

A photograph showing a child's hands interacting with a white, handheld device that is glowing with a bright light. The device is positioned over a white plate filled with several chocolate chip cookies. In the background, another person is holding a smartphone. The scene is set on a light-colored wooden table.

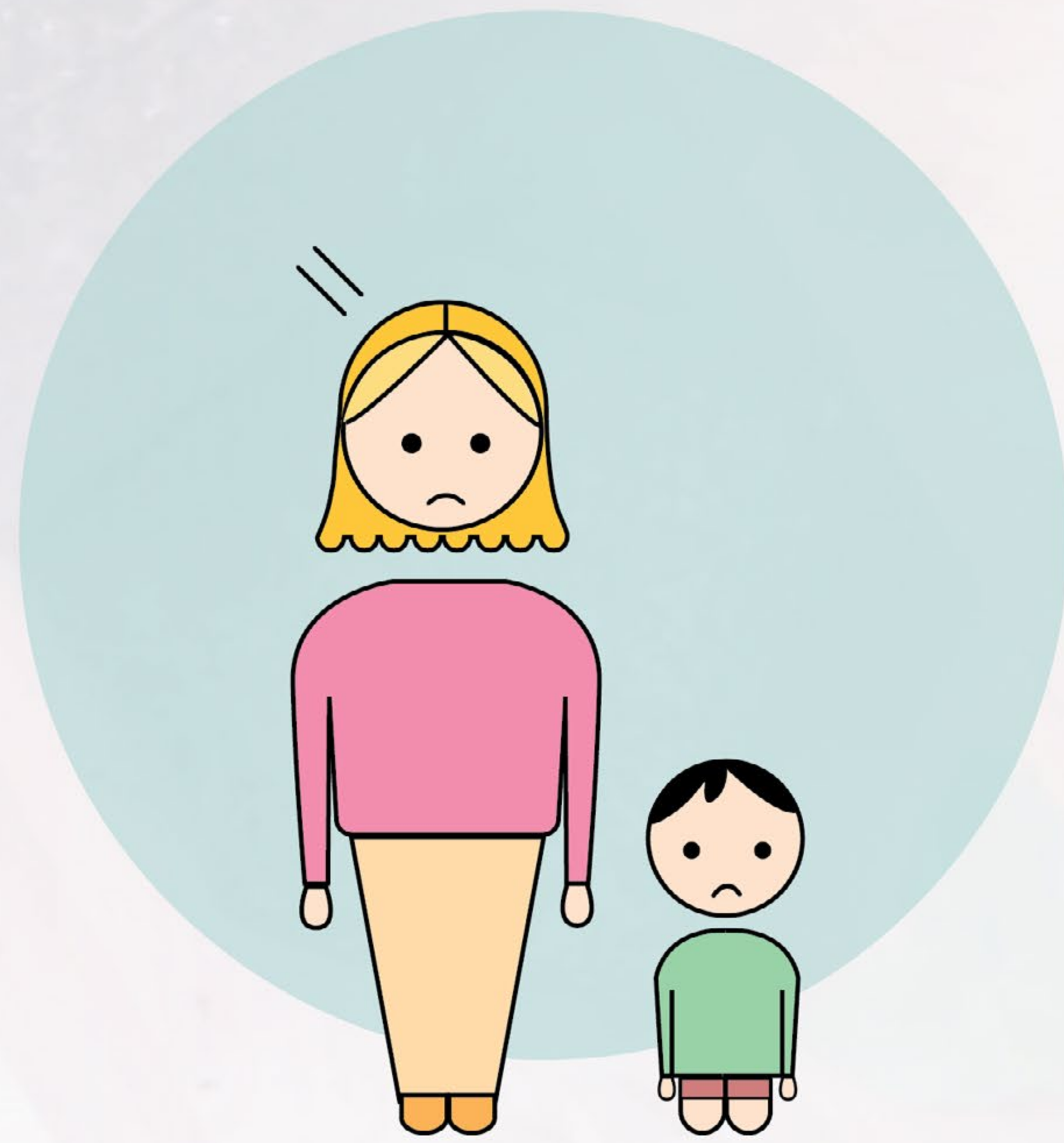
SNASK

Empowering the child to
make his own food choices

A photograph of a man and a young boy sitting at a table. The man, on the left, is wearing a grey sweater and is pointing at a smartphone held by the boy. The boy, on the right, is wearing a white t-shirt and has a white medical device on his left arm. They are both looking at the phone. In front of them is a white plate with several chocolate chip cookies. There are also white mugs on the table. The background shows a potted plant and a window.

