



# POVs and Experience Prototypes



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# Problem Domain

Studio: Learning & Education

# Learning Disabilities

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# Initial POV

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- We met Jordan Kortenhoven, a 24-year-old woman with autism and Nonverbal Learning Disorder
- We were surprised to learn she has trouble making exact change and someone had once tricked her
- It would be game-changing to help her make exact change

Initial POV



New POV #1

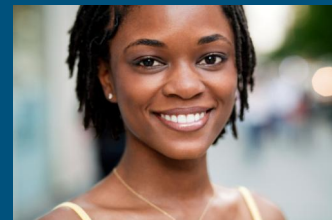


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# Revised POVs

# POV 1

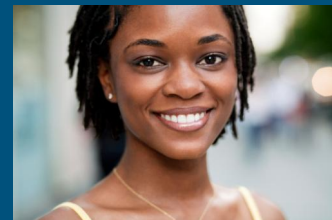
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- We met Jordan Kortenhoven, a 24-year-old woman with autism and Nonverbal Learning Disorder
- We were surprised to find that Jordan has difficulty making basic number calculations which affects telling time and calculating change
- It would be game changing to make it easier for Jordan to make basic number calculations in order to perform daily tasks independently

# POV 2

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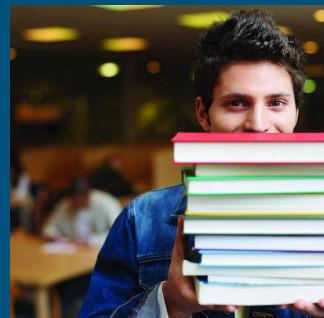


- We met Jordan Kortenhoven, a 24-year-old woman with autism and Nonverbal Learning Disorder
- We were surprised to discover she was good at finding her way around familiar places using landmarks despite her lacking a sense of direction
- It would be game changing to formalize her landmarking techniques to help others with a poor sense of direction travel independently in unfamiliar places

# POV 3

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- We met Bob Smith, a USC student with ADD
- We were surprised to learn it was easy for him to focus on material he liked and learn more than what was presented in class
- It would be game changing to create a learning environment in which Bob can feel more engaged and acknowledged





# Top HMW statements



## HMW 1

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How might we make it easier  
for Jordan to pay?

## HMW 2

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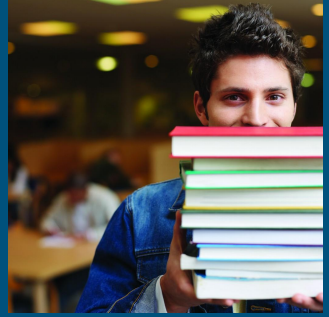


How might we help Jordan understand how much time has passed?

## HMW 3

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How might we help teachers gauge, and therefore teach, what students are interested in?

