

Meeting 1:

The first interview was focused on getting to know each other, introducing the project, and discussing expectations. Although this was only the first meeting, a lot of valuable information was collected early in the interview. The co-designer informed the group about some of his daily struggles, caused by his ASD (autism spectrum disorder). These are the main points:

- 1) *Having trouble understanding the social rules: why do people react the way they react? What are the non-verbal cues?*
- 2) *The co-designer makes use of fidgets. An occurring problem is the fidget breaking.*
- 3) *Storing notes. The co-designer writes down a lot of his thoughts on notes. These notes are stored throughout the whole house. This also affects his partner.*
- 4) *The co-designer can get into his head a lot. During these moments, he is not conscious of his surrounding and tends to put his body in a bad posture.*

Meeting 2:

For the second meeting, two group members went to visit the co-designer at his home. The goal of this meeting was to get more insight into his daily life and surroundings and to get a deeper understanding of the four struggles mentioned. During the meeting, different [mind maps](#) were made about these problems. These contained more in-depth information and some ideas for possible or already existing solutions.

Meeting 3:

Following the second meeting, it was decided that there would be a focus on the notes storing problem. This seemed where our participant was troubled the most with and needed help and where the group could assist the most. With the third meeting, more information about this issue had to be stored. A list of questions was created and asked during the interview with the following main findings:

- *The product should not be visible or eye-catching*
- *The product should be able to close, get out of view and be able to be flattened*
- *White boards work for the co-designer: more efficient and sustainable, maximum amount of notes*
- *Makes 5-20 notes per day, depending on the day*
- *Notes should be easily accessible*
- *Co-designer does not want color associations*
- *Include only written notes, digital notes do not work that well*
- *Paper should be small, leaving room for keywords*
- *Not every note is as important as others --> should be able to be prioritized*
- *A maximum number of notes is desired*

Besides the interview questions, a homework task was given to the co-designer. The assignment was to create a list of the categories, his notes could be stored in:

Dynamic lists (changeable):

- Work:
 - Autism
 - Presentations
 - Autisme Digitaal
 - PAS

- Theater
 - Ins Blau
 - Opera Festa
- At Home
 - House keeping
 - Administration
 - Shop
 - Groceries
 - Other

Static lists (keeps getting longer, able to cross off when done):

- Creative
- Watch and read
 - Netflix
 - NLZiet
 - YouTube
 - Books
 - Podcasts
- Trips
 - Museums and exhibitions
 - Going away for the day
 - Vacation plans
- Do not forget, ideas, other

Meeting 4:

For the fourth meeting, two group members visited the co-designer at his home again. This time a few concepts were brought with them, and some new concepts were created. During this session the concepts were tested, other existing products were discussed, and new ideas were added. Main findings of this session:

