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CS 247 - P4.2 Brainstorming and focus

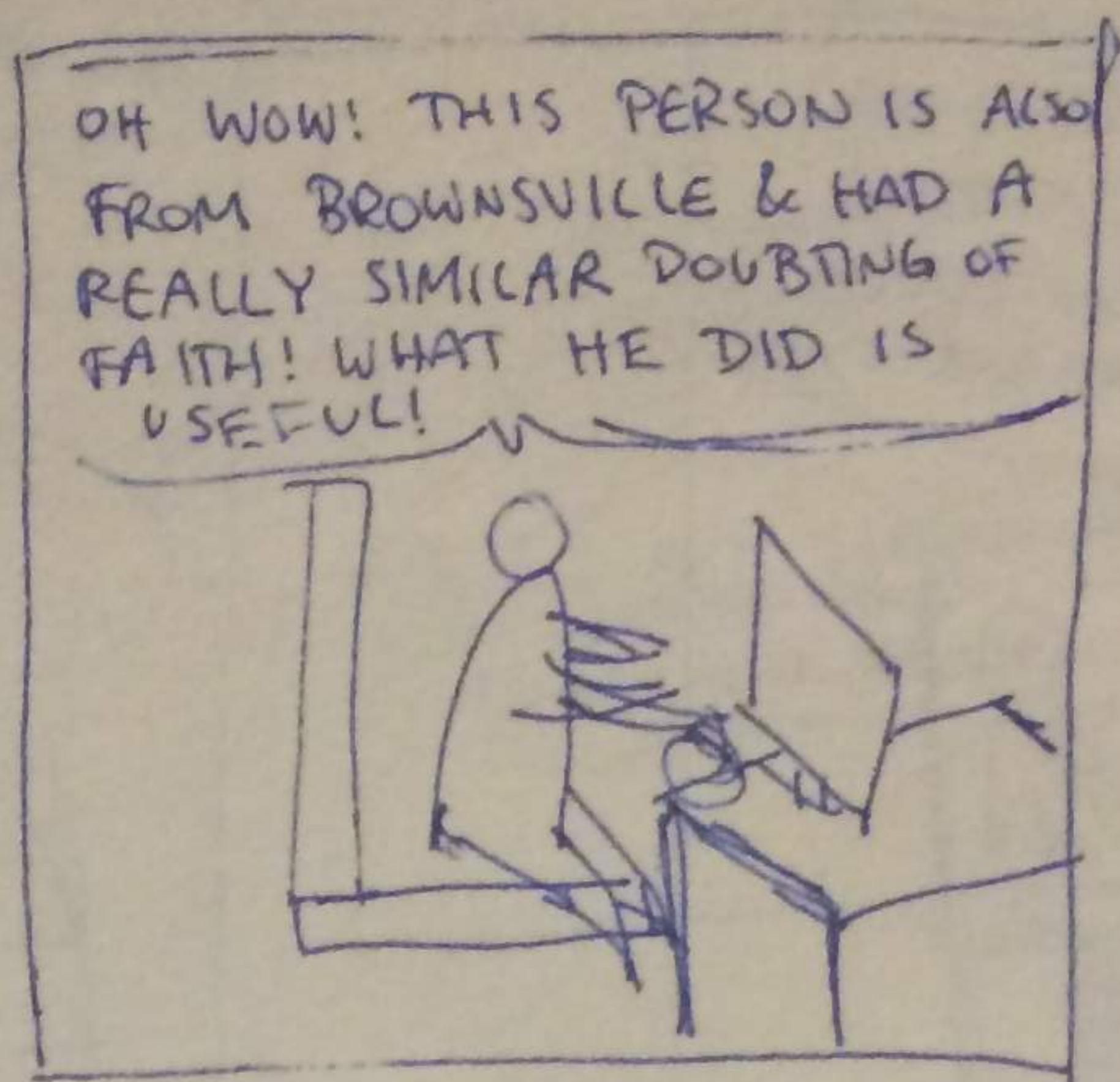
# Brainstorming

HMW connect young adults to their family history.

Idea: • Collect people's stories of faith and aggregate them  
• people can search/sort by locations of origin, ethnic bkgd, etc.



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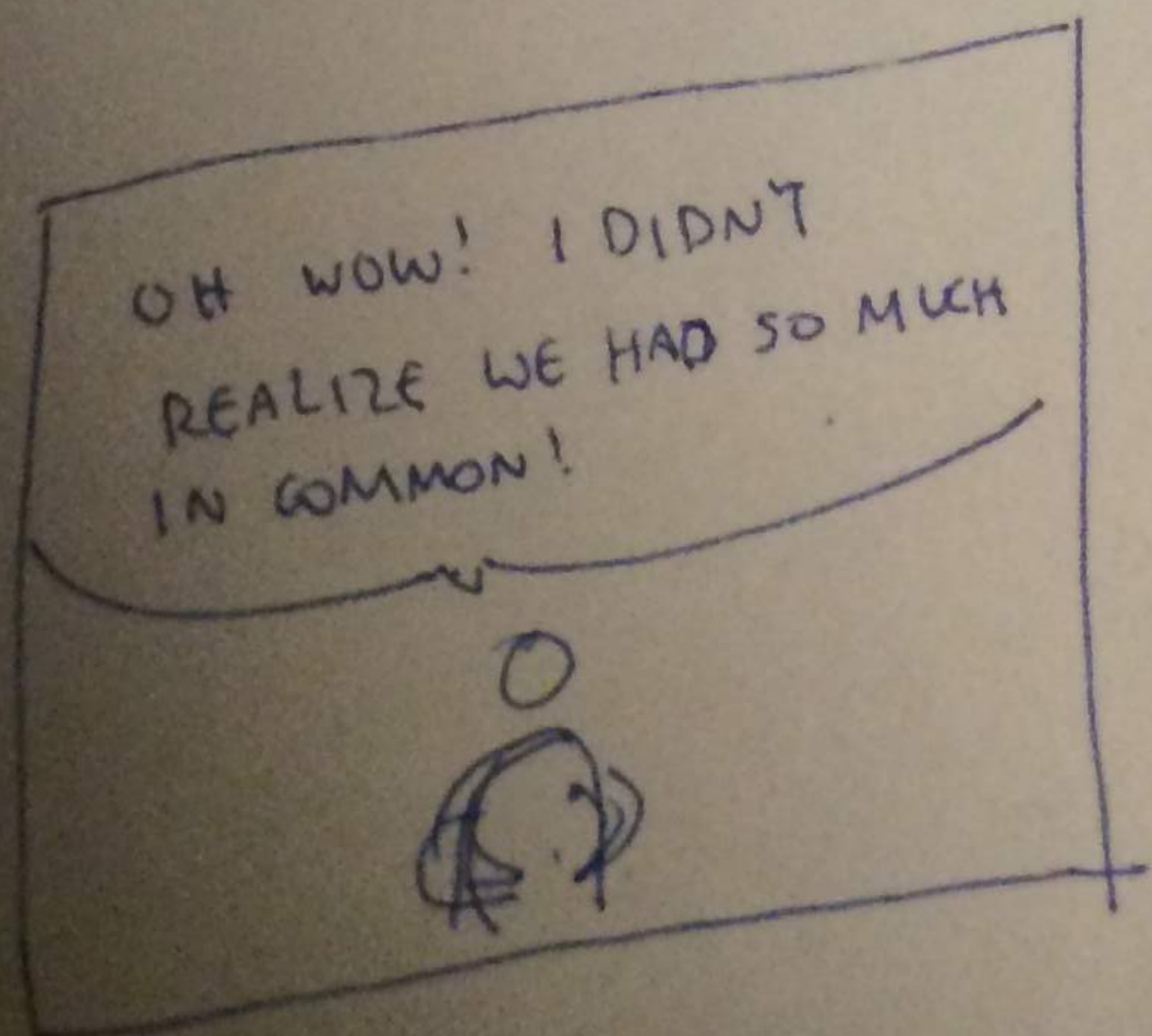
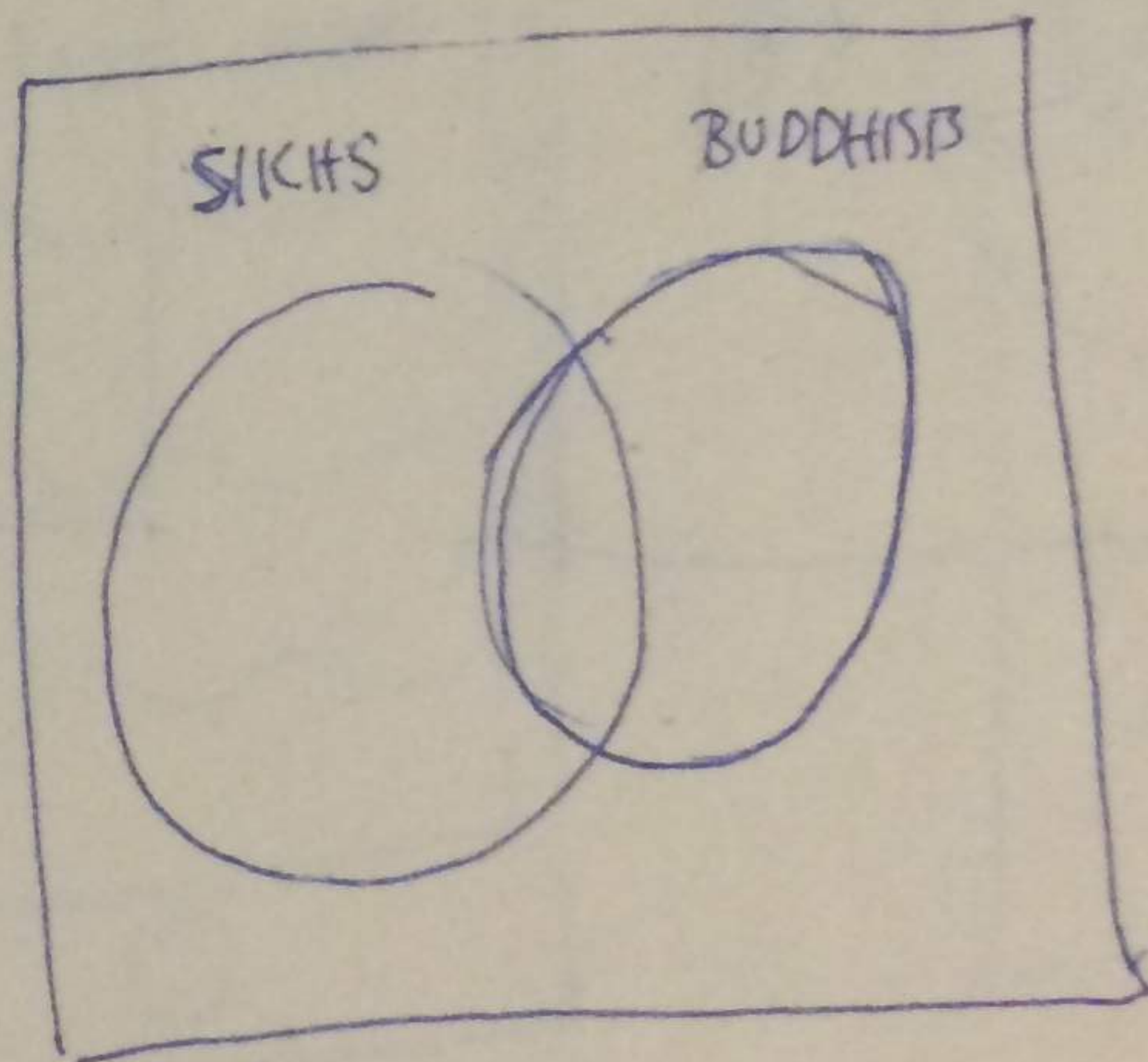
(2)