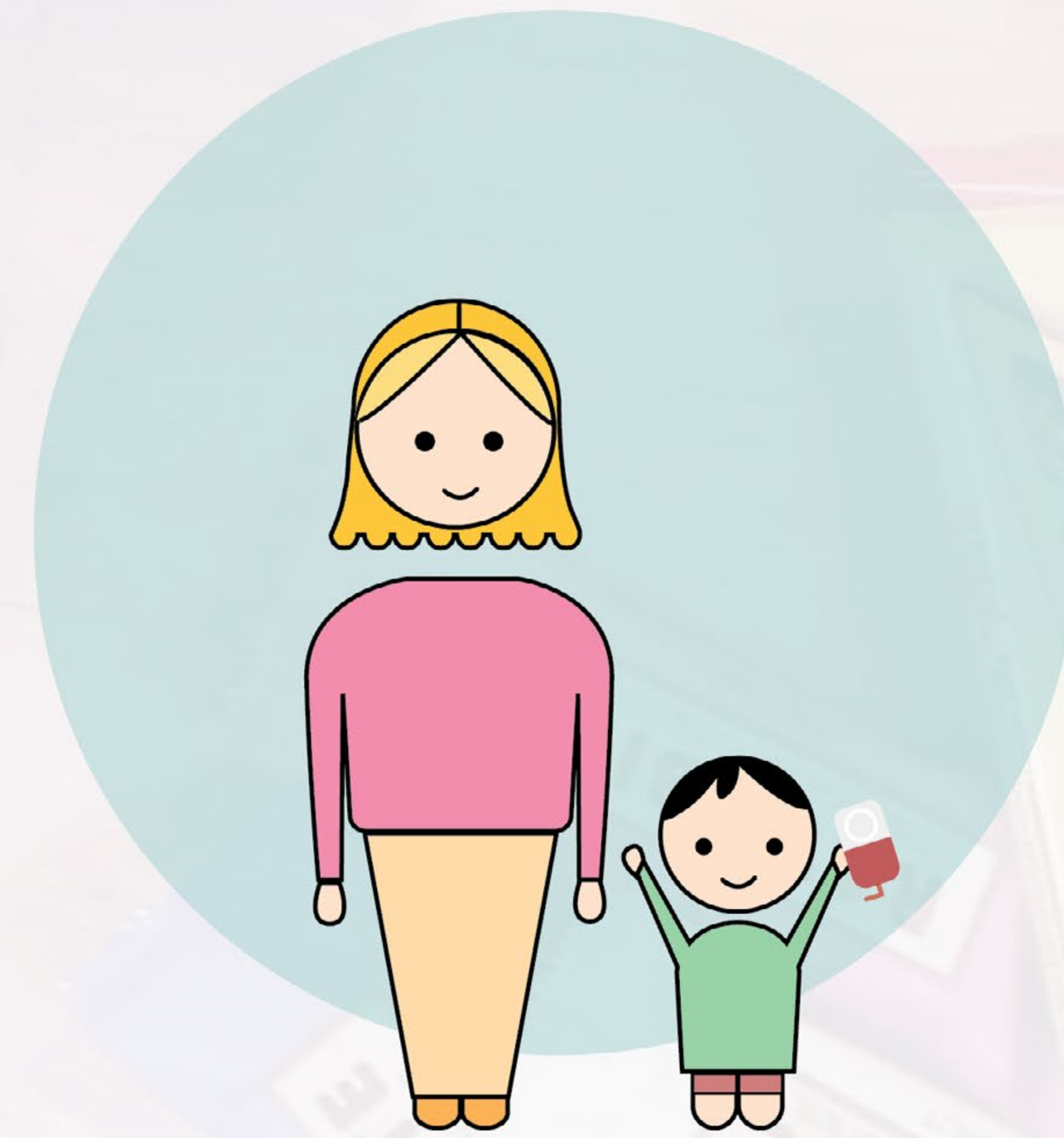
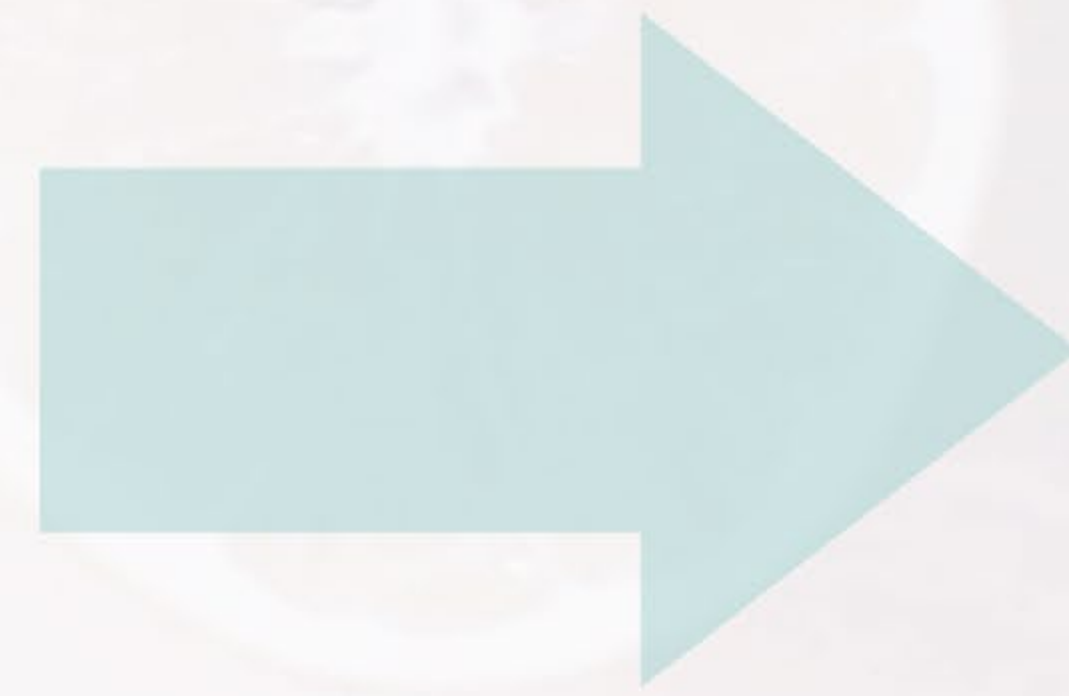
PROBLEM STATEMENT

