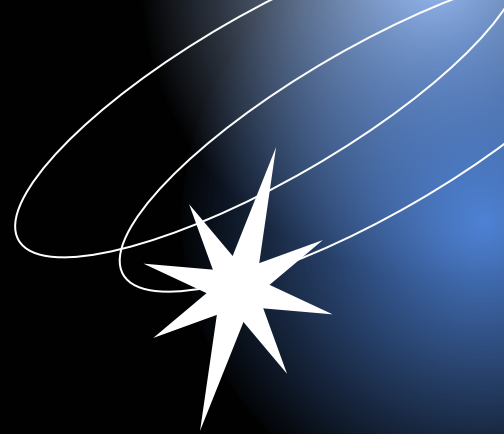


RECOVERY BOARD

empowering individuals
throughout concussion recovery



RECOVERY BOARD

empowering individuals
throughout concussion recovery

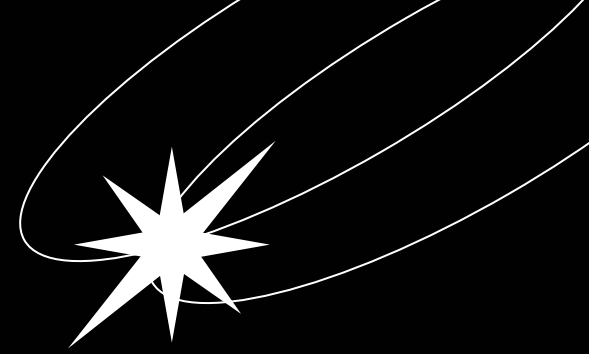
THE PROBLEM

While concussions directly impact one's physical health, mental and emotional impacts are often overlooked, with those recovering from concussions often expressing feelings of isolation and lowered perceptions of self.

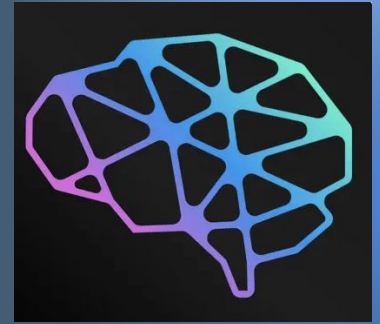
Recovery Board works to meet the emotional needs of individuals healing from concussions, providing a space for users to reflect on one's well-being and connect with others.



MARKET RESEARCH



CONCUSSION TRACKER



DESCRIPTION

- allows for others to follow the individual's recovery
- offers resources on finding a clinic, scheduling baseline testing, etc

DRAWBACKS

- targeted specifically at athletes
- solely targeted on physical recovery

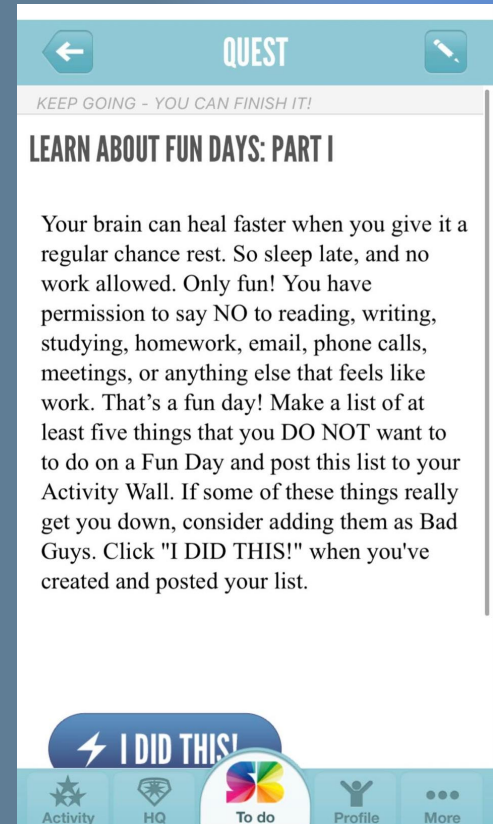
SUPERBETTER

DESCRIPTION

- gamifies mental wellbeing
- aimed to “help build personal resilience”

DRAWBACKS

- not directly related to medical recovery/physical health
- clunky UI
- not personalizable