HMW help people of different faiths find core similarity in beliefs?

Idea: Visualize similarities/differences between religions

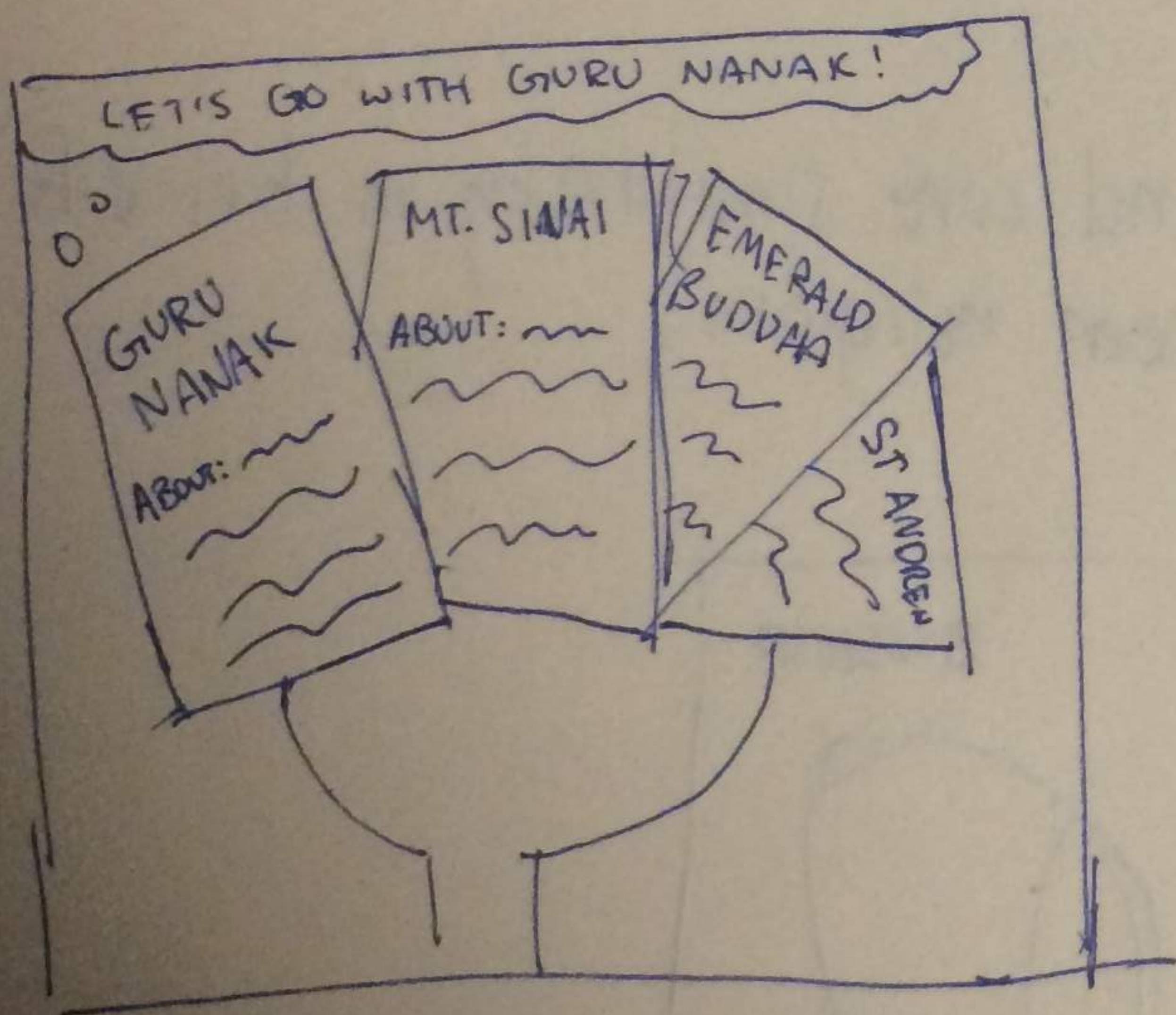
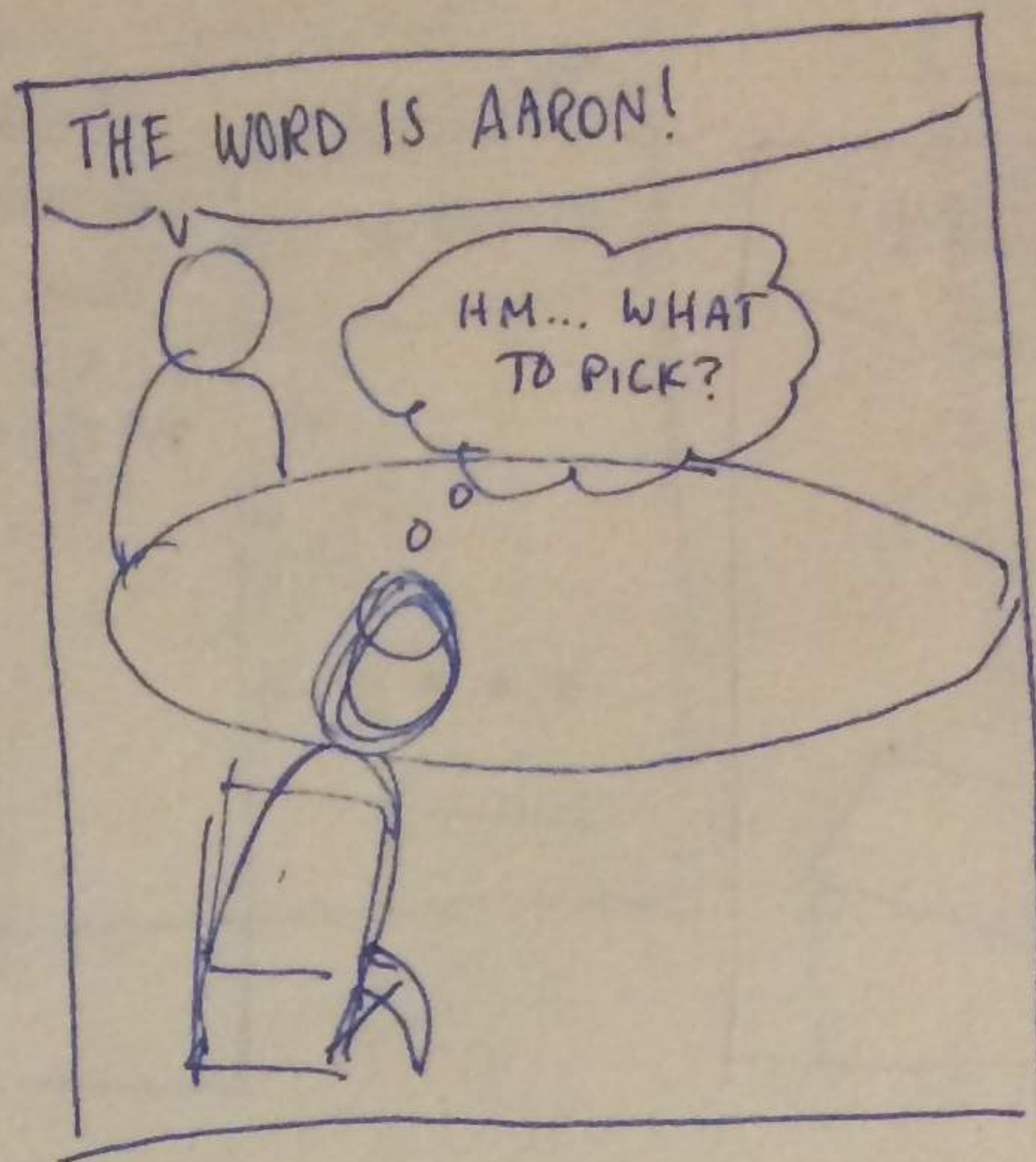


