

## Introduction

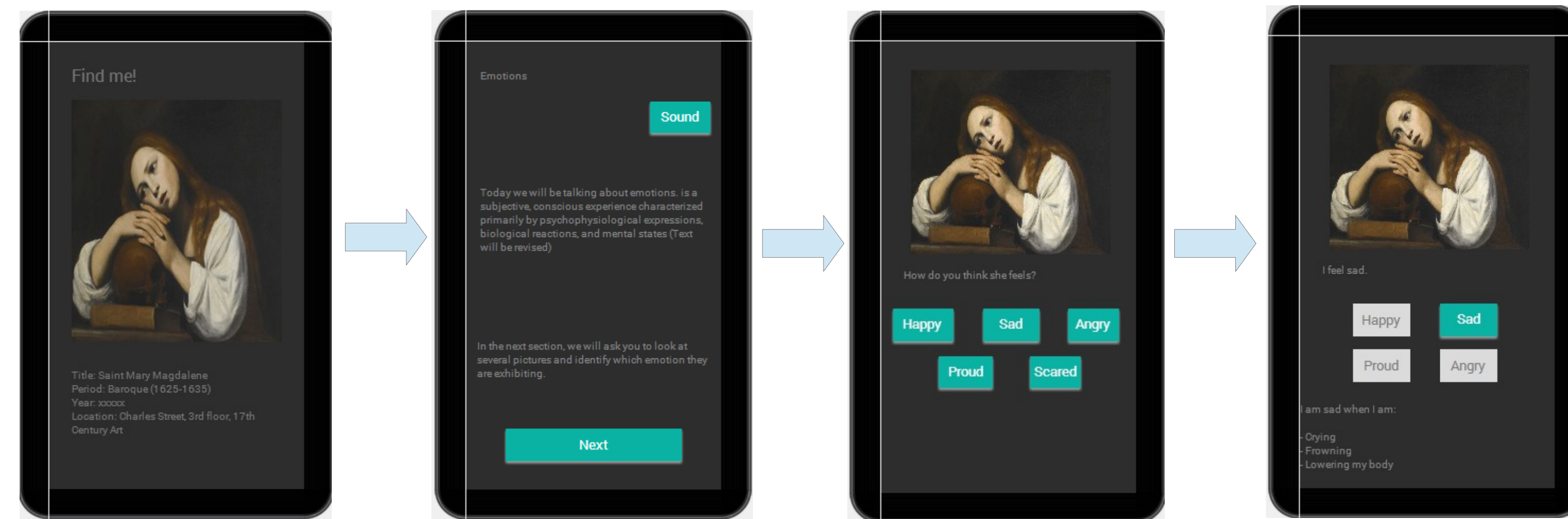
Sensory Morning is a program developed by the Walters Art Museum to allow children with Sensory Processing Disorders to experience the museum.

While the event is well-liked by both children and families, there are problems with limited engagement and interaction.

