

Smart Toy - CTT Framework

1 Context

What do we know about the patient/target group? ex: age, disability

What do we know of the home environment of the patient? ex: family composition, daily schedule

How are the parents or siblings involved? ex: play together, audience, instruction, solo game

What is the goal(s) of the patient? ex: being able to zip their jacket

Which type of therapy is needed? ex: bimanual? focus on the spastic hand?

Where will the toy be used? ex: home?

2 Theory

Which behaviour do we want to change/promote?

How do we elicit intrinsic or extrinsic motivation?

Which type of play do we want to foster? ex: open play, games with rules

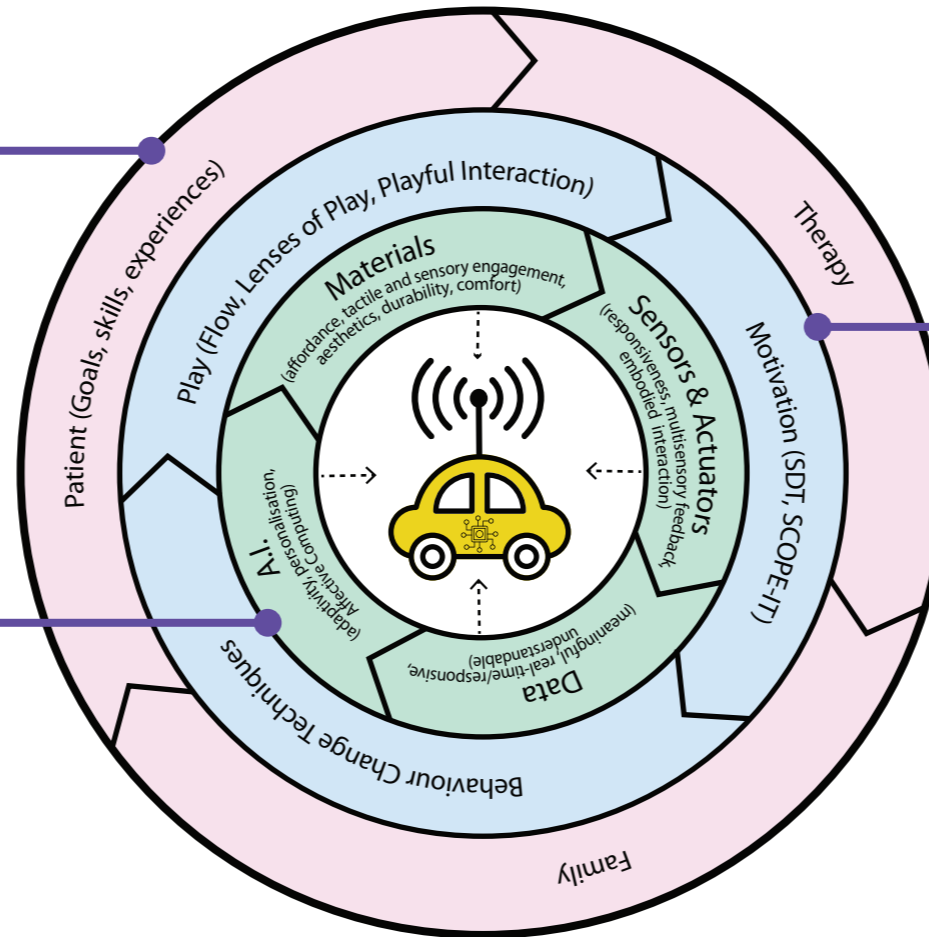
Which playful experiences do we want the toy to have? ex: competition, challenge, discovery, etc.

Which metaphors do we want to use? ex: move like a fish, etc.

Context

Technology

Theory



Ideas and Sketches of the smart toy

Draw how the smart toy looks like

Draw escenarios: how/with whom is the toy going to be used?

3 Technology

Sensors & Actuators: Which playful interactions do we want? ex: shake, dance, etc.

Which sensors offer that functionality? ex: piezo, accelerometer, servo motor, LED lights, etc.

Data: Which data is needed for the interaction? ex: angle of hand rotation

Materials: What type of material do we want to use? ex: soft toy or hard? plastic, fabric or wood?