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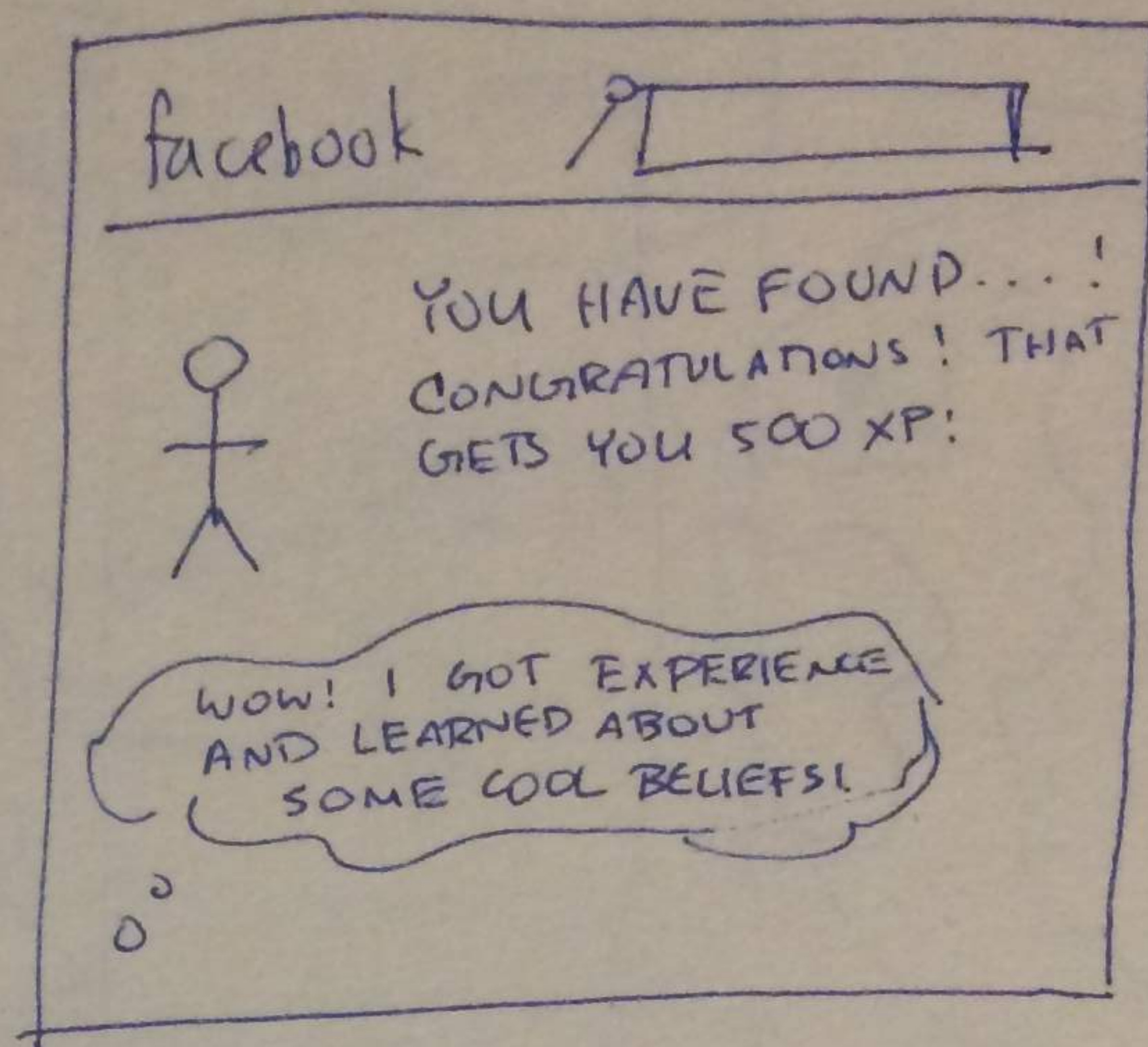
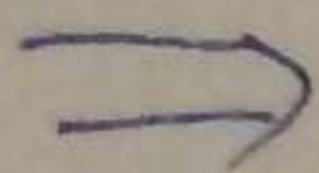
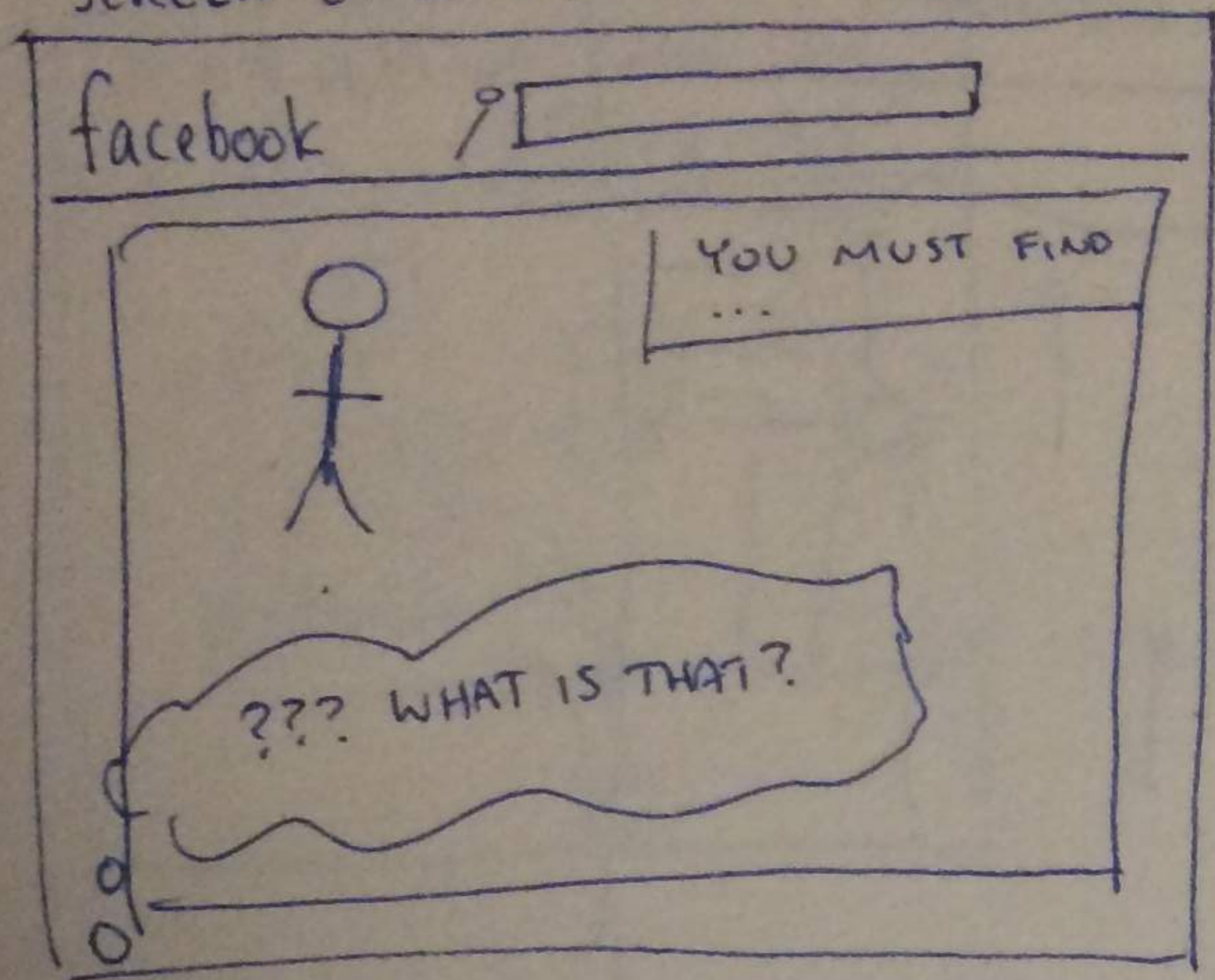
③ HMW help people of different faiths find core similarities in beliefs?