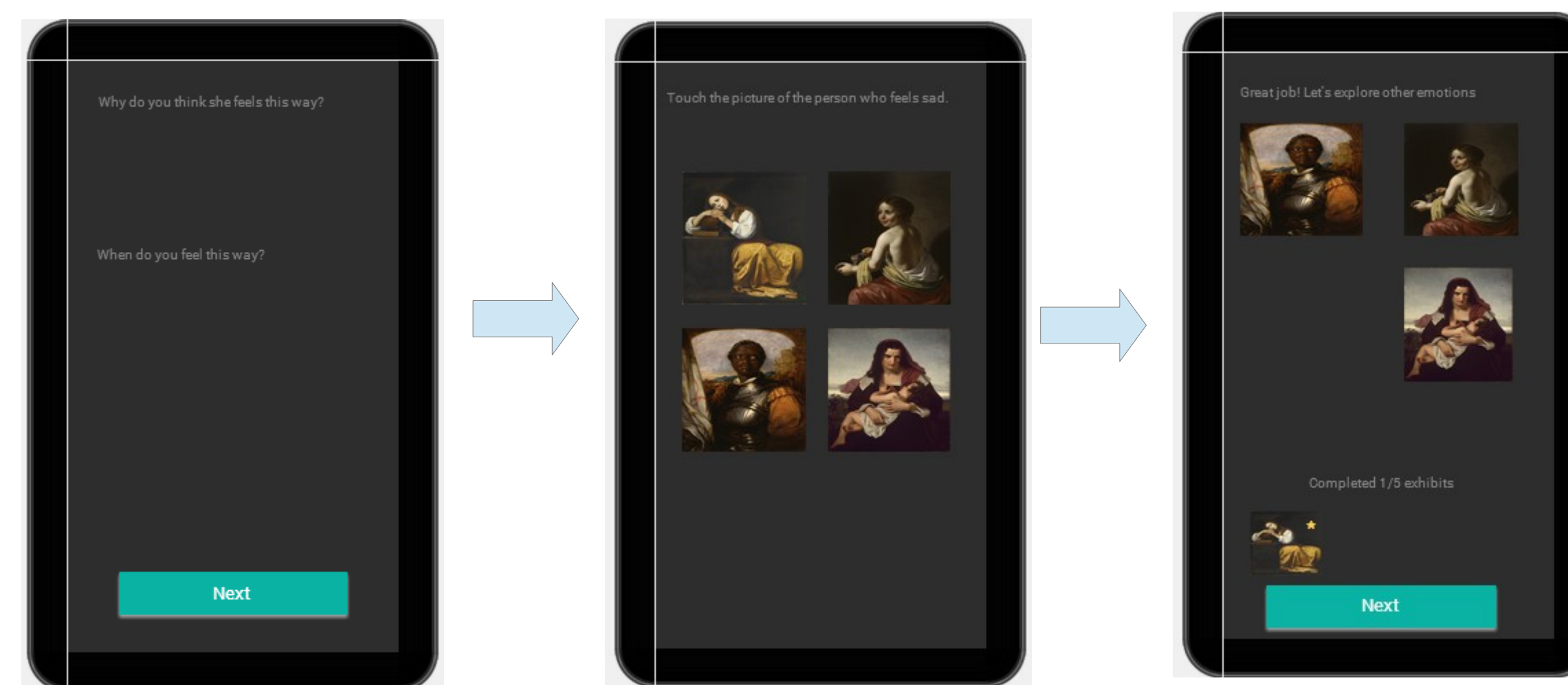
## Current problems

1. Unfocused activities. Activity stations are available throughout the museum, but no order.
2. Validity of educational lesson: are the children learning anything while playing?
3. Limited interaction with museum: interacting with laminated plastic copies of exhibits

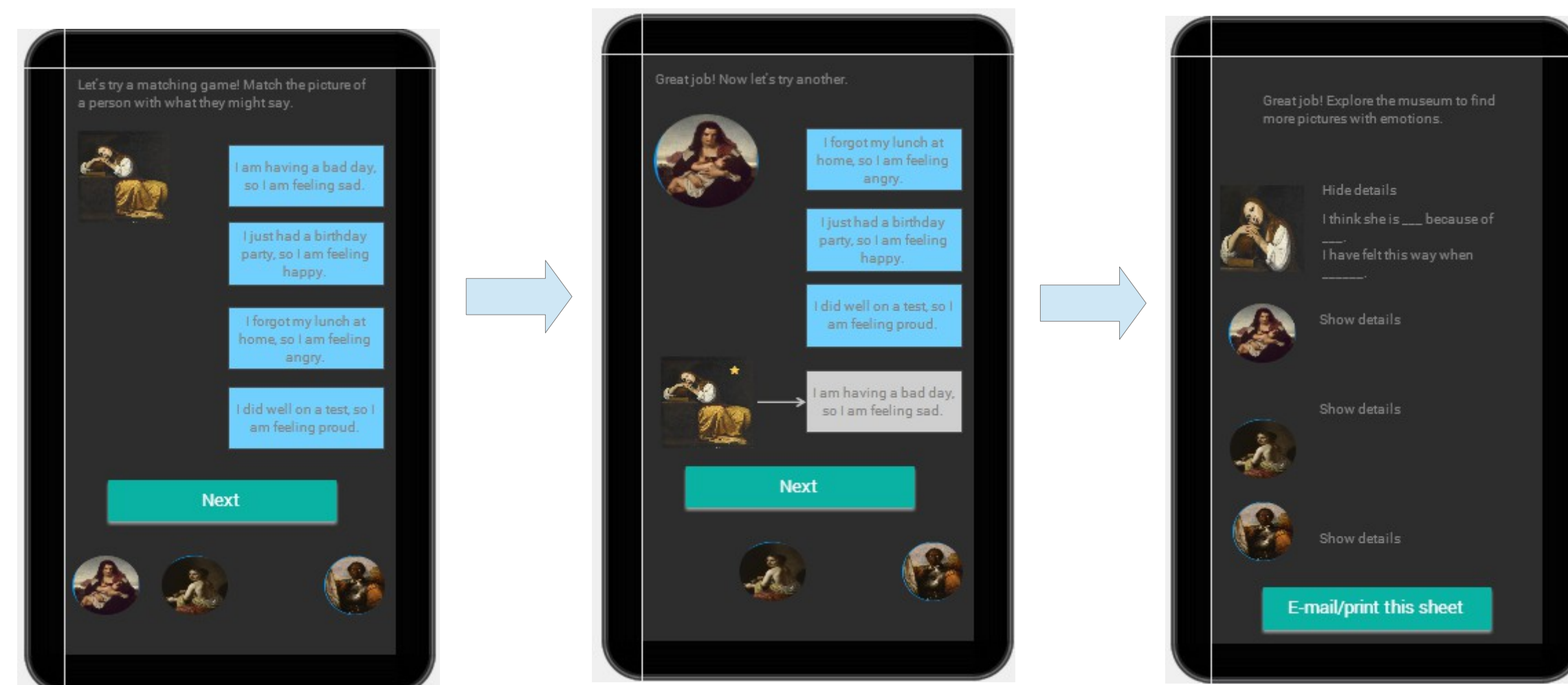
## Part 1: Introducing the concept



## Part 2: Personalizing and testing the concept



## Part 3: Testing the concept through word matching game



## Proposed solution

The proposed solution will consist of three parts. The first part will introduce the concept of emotions to the user. This is done through a text lesson, visual identification in paintings, and explanation of associated body language.

The second part will ask the user for their personal experience with the emotion. They will be asked why the painting expresses an emotion and when they experienced this before.

The last part will reinforce the concept through the use of mini-games. The user will match emotional statements with each painting. A personalized worksheet will be made available upon completion.

## Current/Future Work

After conducting a literature review of design requirements, I created the prototype (left) with input from the Walters Art Museum.

This prototype will be re-sized in order to be implemented on to iPads. After solving issues with re-sizing, the next round of user testing will begin the next Sensory Morning on December 14<sup>th</sup>.