**Empowering children with diabetes
to make their own food choices**



TODAY

Parents are always worried
Child feels overwhelmed by their parents



TOMORROW

Child gradually learns how to control his diabetes
Parents feel more relaxed



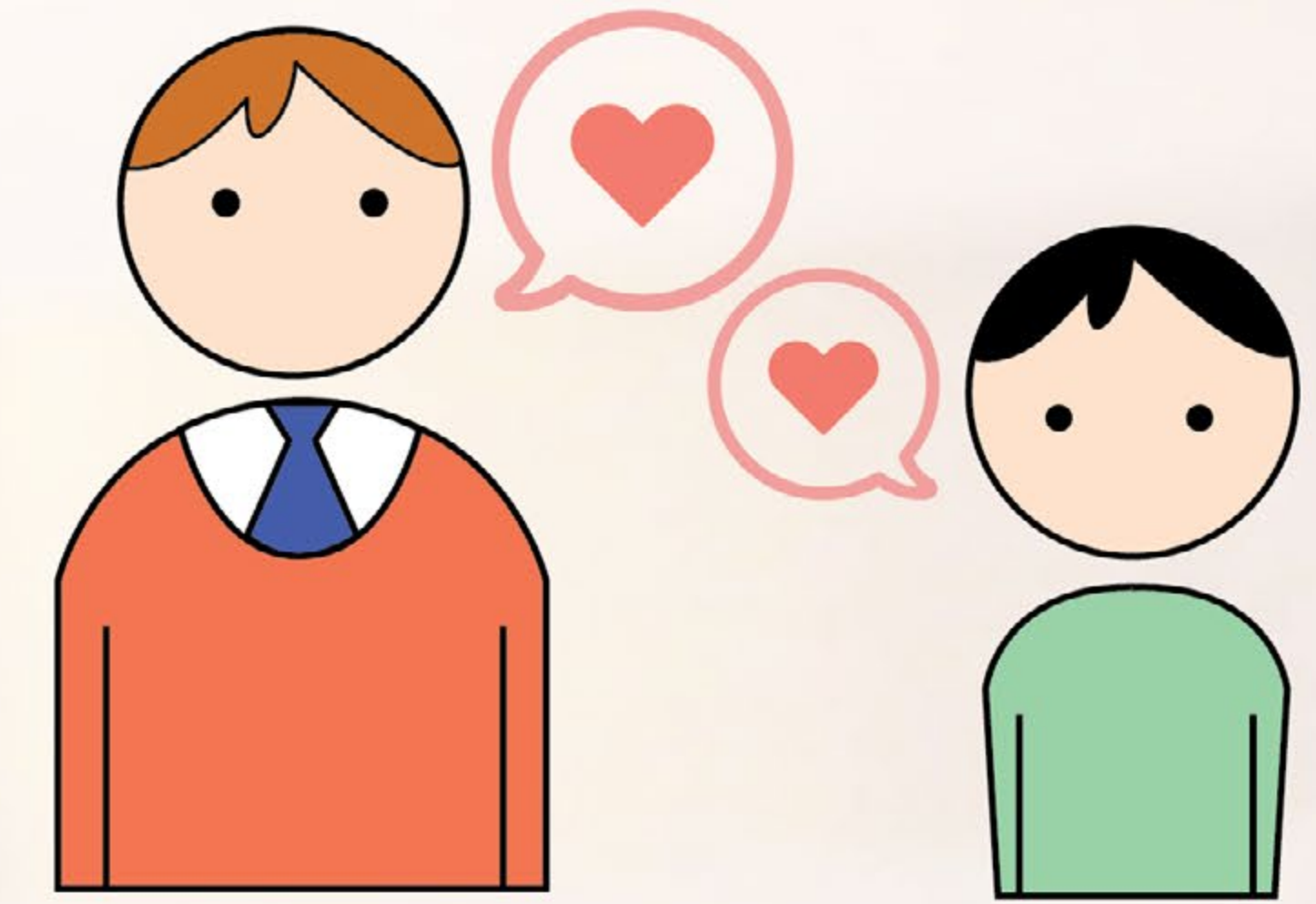
EMPOWERING

Supporting the child to take control of his disease



MONITORING

Keeping parents informed about their child's health, providing recommendations about insulin dose