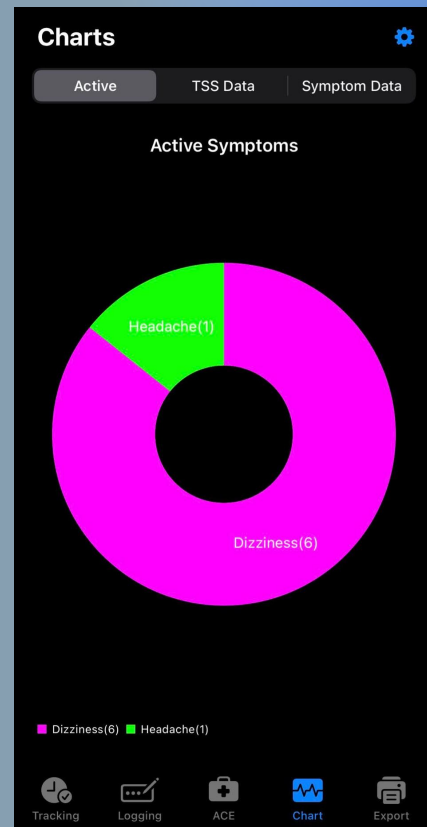
CLOCK CONCUSSION

DESCRIPTION

- tracking symptoms + visualizing concussion progress
- daily reminders to log symptoms

DRAWBACKS

- only concerned with physical symptoms, no focus on mental health
- clunky UI



OUR VALUES

BALANCE

- acknowledging the emotional toll that accompanies recovery + emphasizing mental health as a priority alongside physical health
- users log physical recovery + emotional state

EMPOWERMENT

- combatting feelings of inadequacy
- offering reflection prompts that emphasize a positive mindset

COMMUNITY

- ensuring users do not feel alone in the recovery process
- offering community between users + ways for personal connections to interact w/ one's recovery board

SIMPLE TASK



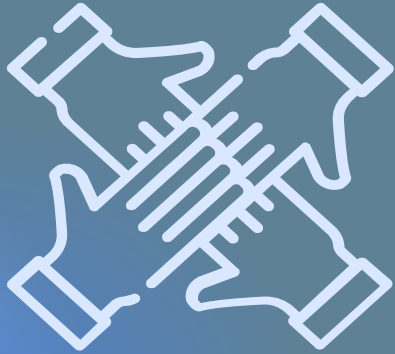
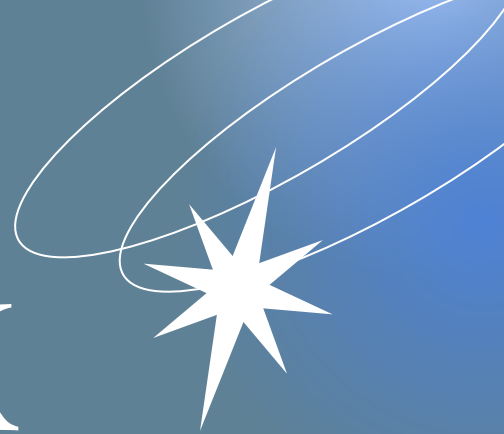
recording and keeping track of daily
symptoms + emotional wellbeing

MODERATE TASK



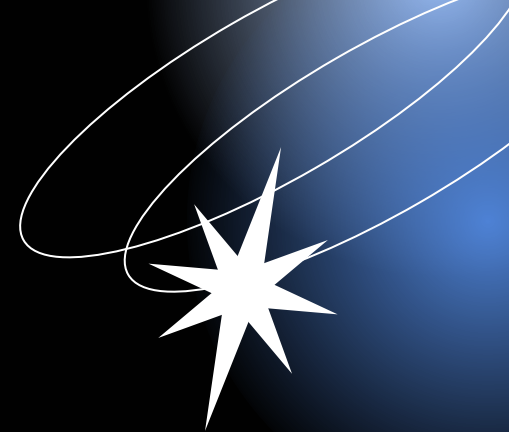
analyze symptoms and gain insights
into one's recovery journey

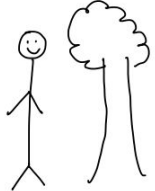
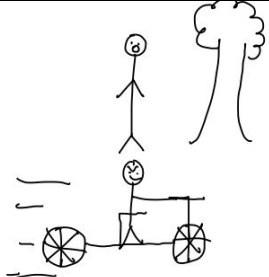