Idea: "Apples to Apples" with religious figures

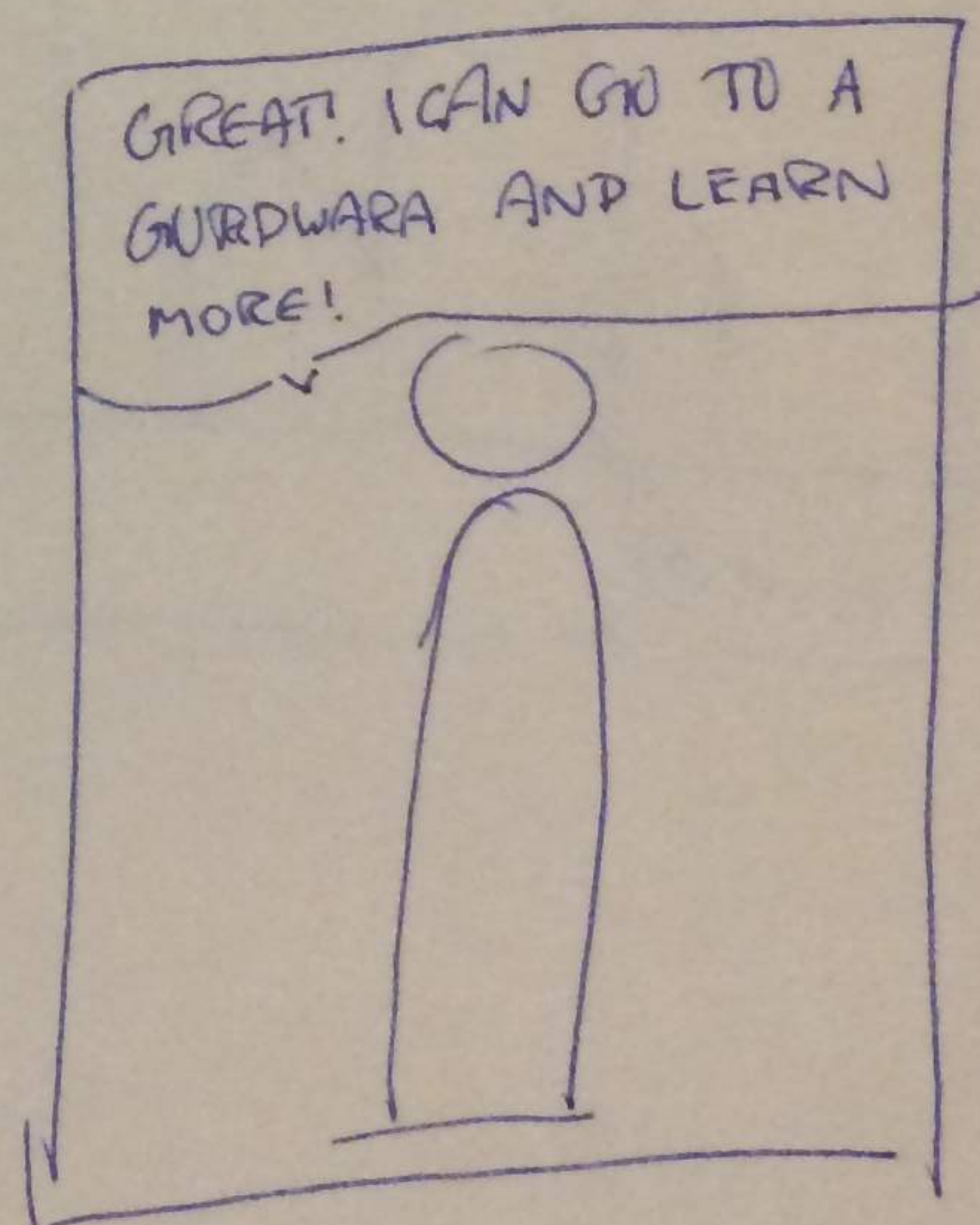
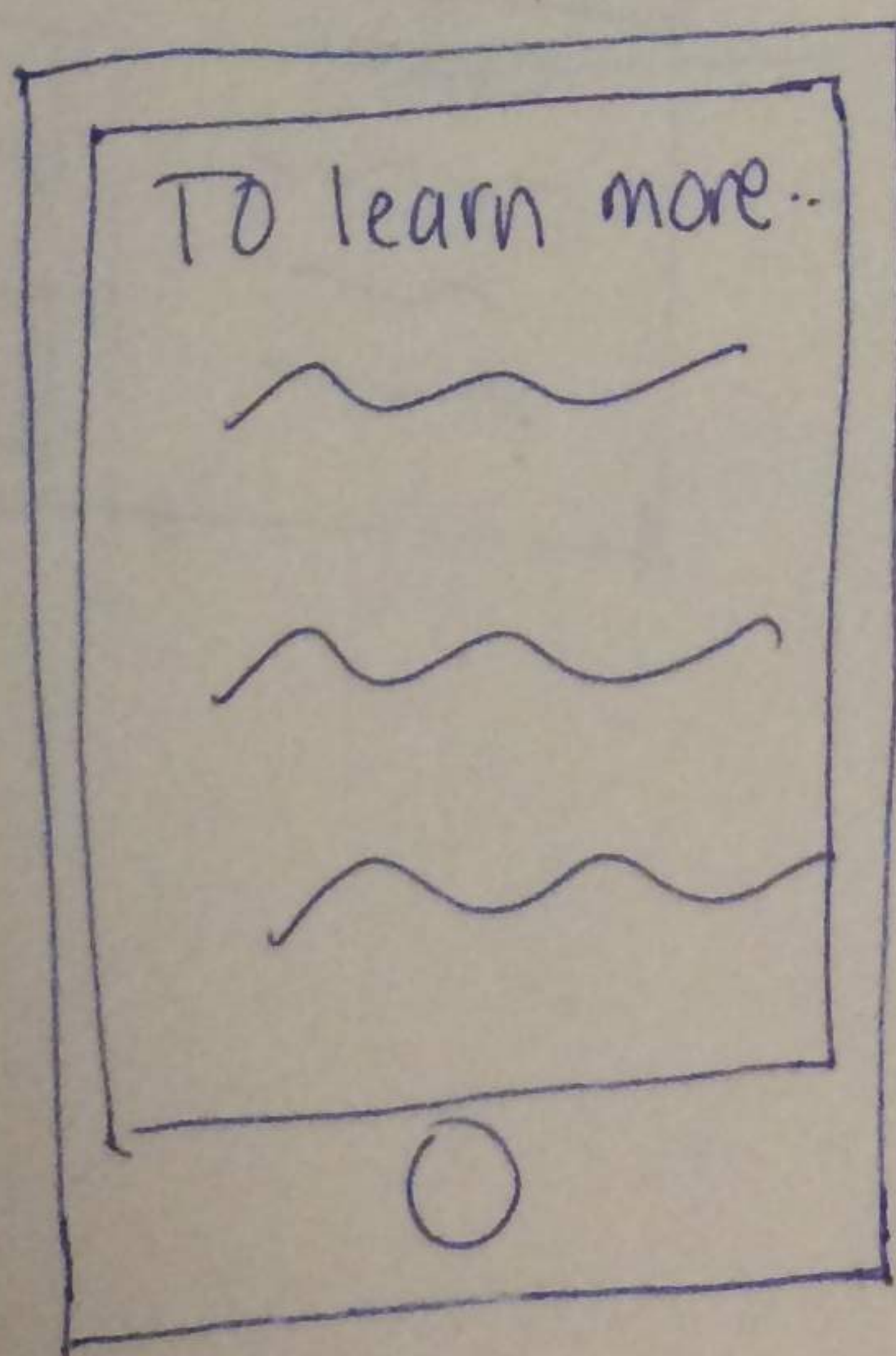
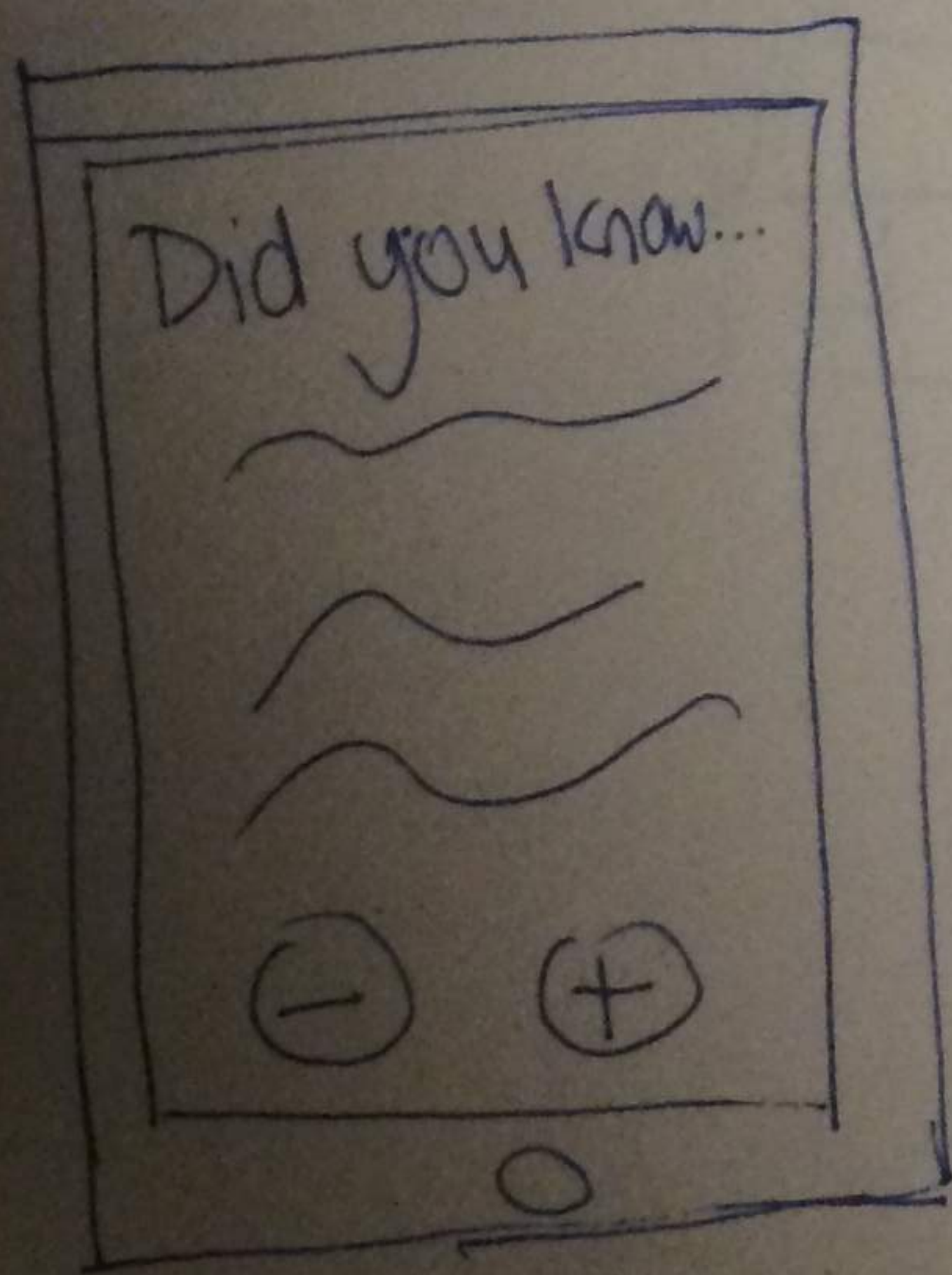


- ④ HMW help people learn about different religious traditions.  
Idea: Hidden object social games: explore religious origins/  
mythology to find elements, beliefs like in other religions

SCREEN OF GAME...



