

IN YOUR OWN TIME

A design influencing the perceived waiting time of families at the Prinses Maxima Centrum for child Oncology

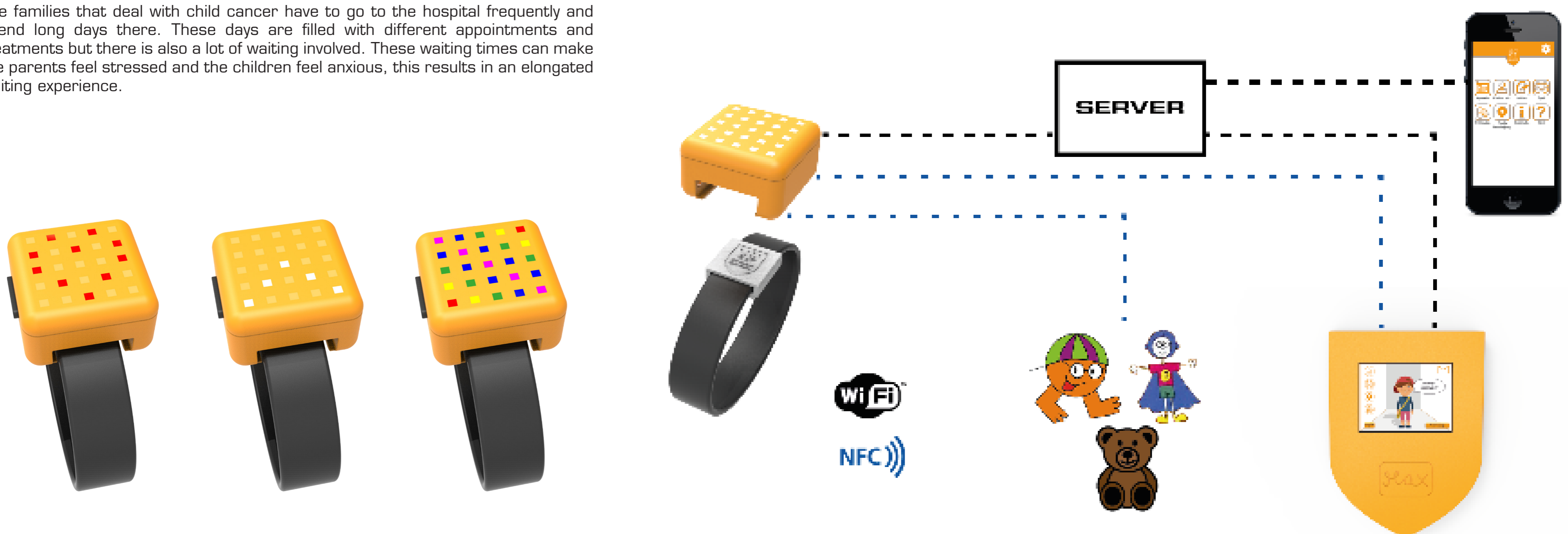
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THE PROBLEM

Every year 550 children are diagnosed with a cancer in the Netherlands. Currently a new hospital is being built in Utrecht, the Prinses Maxima Centrum for child Oncology, this hospital will focus solely on paediatric oncology.

The families that deal with child cancer have to go to the hospital frequently and spend long days there. These days are filled with different appointments and treatments but there is also a lot of waiting involved. These waiting times can make the parents feel stressed and the children feel anxious, this results in an elongated waiting experience.

A SYSTEM WAS CREATED TO PROVIDE PARENTS WITH INFORMATION AND CHILDREN WITH ENTERTAINMENT WHILE WAITING



THE SOLUTION

In order to decrease the stress and anxiety the parents and children experience a system was created that provides the families with information and distraction. This system consists of an app for the parents and a basic wearable on a bracelet for the children. Furthermore the system makes use of portals and patches which create an interactive environment. This system makes it possible for the families to receive notifications about waiting times and can be used to play a game, furthermore parent and child can track each other and send messages to each other.

The app is meant to provide the parents with information about the treatment and waiting times and it allows them to communicate and locate their child via the wearable.

The wearable consists of a bracelet which will be custom made for the children and which they can keep. The wearable itself can be shoved onto the bracelet, they will receive it during a visit to the hospital. The wearable consists of an 5x5 RGB LED grid on which notifications will appear. Furthermore it contains an NFC chip which can be used to log into portals and to activate patches.

The portals contain an NFC reader and a tablet. The portals can be used to display the messages and to play games these games vary for each location and include mental and physical challenges.

Patches are stickers with an NFC tag and will be placed all over the hospital. The patches can be used in the games but when not playing a game tapping them will display a nice pattern on the wearable.

THE GAMES

The games that can be played should stimulate social interaction, physical activities and mental challenges. Examples are:

Hide and seek: Several children log onto a portal after which one of them is designated the searcher and the other go and hide. The searcher uses the wearable to find the hidden players.

Treasure hunt: The goal is to find and tap as many patches as possible within a given timeframe.

Simon says: The portal is surrounded by 4 patches of different colours. A series of colours is displayed, the child needs to memorise the sequence and tap the colours in the right order.



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In your own time
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Integrated Product Design

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