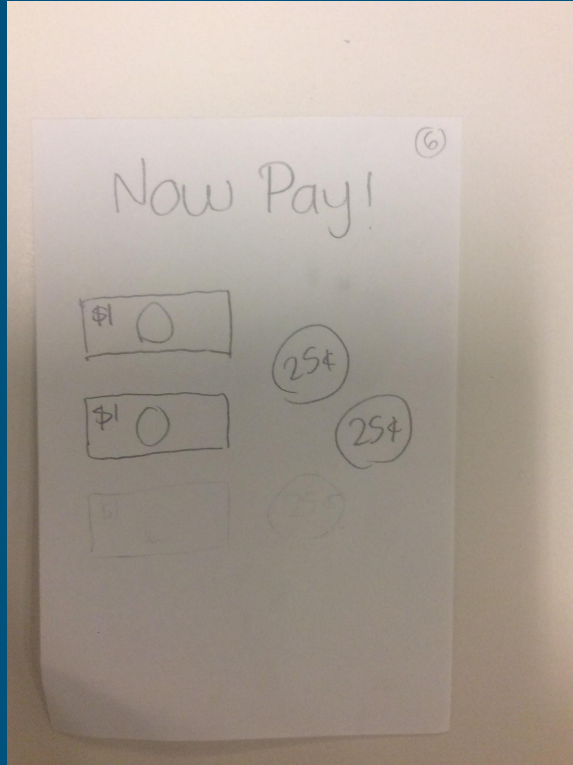


# Experience Prototypes

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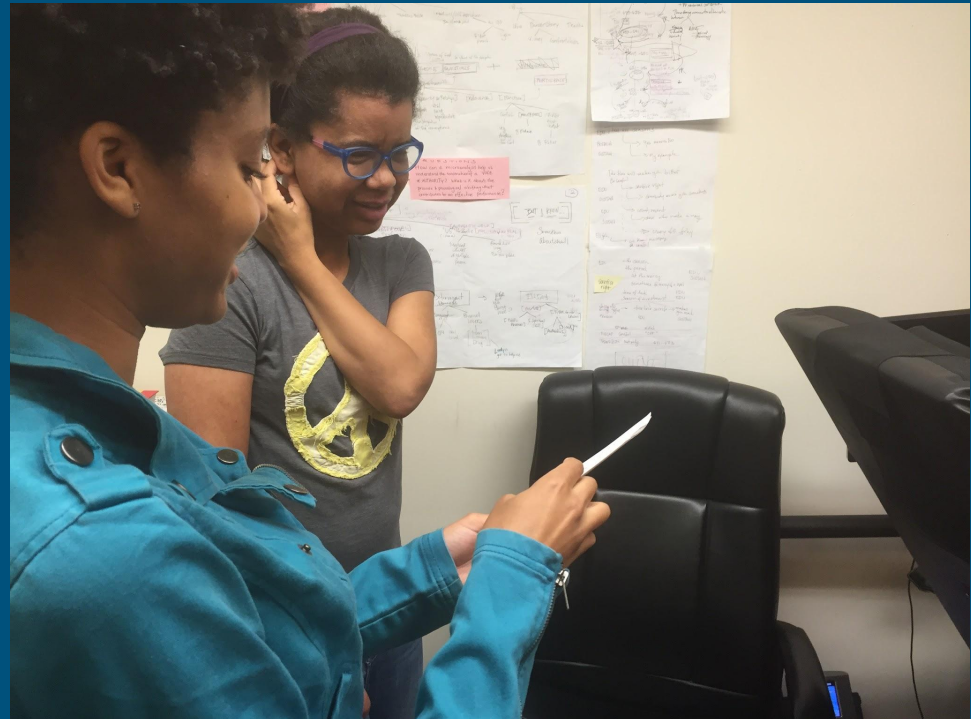
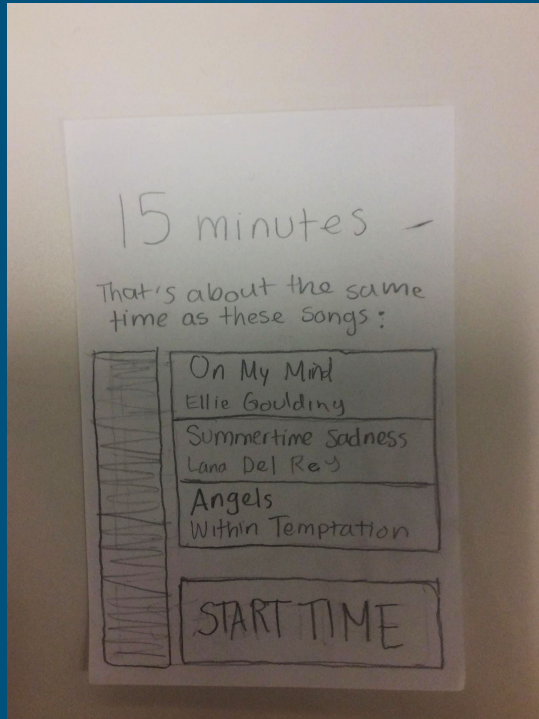
# Prototype 1: app to learn money visually

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# Prototype 2: alternative format timer app

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# Prototype 3: app to crowdsource lesson plans

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