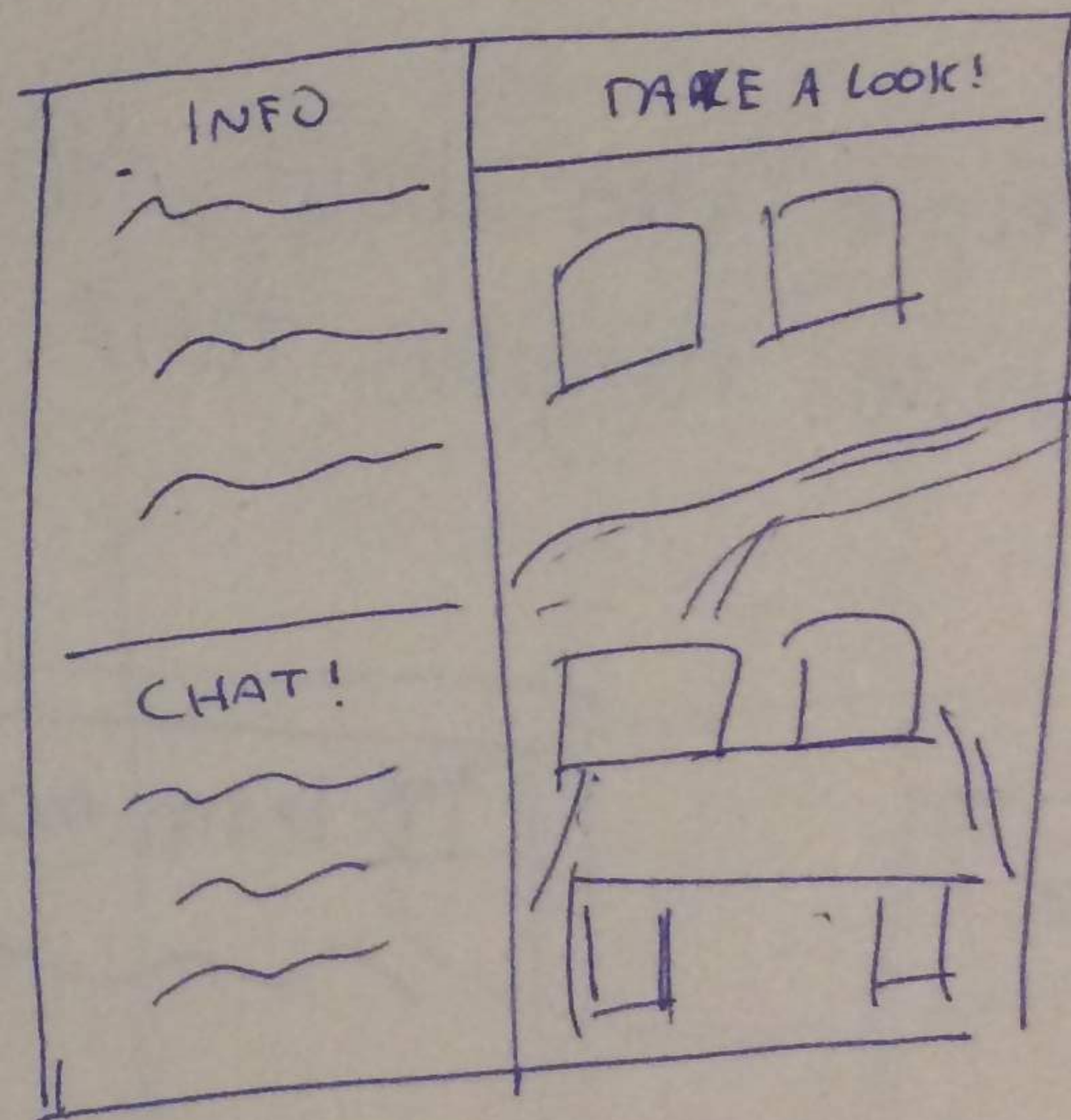
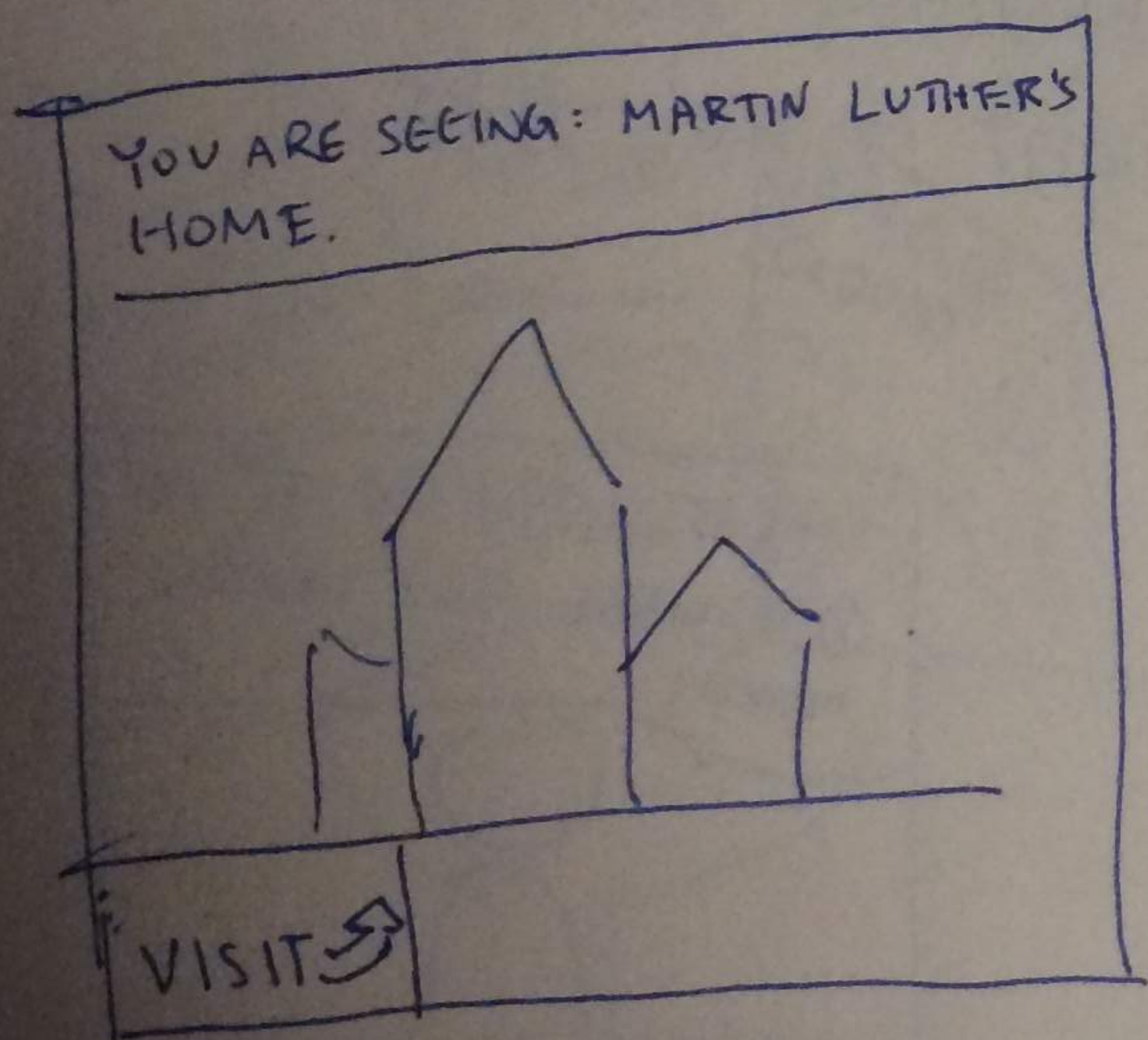
- ⑤ HMW help people learn about different religious traditions?  
Idea: App shows religious facts. Swipe right if cool, left if not!