COMPLEX TASK



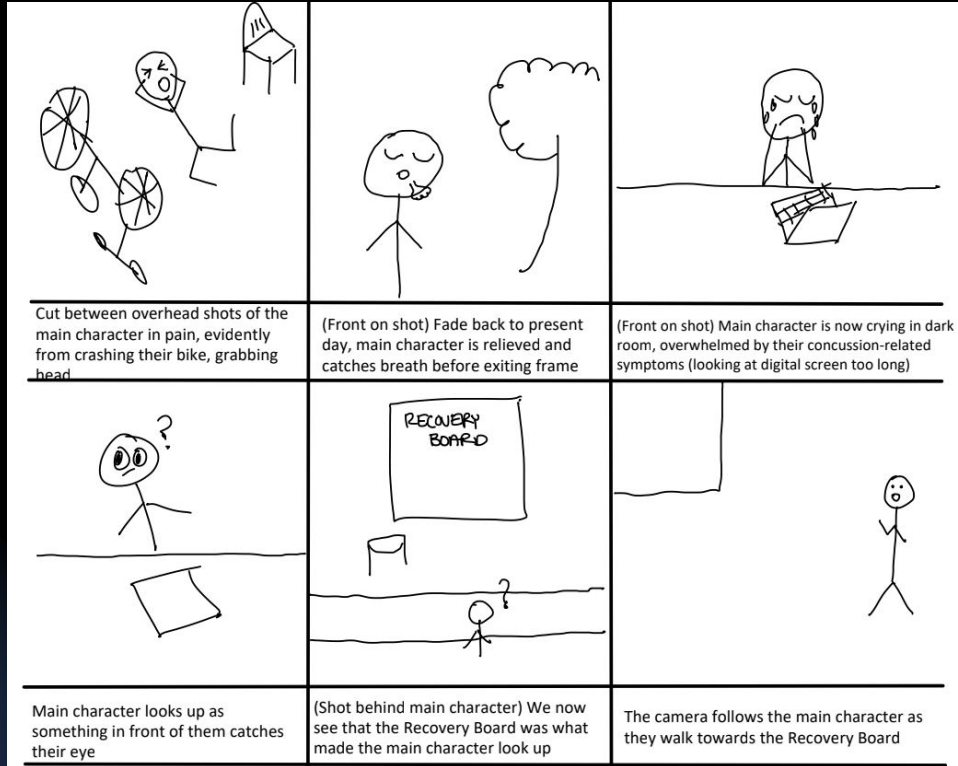
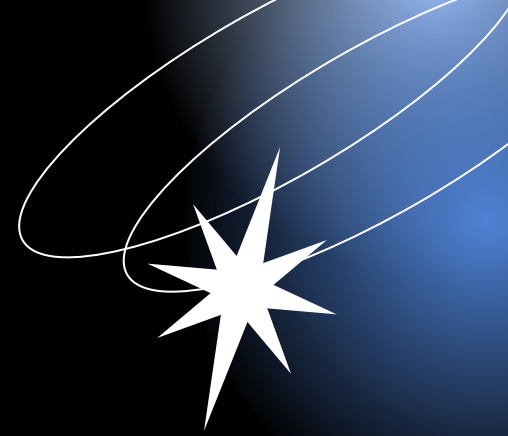
connect with others recovering from
concussions + share insights with
personal connections

STORYBOARD

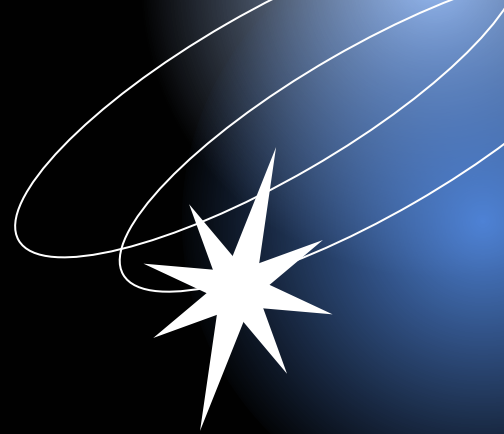


		
(Front on) Main Character walking towards camera	Bike rushes past, almost hitting main character	(Zooms to tighter shot) Main character is startled / scared, triggering flashback
		