CONNECTING

Helping parent and child to communicate in more meaningful way



75 carbs

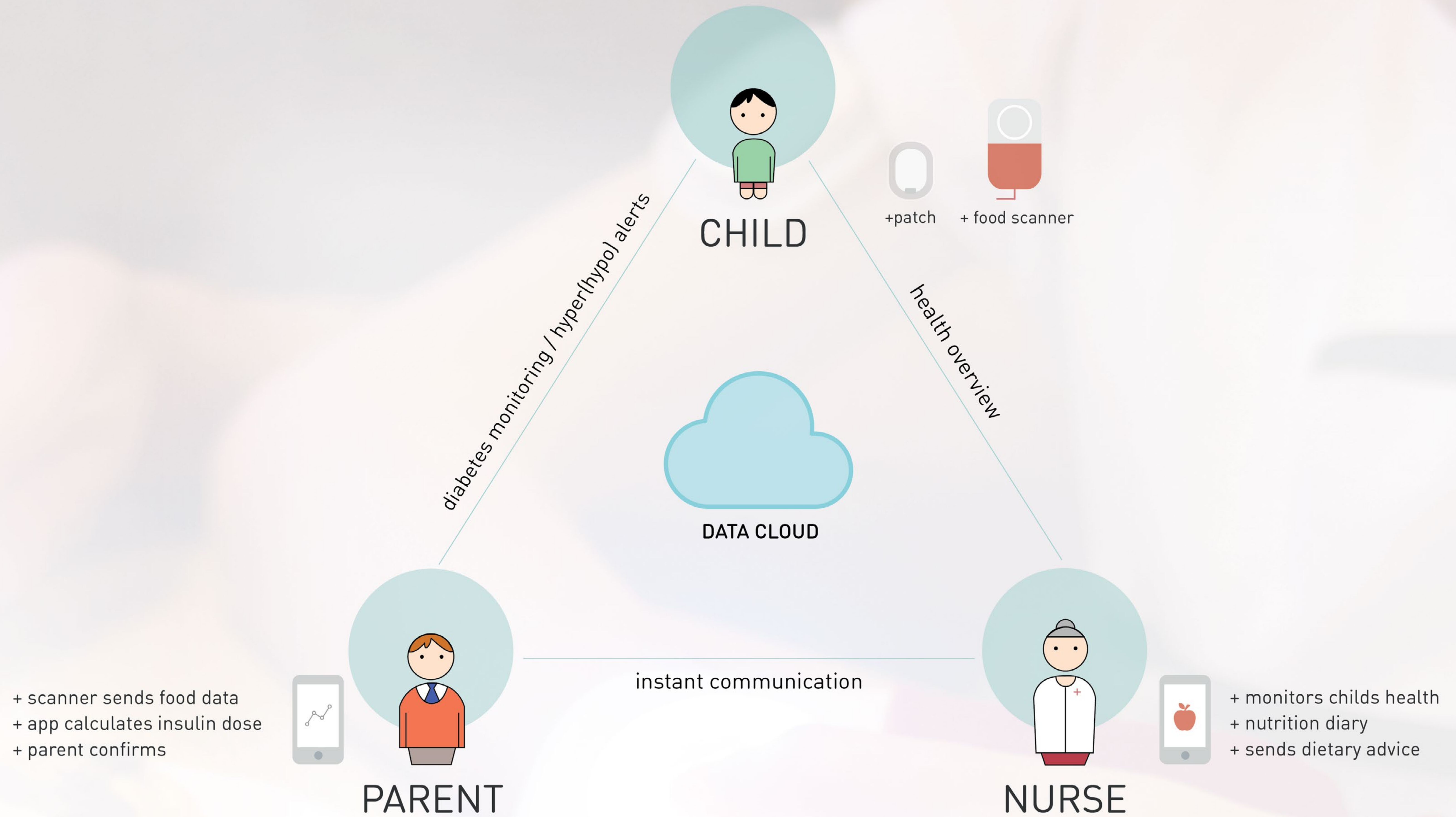
46 carbs

10 carbs

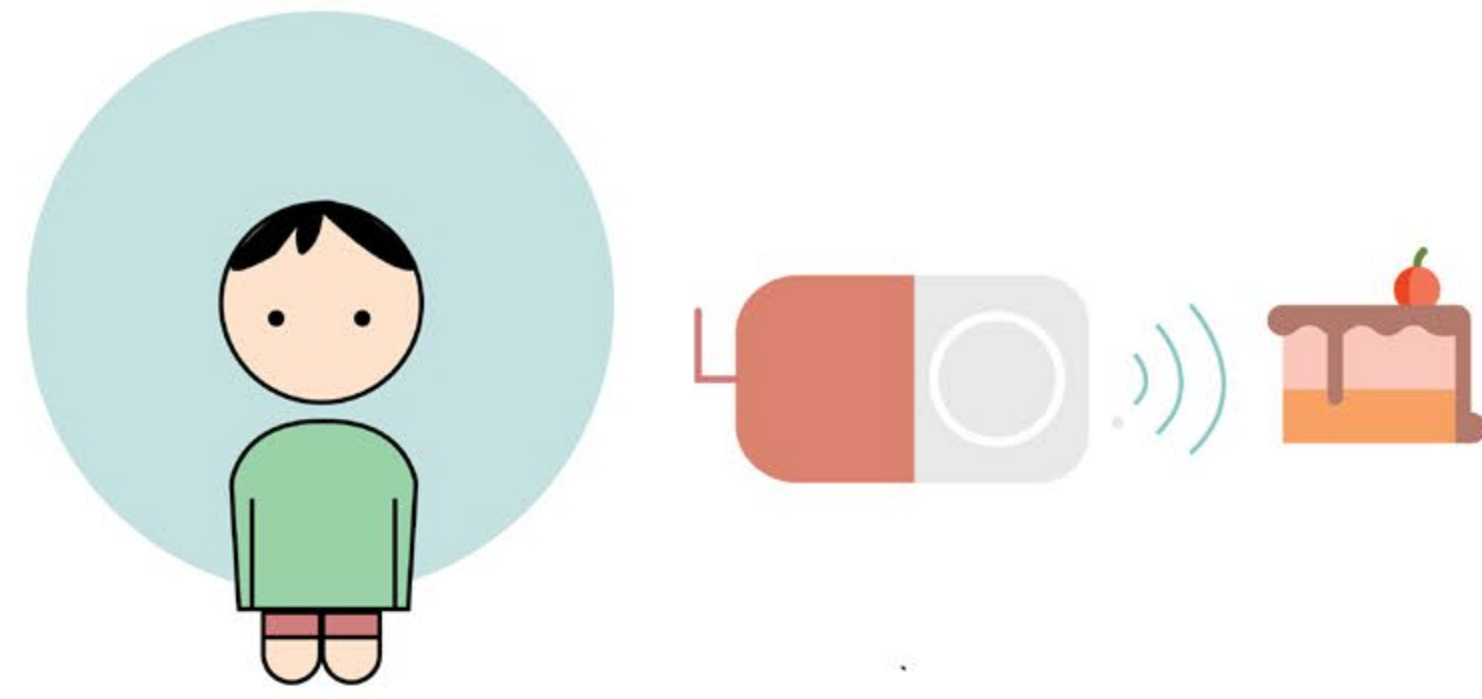
14 carbs

Play concept video
<https://vimeo.com/207023890>

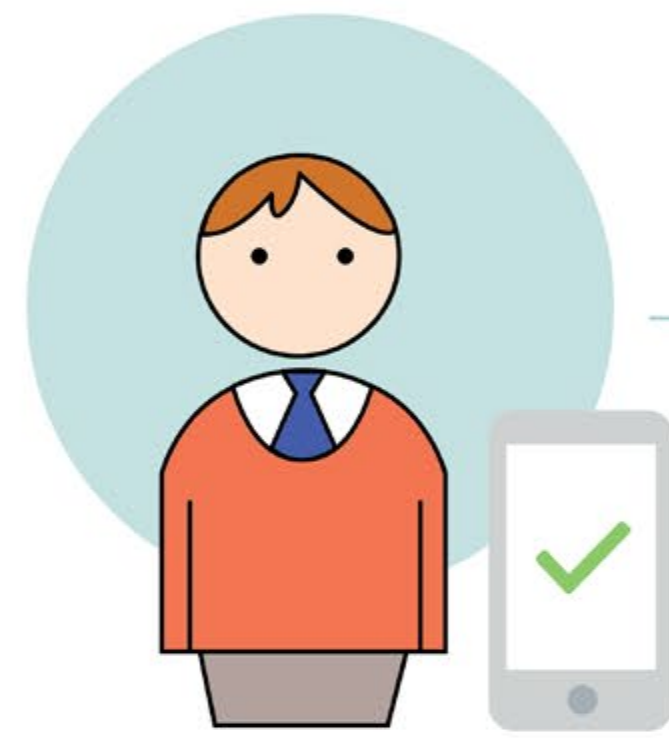
SYSTEM MODEL



1. CHILD SCANS HIS FOOD WITH THE HELP OF THE SCANNER



2. PARENT RECEIVES FOOD INFORMATION & CONFIRMS



3. SCANNER CONFIRMATION SOUND & LIGHT



4. CHILD INJECTS INSULIN DOSE APPROVED BY PARENT