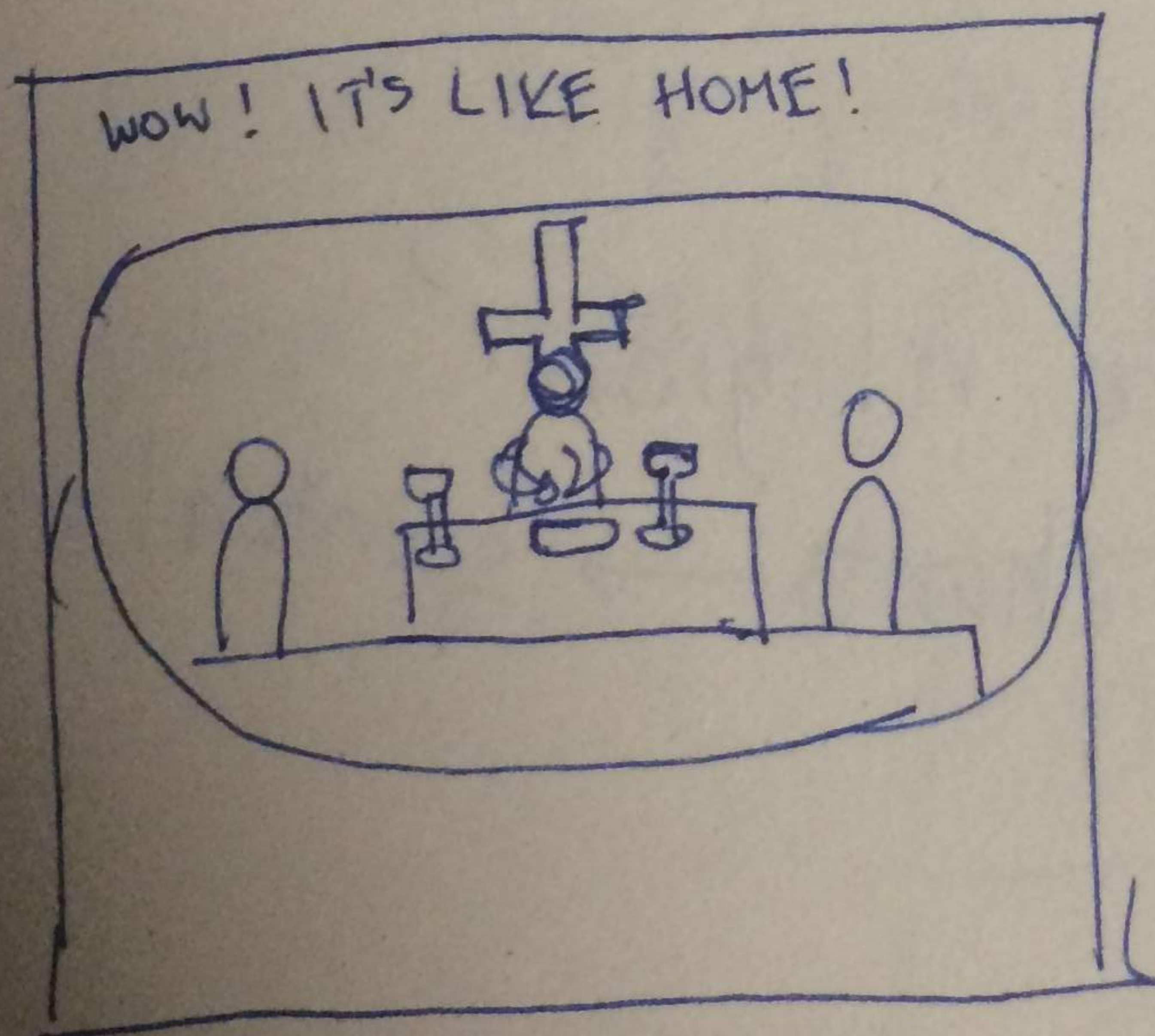
⑥ HMW help people of different faiths find similarities?  
Idea: Map religious sites on a globe — people can "visit" places, learn history, and interact with other current visitors



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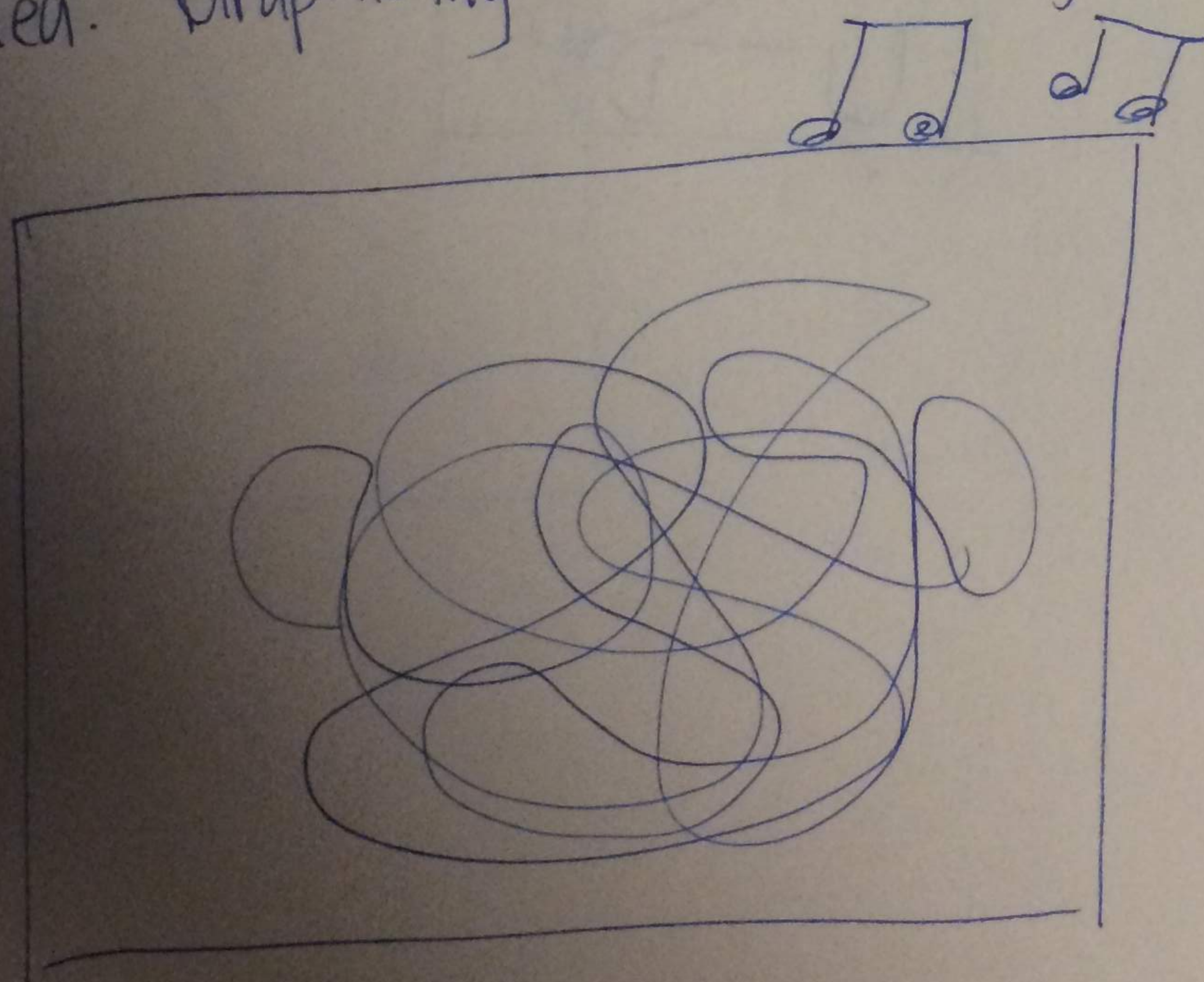
⑦ HMW help people remotely practice religion?  
Idea: Oculus/VR to simulate services.



HMW help people remotely practice services?  
Idea: Livestream services.



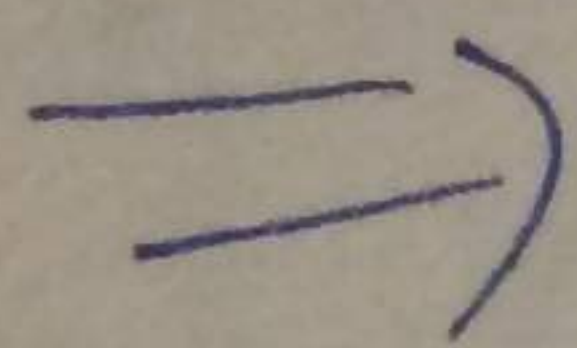
HMW help people remotely practice religion?  
Idea: Graphically visualize religious chants → spiritual exp.



WOW! WHAT A  
COOL VISUALIZATION  
OF OUR HYMNS!

⑩ HMW help people remotely practice religion?  
Idea: calendar for rituals

| March |    |    |    |    |
|-------|----|----|----|----|
| 1     | 2  | 3  | 4  | 5  |
| 6     | 7  | 8  | 9  | 10 |
| 11    | 12 | 13 | 14 | 15 |
| 16    | 17 | 18 | 19 | 20 |



| MARCH 14 |       |
|----------|-------|
| ①        | ~~~~~ |
| ②        | ~~~~~ |
| ③        | ~~~~~ |

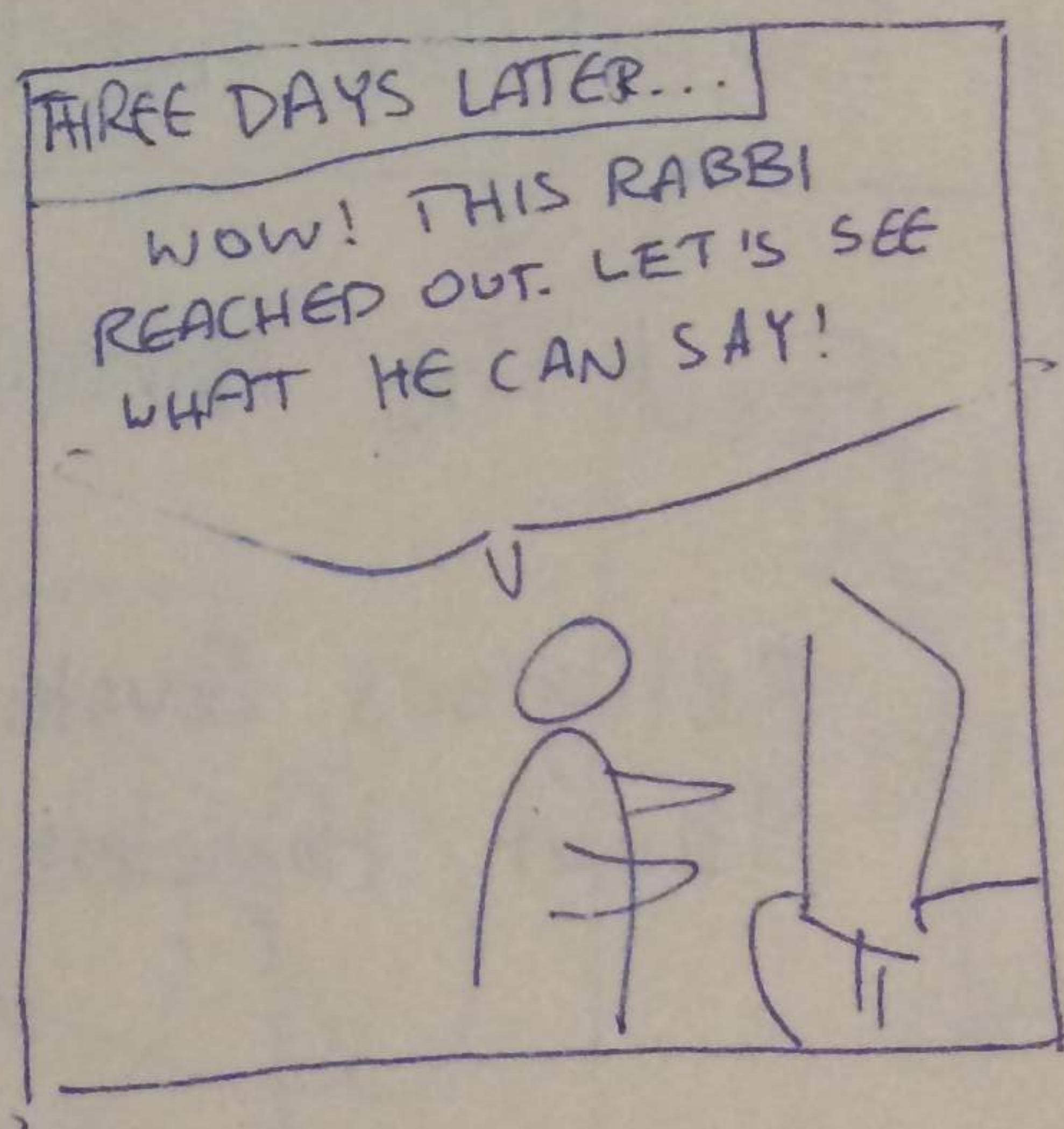
⑪ HMW help people remotely practice religion  
Idea: Daily religious deed

