

Oppo

a friend and a colleague

**By: Huda, Debbie, Javier, Siri, and
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LET'S MEET THE TEAM



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- **400,000** kids in foster care, **25%-40%** report abuse in their foster homes
- Helping children in foster care **self report** live data from home visit
- Social workers use the app to **aggregate data** and supply a secondary tracking mechanism for self-reported data of the children in foster care.

The users

Primary Users

- Social Workers
- Foster Children ages 6-10 yrs



social work



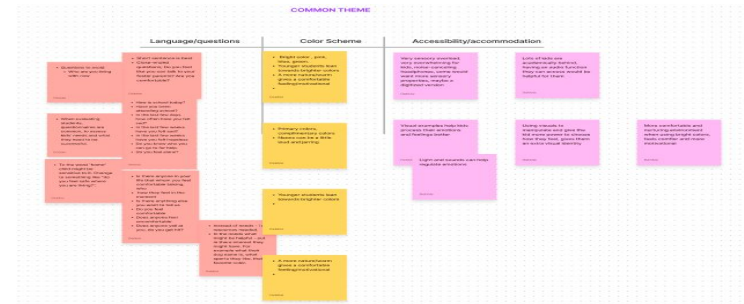
Secondary Users

- Case Managers



Methods/Tools

- Secondary Research
- Moderated Remote Interview
- Competitive analysis
- Usability Test
- Affinity Diagramming



Design Goals



CONSISTENCY

Establish consistency in design decisions.



LANGUAGE

Incorporate appropriate and simple language for children.



INCLUSIVE

Use inclusive language, systems, and designs for children.



ACCESSIBLE

Have the interactive prototype include options for children with sensory overload.

OPPORTUNITIES



- **Add gamification** to help keep client engaged and present a friendly vibe.
- Improve the **language clarity and structure** to help social workers/ case workers gain direct input from children in foster care.
- The app **doesn't have accessibility features** to accommodate children with disabilities.

APPROACH



- By creating an **interactive characters and avatar** that would engage children during visits.
- Input **close-ended questionnaire** that offers social worker intimate view of the child's life.
- Implement **various accessibility features** to accommodate for all children during home visits.

Styleguide

TYPOGRAPHY

Fonts



Luckiest Guy; used for titles, headlines, or interactive buttons



Nunito; used for rounder and simpler information, approachable and readable



Inter; used for more complex and more important information, serious and informative

Font Colors



Logo Provided



Color Palette



Avatars



Icons



Hamburger; access to settings



Language setting; switch between English and Spanish



Audio Speaker; turn on/off for audio



Switch toggle; Switch on/off for settings features

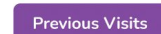
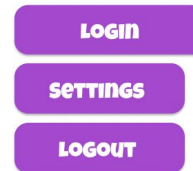