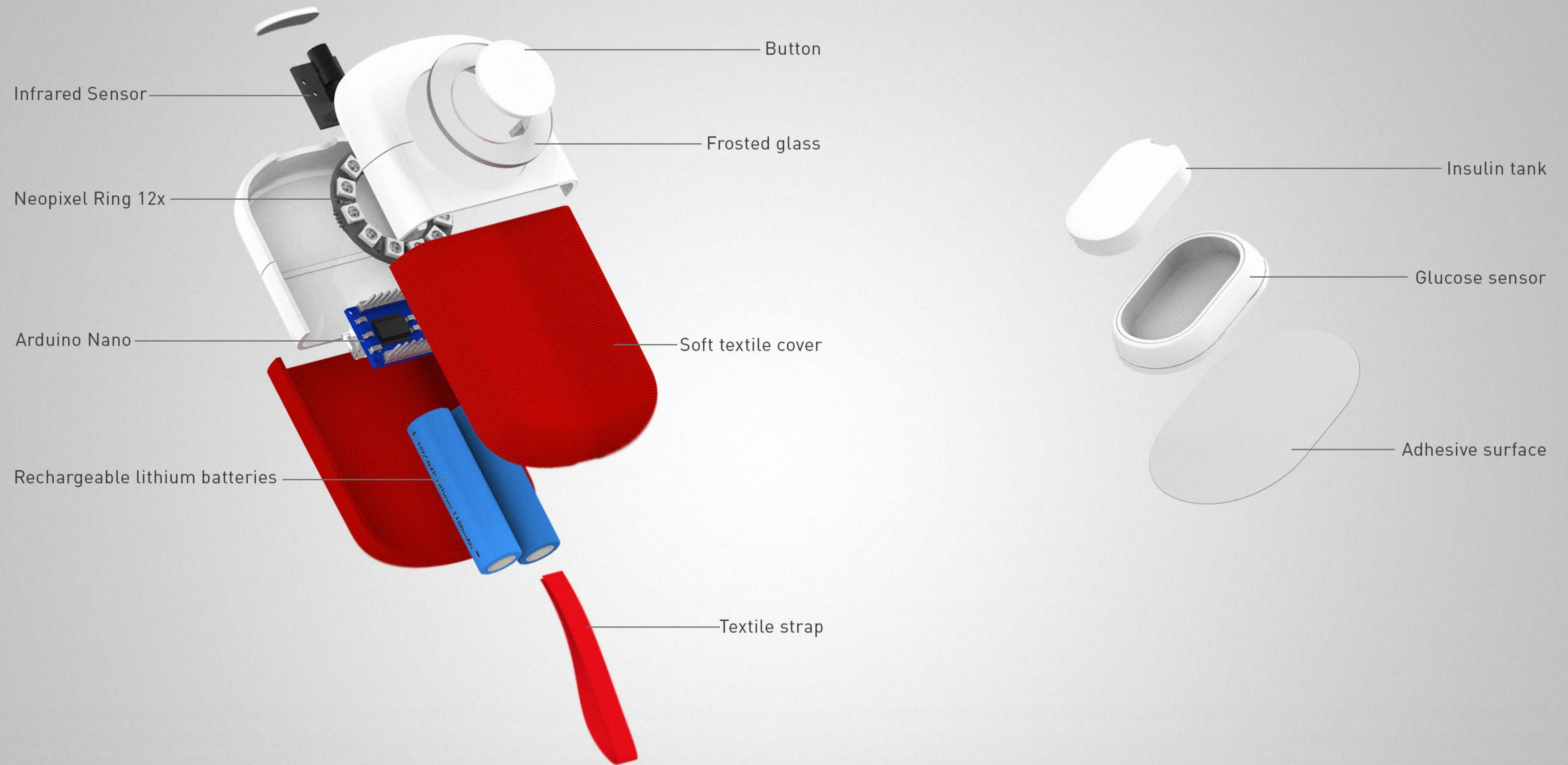
5. CHILD HAS POWER OVER HIS FOOD AND INSULIN INJECTIONS



6. PARENT IS RELAXED AND CAN KEEP TRACK OF CHILD'S HEALTH



EXPLOSION VIEW

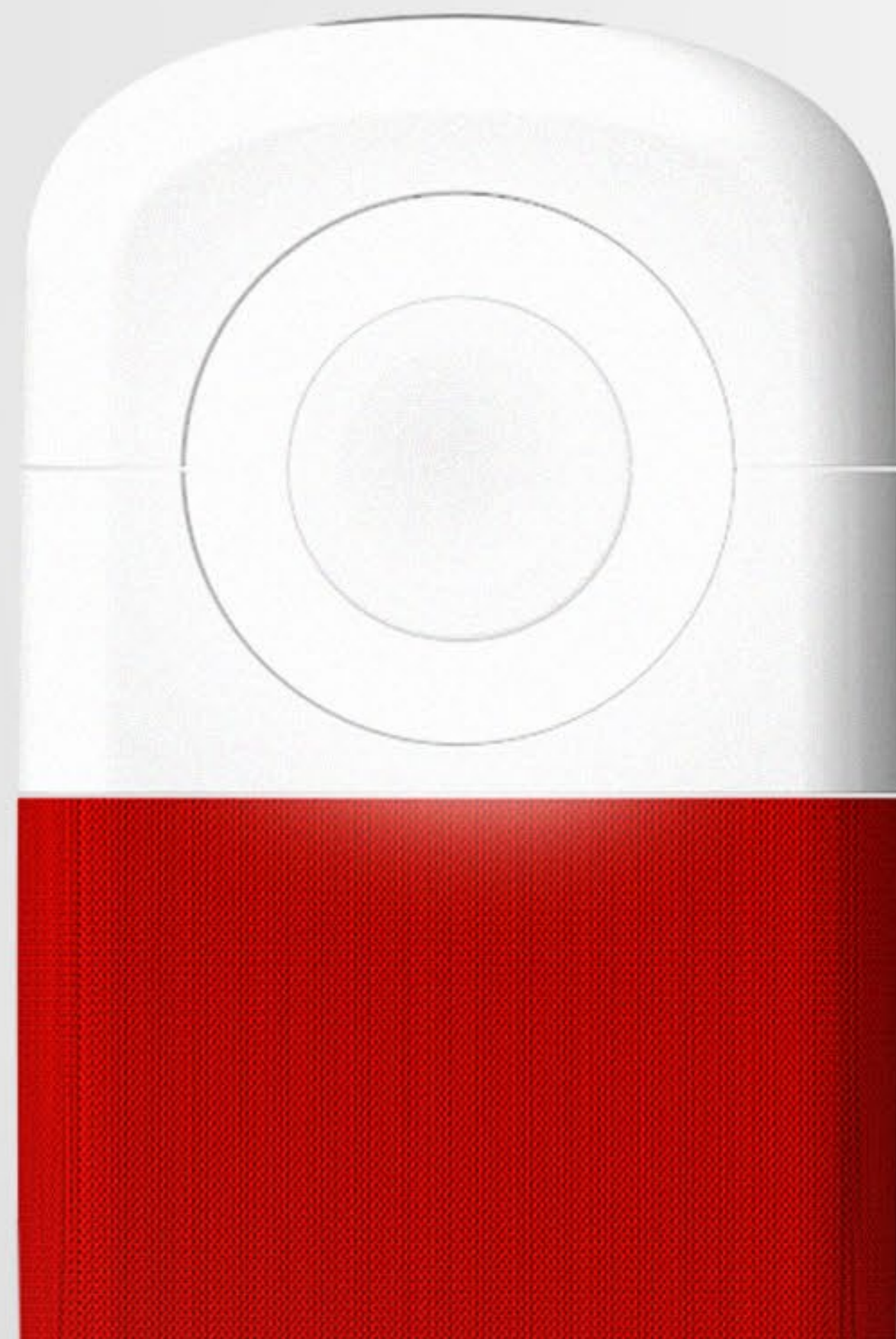


SNASK COMPONENTS



light & audio feedback

while scanning food



when parent disapproves



when parent approves



insulin injection



A wide-angle shot of a residential street in winter. The ground is covered in snow, and the sky is a pale blue. On the left, there's