| Deed for the Day                       |
|----------------------------------------|
| Feed the Homeless.                     |
| [ Religious Quote<br>About Homeless. ] |

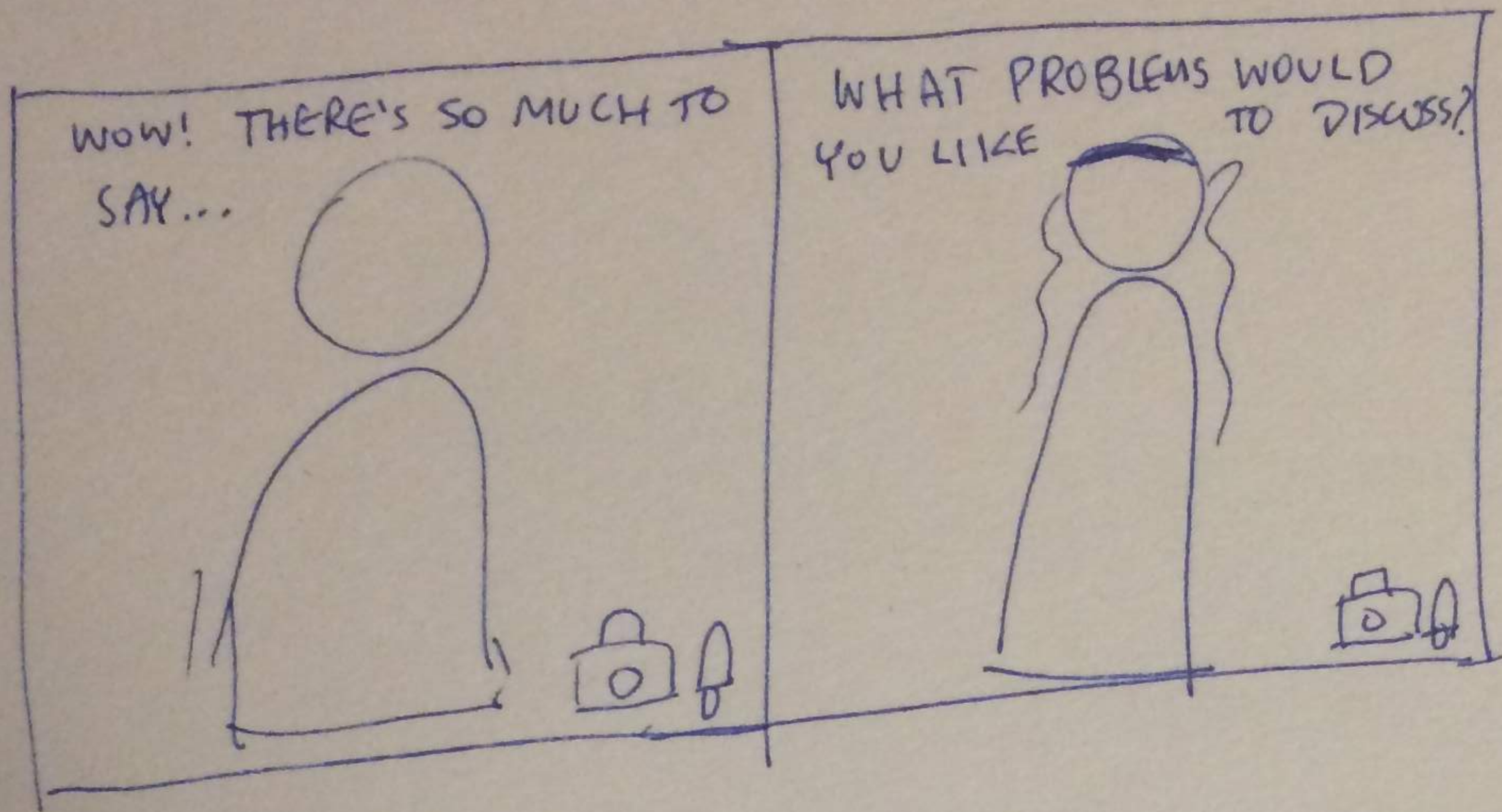
⑫ HMW help people who are grieving find support?  
Idea: Connect people to those who have suffered similarly.



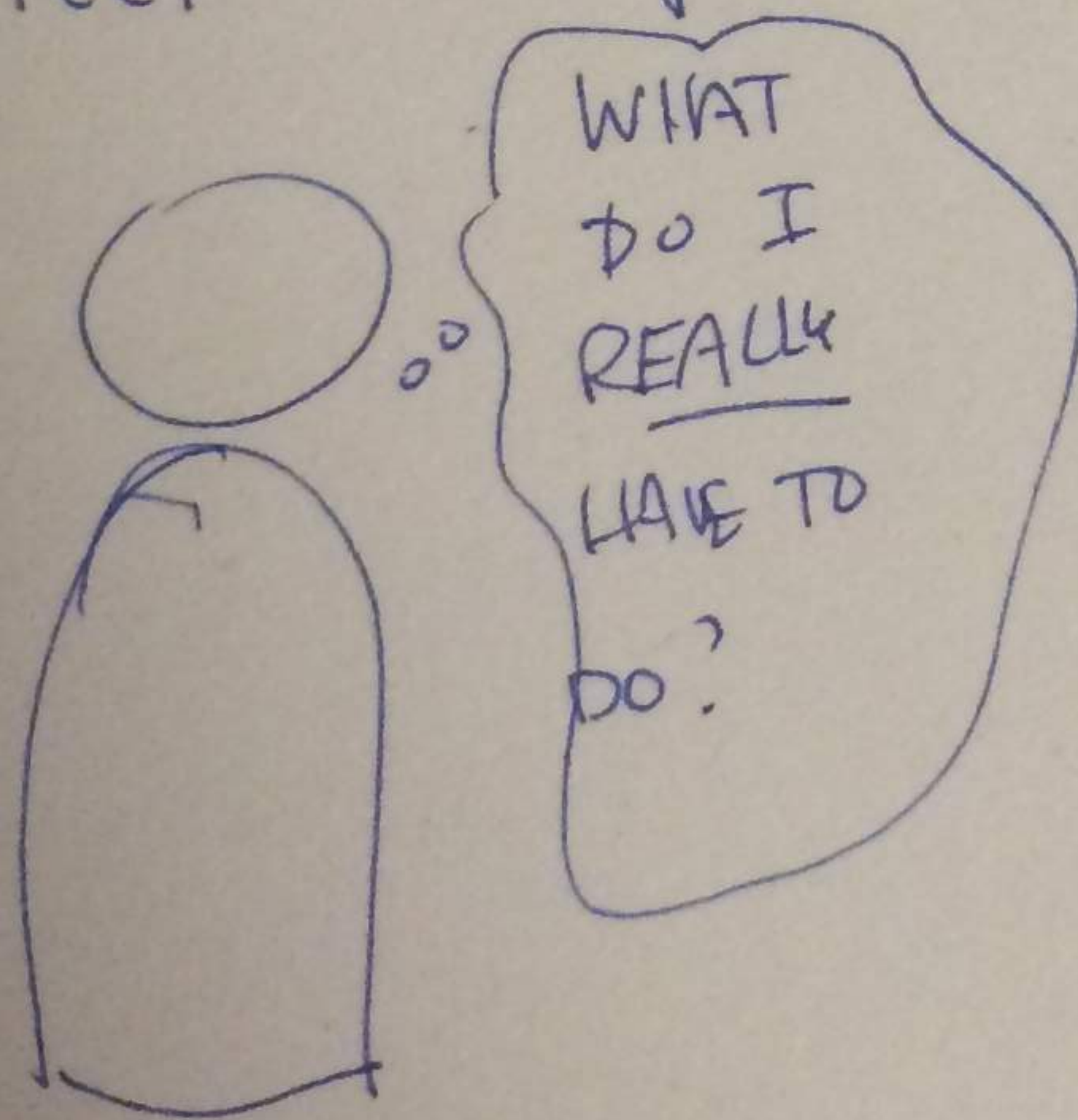
⑬ HMW help people who are grieving find support  
Idea: Virtual confession — connect people with religious leaders.



