



ABOUT HIDEAWAY

Hideaway invites children to work together in a collaborative digital game of 'hide-and-seek', thereby creating connection between peers in and outside the hospital, letting children explore and escape the hospital room, and empowering children. Children can collect super animals that provide helpful tips for challenges related to hospitalization, in a child-friendly way. The physical gold poster set helps to process the hospital experience and to look back on it more positively.



POWER TO THE PATIENT

HIDEAWAY: A CO-CREATED DESIGN TOWARDS EMOTIONALLY-SAFE PEDIATRIC HOSPITALIZATION

Hospitalization can be emotionally threatening and traumatizing for children. Children have to undergo multiple medical examinations, in a setting that is unfamiliar to them. Resilience is needed to cope with the challenges that come with the hospitalization. A positive emotional state can help children manage fear, stress and anxiety. In this project, the narrative interactive game play intervention **Hideaway** was created to foster resilience and empower children during their short (3-7 days) stay in the hospital, building on the previously developed Hospital Hero app©



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HospitalHero



Kim Ruby Boltjes
Power to the Patient: A Co-Created Design Towards Emotionally-Safe Pediatric Hospitalization
22/02/2023
Design for Interaction (Medisign)

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