Information; located near text containing more information upon clicking



Profile; used to access profile and view more information

Buttons



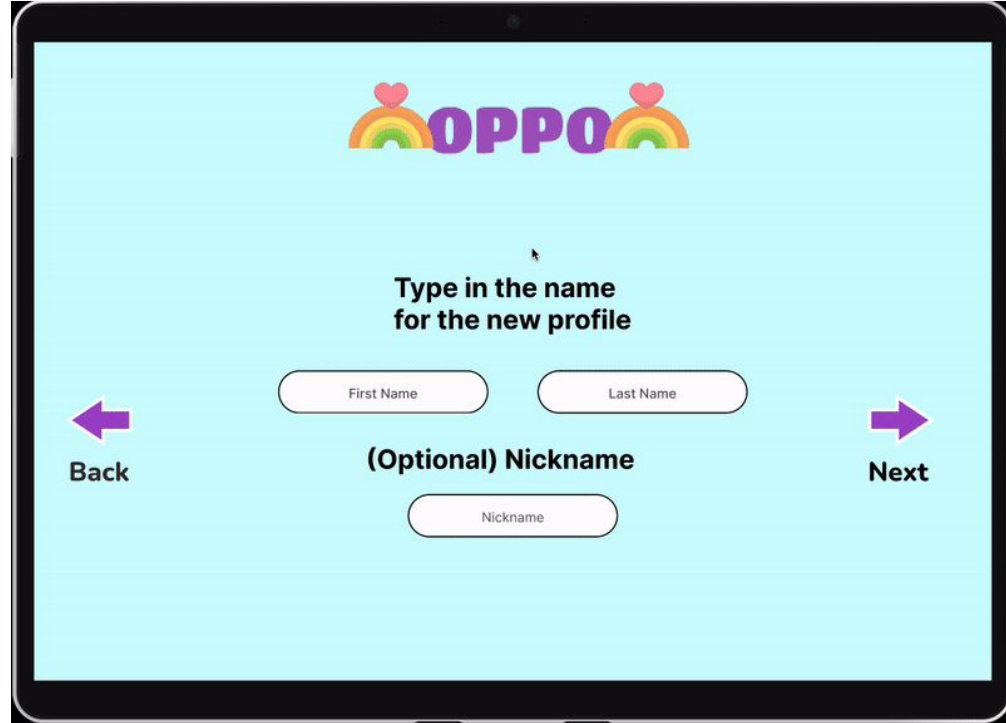
Feature overview

- ❖ Based on our findings:
 - We added a “create profile” with new avatars and characters
 - We created a simple note overview page for social workers
 - Menu bar with all accessibility features

Create Profile

This is where OPPO's meaning of **friend really shines**.

- They'll be able to choose from animals and heroes as their avatar
- Change the color palette of the character
- While cosmetics can be applied to the characters



The image shows a tablet displaying the 'OPPO' logo at the top, which consists of the word 'OPPO' in purple with a rainbow and heart icon on either side. Below the logo, the text 'Type in the name for the new profile' is centered. Underneath this text are two input fields: 'First Name' and 'Last Name'. Below these is the text '(Optional) Nickname' followed by a 'Nickname' input field. On the left side of the screen is a purple arrow pointing left with the text 'Back' below it. On the right side is a purple arrow pointing right with the text 'Next' below it.

Case Worker Notes

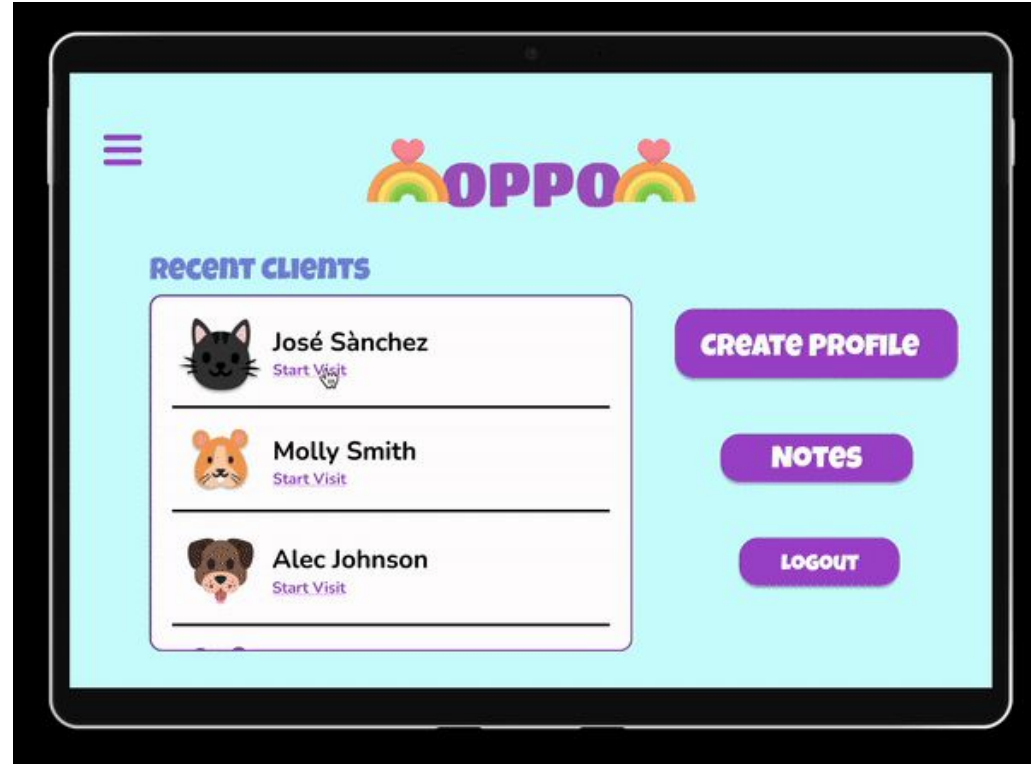
From our *Usability Tests* we've learned...

- It's very helpful for social workers to access all notes their in **one space**.
- Social workers believe it's beneficial to have a **snapshot of the child's profile** before each visitation.