a wooden fence and a brick apartment building. On the right, there's a modern apartment building with a car covered in snow. Two people in winter coats are walking away from the camera in the foreground. The text 'SNASK' is overlaid in large white letters, with 'the process' in smaller white letters below it.

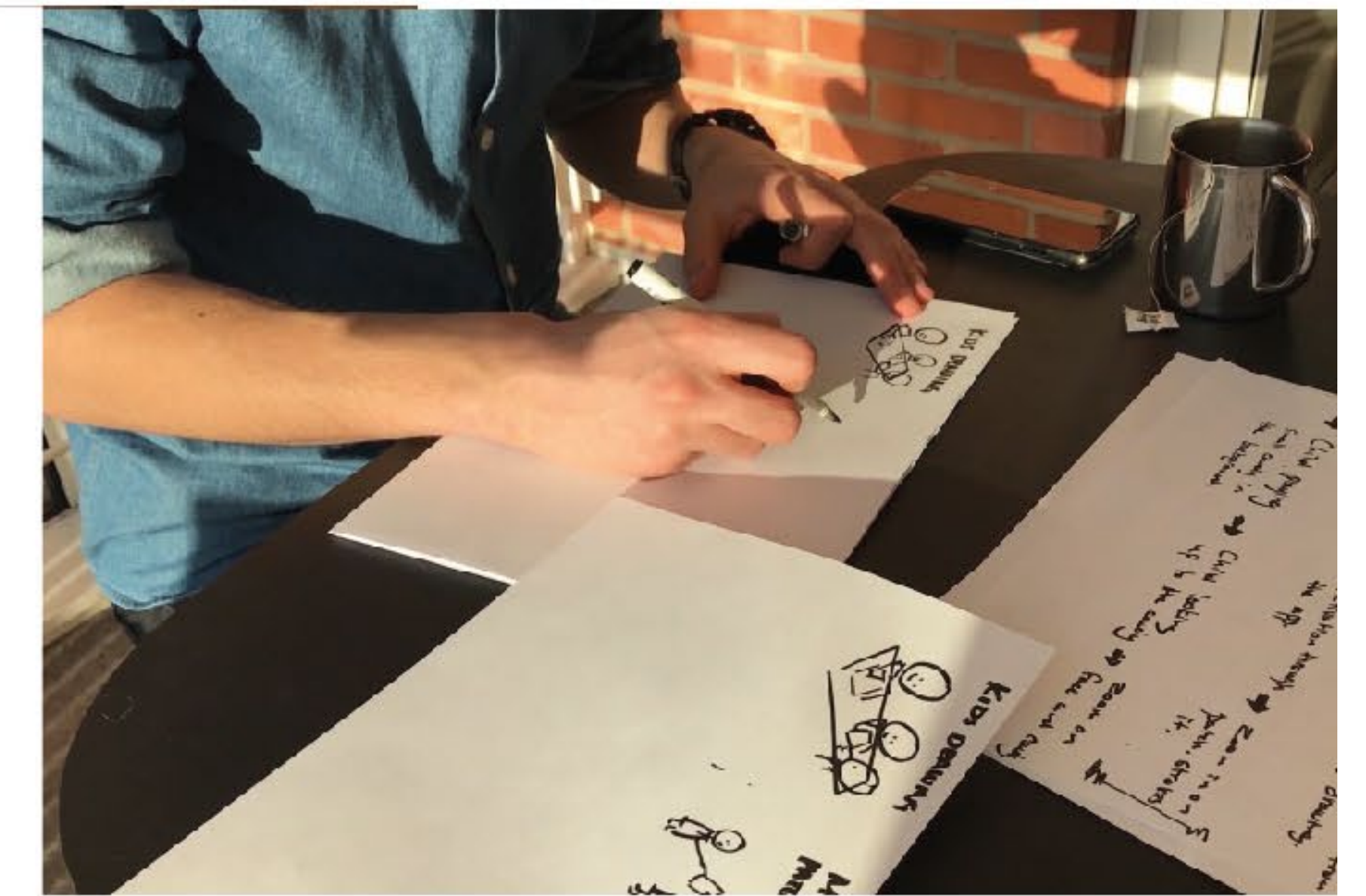
SNASK

the process

Play process video

<https://vimeo.com/207528219>

- How could we empathise with the child's daily life with diabetes?