⑭ HMW help people who are grieving find support?  
Idea: Randomly open a video chat between person & counselor.



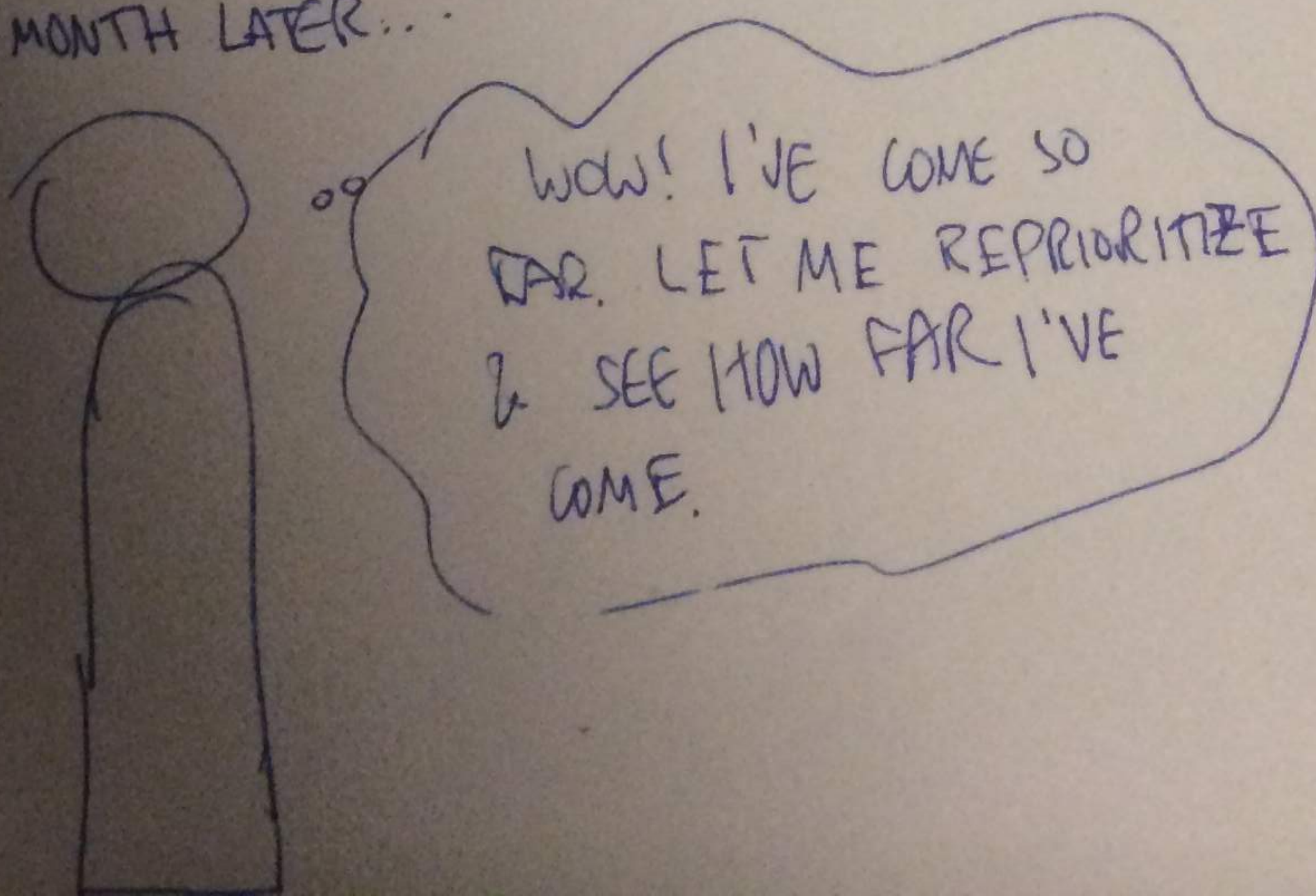
⑮ HMW help people connect the dots in their lives and feel accomplished?



⇒

| PRIORITIES | WHY DO I? |
|------------|-----------|
| ① SCHOOL   | ~         |
| ② DEBATE   | ~         |
| ③ RADIO    | ~         |
| ④ DAILY    | ~         |

ONE MONTH LATER...



# Focus

## “Apples to Apples”

How might we help people of different faiths find core similarities in beliefs?

**Idea:** Many people have a desire to learn about different faiths but very little clue where to start. In recent years, the infamous parlor game “Cards Against Humanity” has brought renewed attention to an old classic, Apples to Apples. In this game, each person has a hand of cards with various proper nouns. Going around the players, each, one at a time, draws a general topic from a pile of cards in the center, and all other players choose a card from their hand that fits that topic. The player who chose the general topic then picks one of the other player’s choices and explains why, and the player with the winning topic receives a point. The game continues in this fashion.

This game is popular, but it’s also a cool way to be exposed to people or places you don’t know about. So, we decided to adapt it to religion. The general topic cards will be major religious figures or concepts, and all of the constituent playing cards will also have religious figures, places, and the like, from faiths around the globe. In case people don’t know what they are, each card will have a short informational blurb about its topic.

### **Interaction Context:**

POV: A quotation from the Head Priest of the Sunnyvale Hindu Temple was particularly enlightening. “The ones who come are here like you: taking notes. They come to learn and briefly explore but they are not frequent visitors and followers of Hinduism.”

The Head Priest’s description of visitors struck a familiar tone with us. Many people visit different places of worship or cultures and attempt to learn more about them, and making that process easier seemed like an interesting problem space from which we could foster tolerance and understanding. It’s difficult to visit wholly different places, but it’s not hard to play a simple card game with friends. In such a setting, whether academic or party-like, we can help people have more fun and also learn about different cultures and faiths. As long as some of that information sticks, the interaction will have been successful.

### **Design Goals:**

Our goals are to provide the user with a fun experience that has easily digestible information. This will make sure that people enjoy the game and also learn about different traditions. Since we want to ensure that the game is not slanted towards particular denominations, we will ensure that the information covers a large variety of faiths. Also, to increase education, part of

the game rules will be for the person running each turn to justify why they selected the analogy they did -- thus helping players draw the analogies between faiths.

## **“Place of comfort”**

**How might we** help people that are grieving find support and intellectual challenge needed to overcome the hardship?

**Idea:** Facing a grieving experience, people need to feel supported and intellectually engaged by people who either have had a similar experience or who can speak to spirituality and faith, as proved in our needfinding steps. Therefore, we are developing a platform where the griever is connected to either

A) a person who has been through similar hardship and troubles for conversation and mentorship or

B) to a religious leader who can help the user navigate his spirituality and questions about his/her faith in such delicate moment

### **Interaction context**

POV: Let us look at Rabbi Patricia's story once again.

*“So, I lost my parents when I was very young. My mother died first and when I was pregnant of my first child, my dad moved in with to help take care of my daughter but he got too sick. 5 days before my first daughter was born he passed away. That created a serious juxtaposition of life and death in my life. I mean, people were coming home to offer their condolences and we had a pink bow on the door announcing it was a girl. After a few weeks I remember seating at a cafe nursing my daughter and talking to my Rabbi when I asked probably the most important question of my life: “Is my faith ever going to return?” to which I got the most important answer of my life: “It will”*

Rabbi Patricia had a close person in her life to council here through her moment of need, however as she herself mentioned, that is not the case for most people. That is one of the reasons she runs a Grievance group at Stanford. Most people however do not have access to these amenities and are forced to figure it out by themselves. Although friends help, a more experience and perhaps knowledgeable voice and opinion is needed for the believer who is lost or about to be.

That is why we are creating the place of comfort, a video chatting platform that matches people going through pain with mentors - either people who have been through similar situations or a spiritual and religious leader who can help the griever overcome his pain. Such application will allow users to be mentored and guided through the navigation of their beliefs in a critical moment for the determination of his or her faith.

### **Design goals:**

Our goals here are to provide our user with a highly customizable experience allowing him/her to opt in or out of anonymity and selecting whether they prefer talking to a religious and spiritual leader or a person who has been through similar struggles.

As we believe that a large part of the spiritual navigation should be not attached to specific religious denominations, we will seek to provide spiritual leaders who are able to speak about spirituality in a high level and counsel the grievors through their own unique experiences.

## **“Live Sermon”**

**How might we** help people of practice religion and exercise their faith remotely?

**Idea:** Rituals are, as said before, containers to the embodiment of religious and spiritual values but they have lost interest over. People, specially those who are exploring and discovering their own faith, need a way to express their beliefs that still keeps them engaged and interested in the matter. In order to accomplish that we have developed “Live Sermon”, a service that brings rituals to a new era of targeted content to the believer. Live Sermon will be a live streaming and video streaming platform that will allow users to watch religious content - with focus on live sermons. Users will be able to select and watch material that interests them at their own convenience.

### **Interaction Context:**

POV: This was not prompted by any particular interaction we had or quotation from any person, but many people we talked to discussed technology, religion, and its intersection. Many also noted that as time has gone on, the strictness of religious traditions seem to have decreased. We also realized as we drove around to different sites of worship that it would be difficult for many people to practice their faith afar. Consider a Buddhist in the Midwest or another person in an area lacking others of their religious tradition. People in such a situation conduct private home ceremonies and encounter spirituality in other ways, but for them, having remote services would be an incredibly valuable tool by which they can experience a more communal spirituality from afar.

### **Design Goals**

In designing this, there are two groups of worshippers to take into account. For people there, we would hope that cameras would stay unobtrusive and technology would not significantly alter their religious experience. For people watching remotely, we would want to ensure that video and audio quality are both clear and relatively free of feedback. Given advances in video technology (Stanford’s SCPD services come to mind), it’s unlikely that this would be a

problem. All of this would have to be wrapped in a clean user interface to create the best possible viewer experience.