

# Team 8: Final Presentation

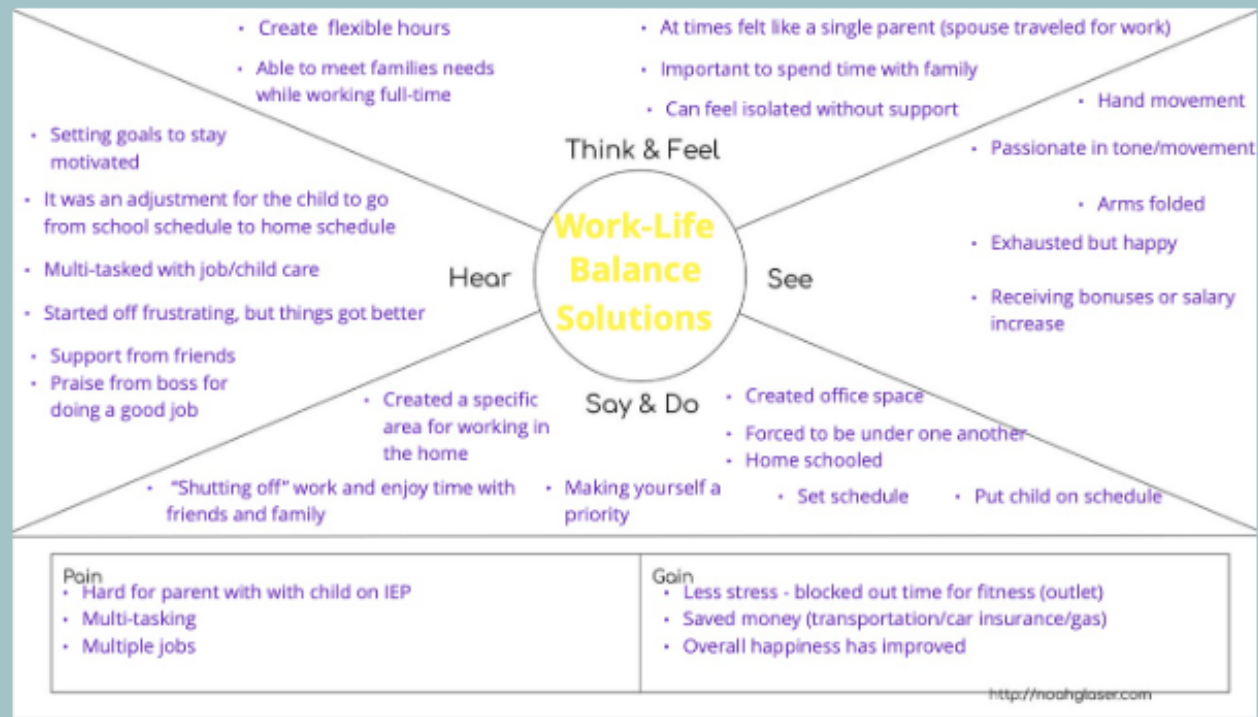
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## Problem Statement

Remote workers find it difficult to manage their child with a learning disability and behavior issues, multi-tasking, and balancing multiple jobs.



# Empathy Map




## Key Insights Learned From Empathy Map

- Creating work/life balanced solutions based on:
  - Thought, feelings, sight, hearing, speech and action
- Actionable items improve parents work/life balance
  - Dedicated office space for parent
  - Play therapy
  - Requesting government assistance
  - Implementing a schedule for parents and children



## Brainstorming Process

- As a team we each came up with 6-7 ideas to add to our brainstorming list. From that list, each of us chose which ideas were our top 3. The top 3 ideas we agreed on were:
  1. Reaching out to friends and family to see who can offer support 
  2. Play therapy with a therapist that specializes in adolescents as well as consulting with a pediatrician regularly
  3. Requesting government assistance

## Our Decision

- Team 8 decided “Reaching out to friends and family to see who can offer support” was the best idea that aligned with our problem statement.



## Our Prototype Storyboard



"I just don't know what to do anymore. My son's daycare is closed tomorrow, and they just notified us. I don't get off until 5 o'clock. I hate asking for help, but I feel like I don't have another choice. "I will use the Unity Tree app to send a message to my village for support".



"Oh my goodness, I would love to pick up your son from school tomorrow. He can have a play date with my daughter. She has been asking me to have a play date with him anyway. She will be so excited."



"Thank you! I appreciate you! I will stop and grab dinner when I get off. That's the least I can do since you're picking up my son."



"We had such a fun time playing we worked up an appetite! Thank you for the food!"



"Son, I hope you enjoyed your play date". "Mom, I had an amazing time, can I go back soon?"



The mother asked for help in her time of need from her village. Which resulted in the mother being able to work, her son being picked up from a trusted friend, and play dates planned for the future.

# Our Prototype Details

## The Unity Tree App



### About:

- An app designed to help
- A platform that connects people
- Allows people to share files and conversations

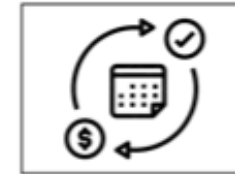
### Features:

- Instant Messaging
- Document sharing
- Video Calls
- Group Chat
- Shared Calendar

## UNITY TREE



Individuals will download the app or create a login from the online website [www.unitytree.com](http://www.unitytree.com)



Monthly subscription is \$10.00



App will appear on home screen of phone for individuals with cellphone



Individuals communicate through the app, so private numbers are not given out.



## Prototype Feedback & Changes

- Overall appeal and usability of the app is well thought out.
- The features the app offers is great since everything is in one place. Also you can keep your cell phone number and email private.
- Great resource for any and everyone to remain in the know which is very inclusive.
- Everyone must have a phone to access it.

**Based on the feedback we had to adjust to provide an option for individuals without cellphones.**



## Final Refined Solution

- As a team we created an app called “Unity Tree” which is a platform that connects people together without having to share private information such as phone numbers and email addresses.
- We have often heard the phrase “It takes a village” when juggling work, parenting, life, etc. Our app’s mission is to create a virtual village or community where people can come together in one space to ask for or offer help.





## Key Learnings & Reflections



- Remote workers have a difficult time to find work-life balance, due to extenuating circumstances.
- Having an interactive application to communicate with family and friends is a great tool for support.
- Remote workers creating solutions based on actionable items instead of emotions improves their circumstances.



Thank you for listening!

Contribution Acknowledgements:

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