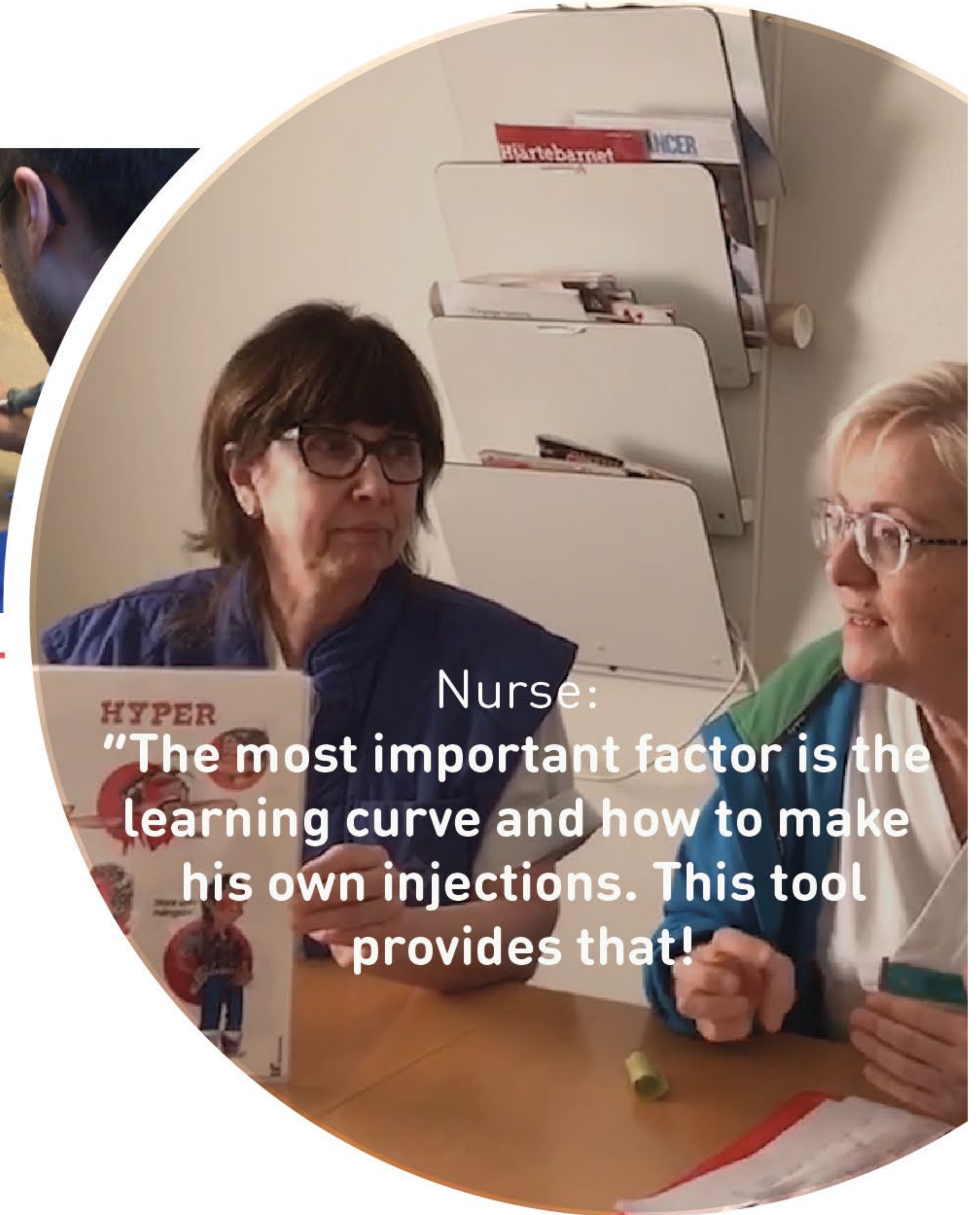
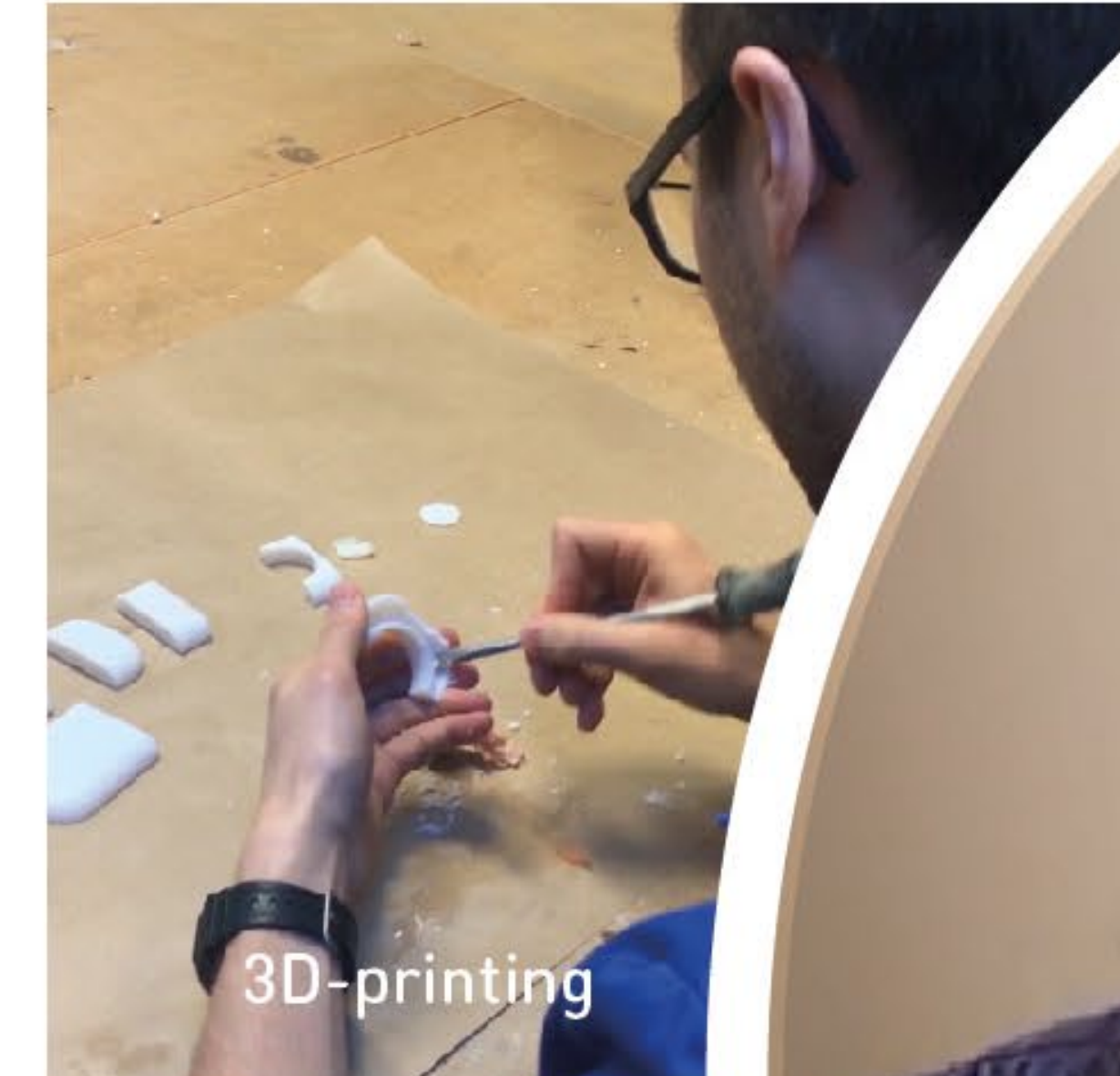
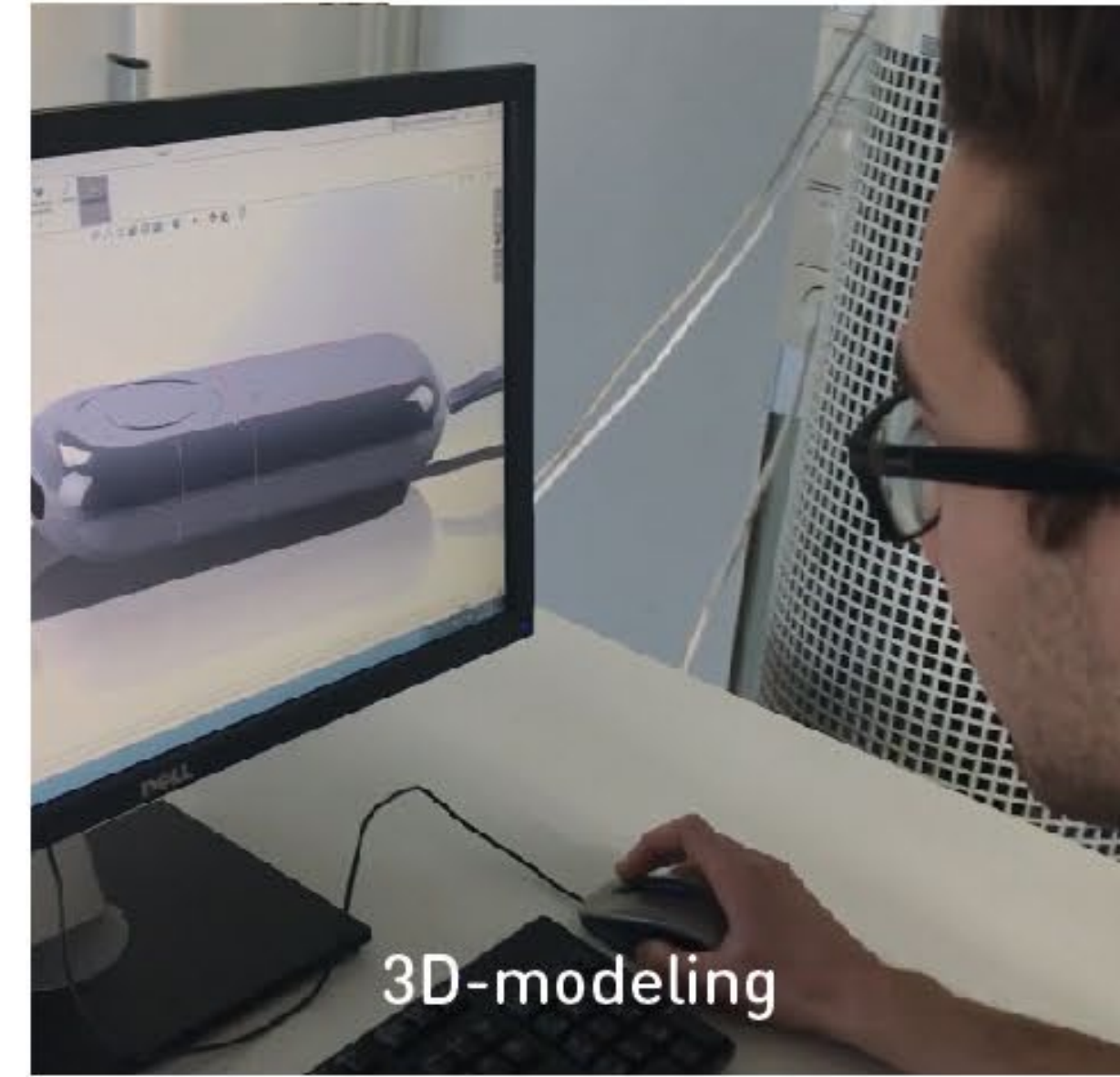


EMPATHIZING

During phase one, we mapped out the complexity of the disease. We found that the connection between the parent and the child is put at major stress when parent tries to constantly monitor the child's disease. As a result, the child feels disempowered.

RESEARCH

Existing products in the field are solemnly aimed towards an adult audience. We wanted something portable for children who do not have smartphones around 6-9 years old. It would be something he could be proud of and show to friends. We explored and acted out sketched scenarios on the topic of blood sugar monitoring in combination with a food scanner.



TESTING WITH NURSES

We conducted close interviews and iterations for our concept with nurses and specialists at Umeå University Hospital. The scanner should give encouraging feedback.

PROTOTYPING

Next step was exploring sound design following Wizard of Os-testing. We built 3D-printed models, programmed the interactions choosing colorful light feedback for the sounds. Finally, we animated the interface for the application that would show data to the parent.

EXPERT FEEDBACK

The most valuable feedback while showing our final concept film and prototype for nurses, dietists, children and parents at Umeå University Hospital Diabetic Unit. **The feedback we got was that the product would indeed be very useful for the child and parent.**

This project was a two week collaboration
between two Master programs at the Umeå Institute of Design;
MFA Interaction Design and MFA Advanced Product Design.