(Flashback begins) Main character biking towards camera	Chair flies through frame	(Tight shot) Main character has no time to react

STORYBOARD

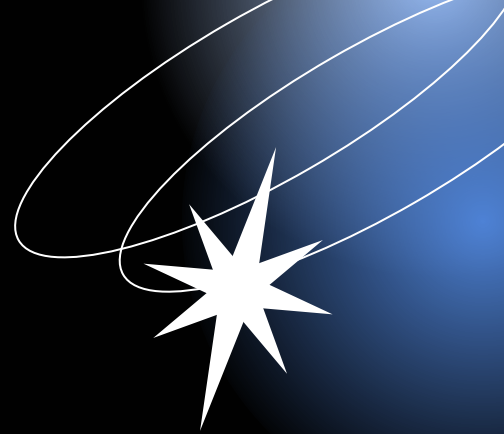




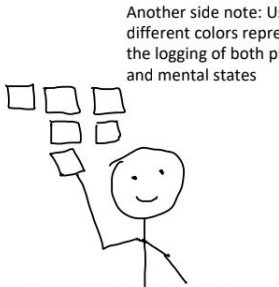


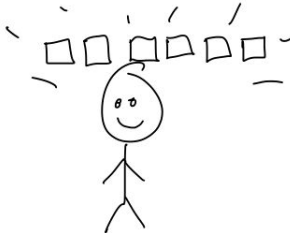
STORYBOARD



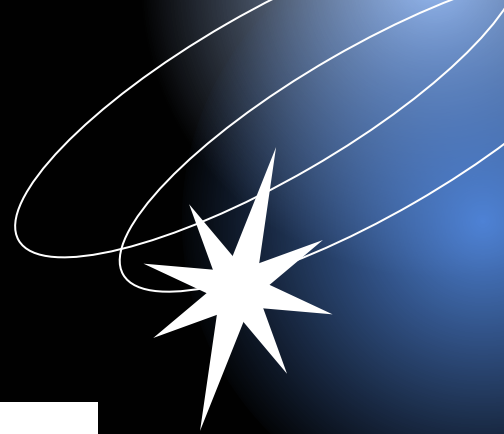
<p>Main character reaches to grab for a sticky note and marker</p>	<p>Camera zooms in to main character's hands to see that they have written "I feel like a burden" on the note</p>	<p>Camera is behind main character as they reach up to put their first note on the Recovery Board</p>
		<p>Side note: The passage of days with different emotions represent a non-linear progression of physical and mental health</p>
<p>Camera now views main character's face. Lights turn on as soon as the note is placed on the Recover Board</p>	<p>Main character wears new clothes. They update Recovery Board with a smile. New clothes indicate passing of days (montage)</p>	<p>Main character updates Recovery Board looking sad</p>


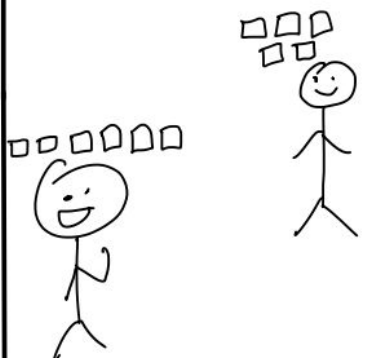
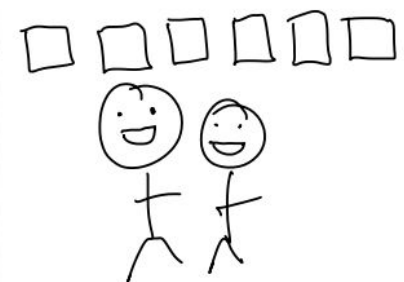
STORYBOARD



		
<p>Main character updates Recovery Board with happiness</p>	<p>Main character updates Recovery Board looking angry</p>	<p>Main character updates Recovery Board with a smile</p>
		
<p>(End of montage, still a front on shot) Main character is satisfied with the Pannels they created</p>	<p>Main character rearranges the sticky notes to organize their Recovery Board</p>	<p>Main character looks content with their now organized Recovery Board</p>

STORYBOARD



		
<p>Something out of the camera frame catches the main character's attention</p>	<p>Camera switches to side view of main character. Main character gestures to someone with their own board to come over</p>	<p>(Front on shot)The two characters join so they can view the main character's board together</p>