Start Visit

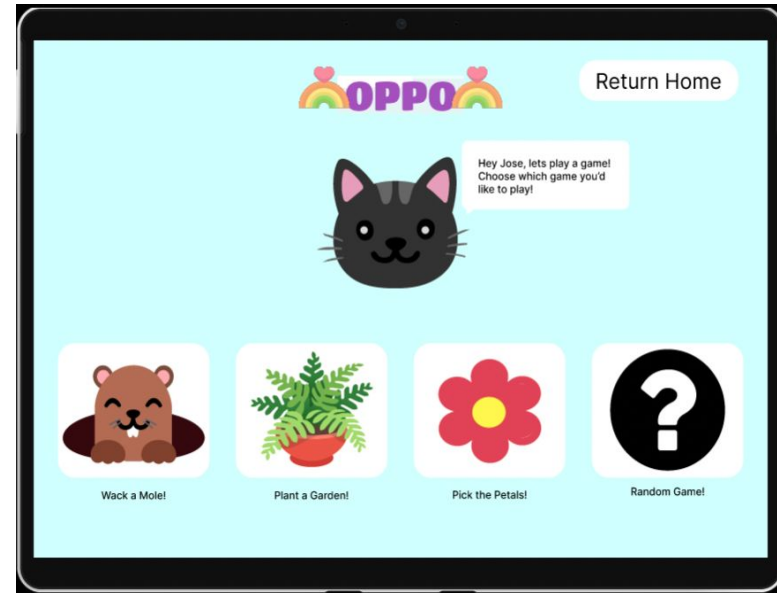
- Based on our interview with professional, we gathered set of **closed ended questionnaire**
- We added accessibility feature to give the child **audio descriptions** of questions as well as **translation** options spoken by their chosen avatar



Games

The idea behind the games section is to keep the foster children **engaged with the app** while also giving them ease from the visit with the social worker.

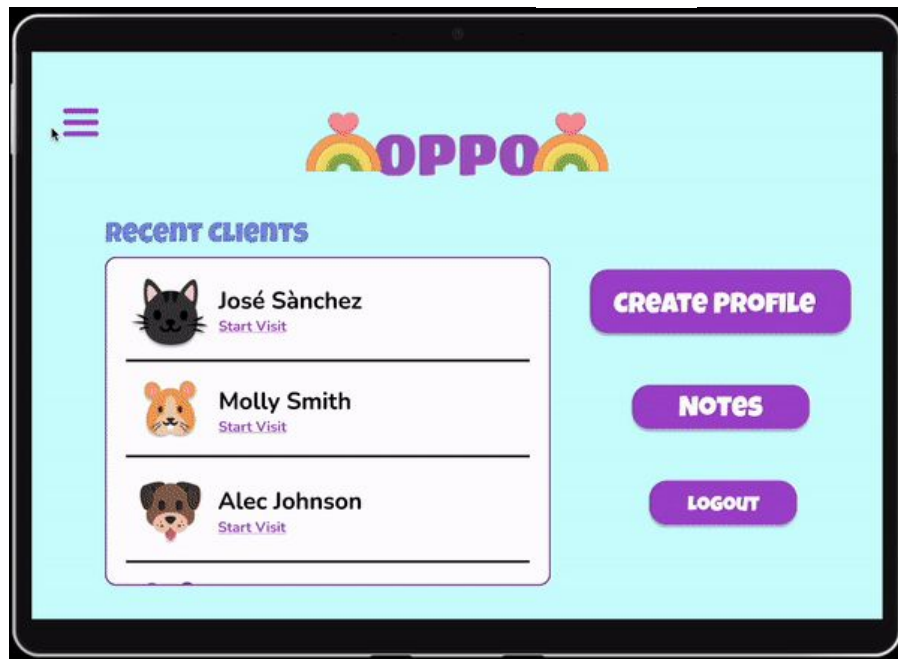
- Their character would greet them
- There are 3 games to choose from.
- They earn badges and characters to use as their avatars.



Setting menu



- ❖ Easy Access for resources in the app
- ❖ Introducing accessibility features
 - to translate language for **multilingual children**
 - Audio description bc not all kids are in **the same reading level**
 - Color display theme (dark mode, color blind mode, various text size)

