style-type: none"> - Demo - Slide deck - Video

Timeline (Spring 2020)

Week #	Dates	Tasks	Deliverables
Week 1	Jan. 20-24	Update Project Brief	<ul style="list-style-type: none"> - Update project brief to match the current status of the project - Refine visual identity
Week 2	Jan. 27-31	User Testing + Feedback	<ul style="list-style-type: none"> - Receive feedback from Kate and implement critique
Week 3	Feb. 3-7	User Testing + Feedback	<ul style="list-style-type: none"> - Round of user testing & implement critique
Week 4	Feb. 10-14	Last User Testing + Final Card Design	<ul style="list-style-type: none"> - Final version of cards - Final version of rules
	Feb. 14	Rubric Review 1	<ul style="list-style-type: none"> - 5-7 minute presentation + crit - Address what your project is focused on, who it is for, what you've learned over time, and what you think the solution is.

Week 5	Feb. 17-21	Website Wireframes	
Week 6	Feb. 24-28	Website Iterations	
Week 7	Mar. 2-6	Website Final Screens	
Week 8	Mar. 9-13	Prototype or Interactive Version	
	Mar. 13	Rubric Review 2	<ul style="list-style-type: none"> - 5-7 minute presentation + crit - Address what your project is focused on, who it is for, what you've learned over time, and what you think the solution is.
Week 9	Mar. 16-20	Packaging Design + Unboxing Experience	
Week 10	Mar. 23-27 (Spring Break)		
Week 11	Mar. 30- Apr. 3	Exhibition Ideation	
Week 12	Apr. 6-10		
Week 13	Apr. 13-17	Exhibition Design?	
Week 14	Apr. 20-24		
Week 15	Apr. 27- May 1	Video?	
Week 16	May 4-8		
	May 16	Graduation	