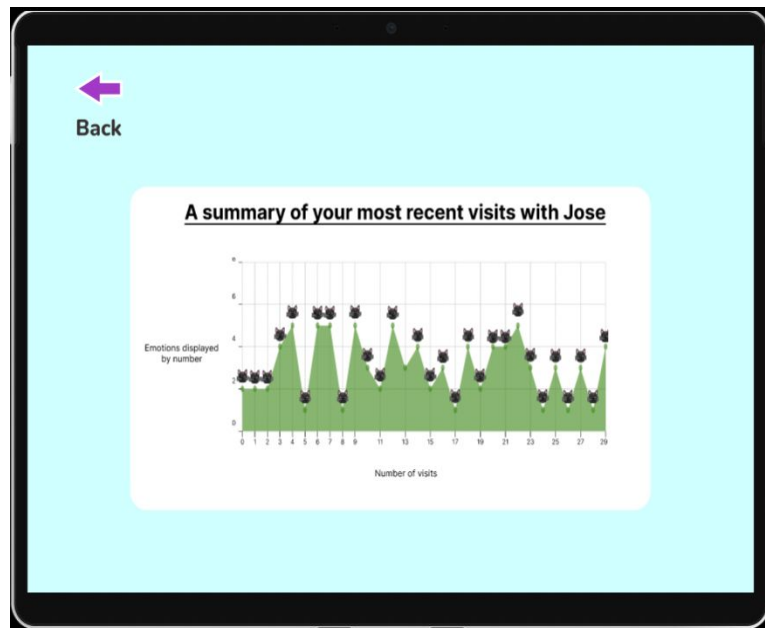


Interactive prototype

Next Steps: Data Visualization

Created a **graph chart** that would help summarize the trend of responses based on the emotions

- What does that graph would look like exactly
- Is there different information that social workers want?
- Are they looking for the trended responses monthly or yearly?



Next Steps: Gamification

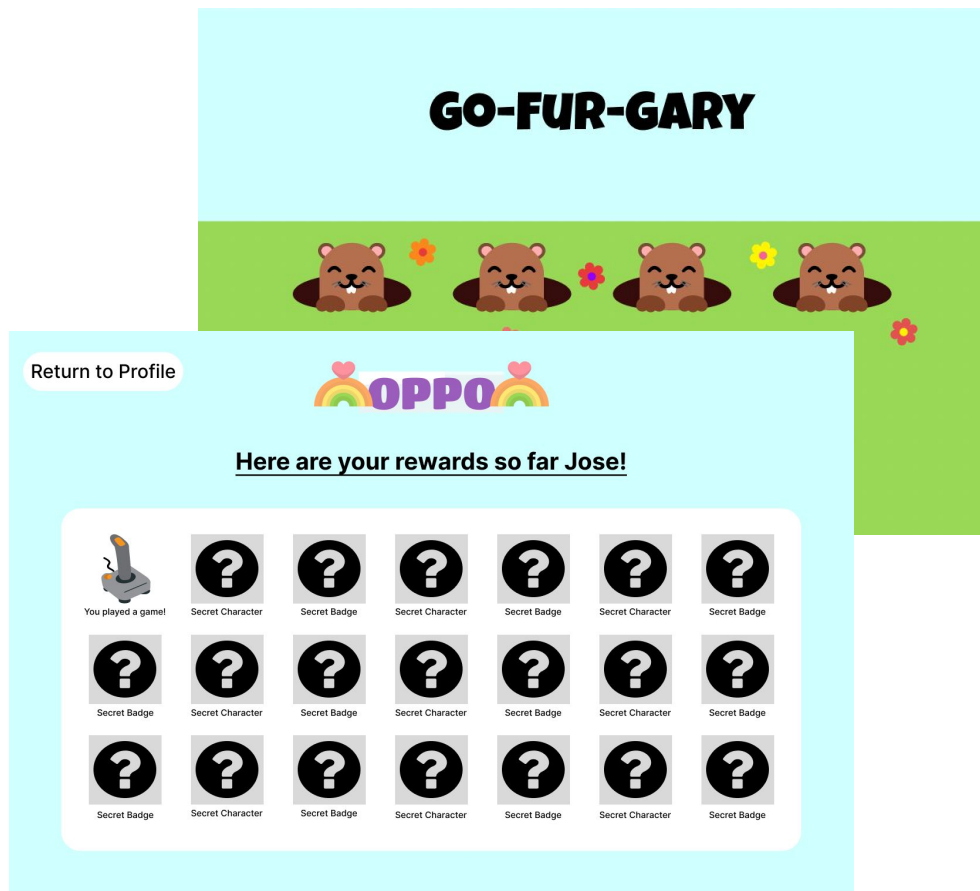


- Create an **interactive element** for the "Go-Fur-Gary" Minigame

- Incorporate a **points system** for games



- Have **badges** and **achievements** available for the children



Thank You

- To the owner - Candace Mckenzie
- To our wonderful instructor Carissa
- To Prime Digital Academy
- Our lovely Cohort
- Mathias
- Joey
- Taylor
- Our participants
- And Ange's children and other children participants



Check us out on LinkedIn!

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And connect with US!