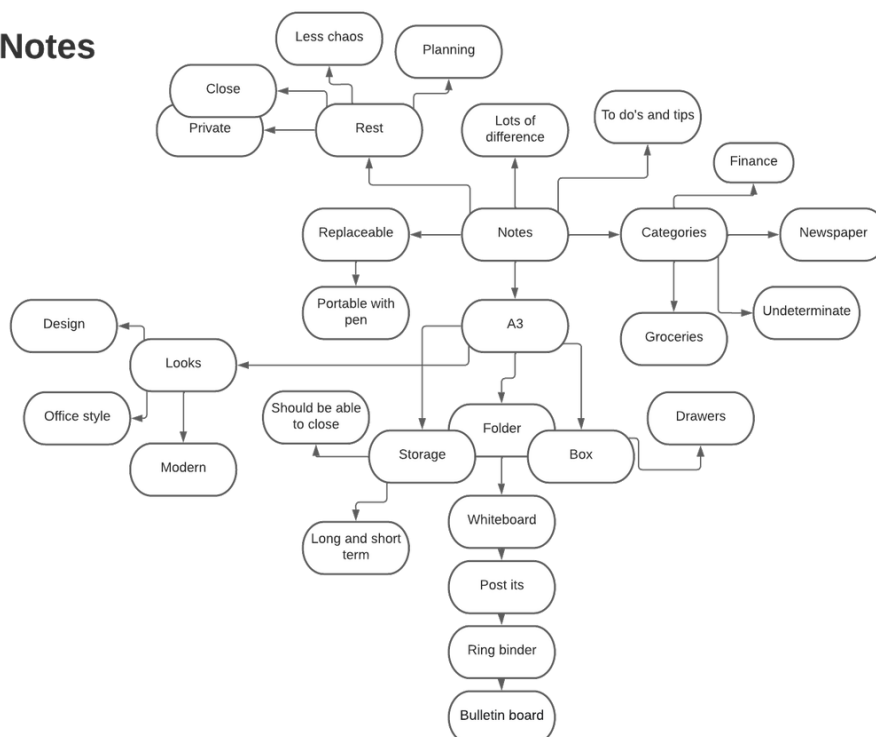
- *Co-designer wants an overview in one eyesight.*
- *Having notes is not the main issue. The biggest problem is storing them and making them easy to understand. After a while he does not understand his own notes.*
- *Size depends on where the product is put. When laying on the table and/or floor for example, it should not make use of too much space. When hung on for example a wall or stand, the size does not matter that much, since it does not use too much space in the horizontal direction.*
- *Preferred to leave the overview product at home. A second product for notes can be taken with him when leaving the house. Should not be too big, since it must be carried around.*
- *The categories work. There seems to be too little of space for all his notes, but that could work as an advantage, when limiting the note usage.*
- *A "today" category needs to be visible when closed. All tasks, reminders and notes that must be looked at that same day are put here.*
- *A manual of usage is missing. Just the basic steps of how to use it, so the product cannot be misused.*
- *All note sizes should be able to be stored.*
- *A note template could be beneficial (title, date, comment, etc.). Helping with the issue of not understanding the notes after leaving them for a while.*

Meeting 5:

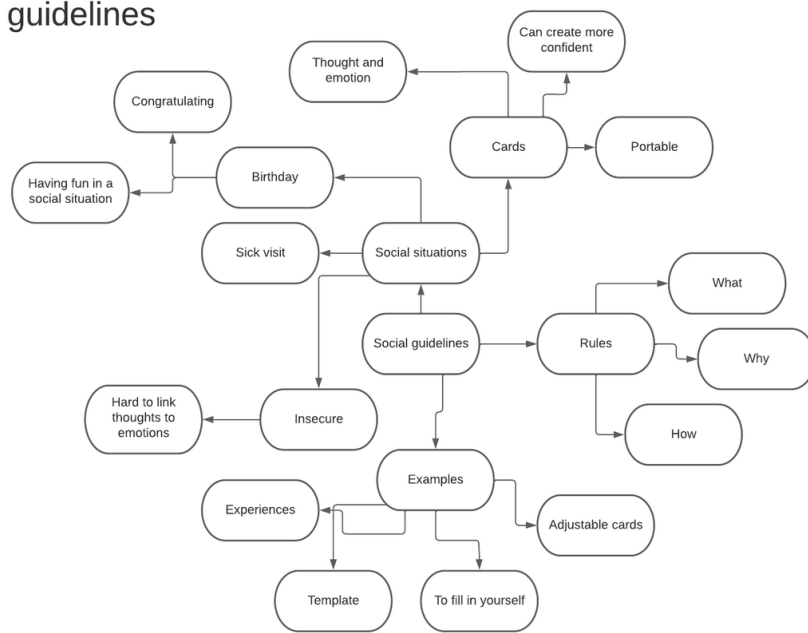
Once the final concept was designed, a short meeting was planned. The week prior to the meeting, the co-designer tried the overview system. He created the same categories in his notebook as in the concept. It has been concluded that the system works well. It can display a quick overview and be closed when the product is not used. The downside of the notebook is its size and not being able to remove the written notes. Crossing them away did not work for him but crossing created squares in front of the notes did. The downsides would be solved when using the bigger panels in the concept and having the notes detachable from the board.

Mind maps:

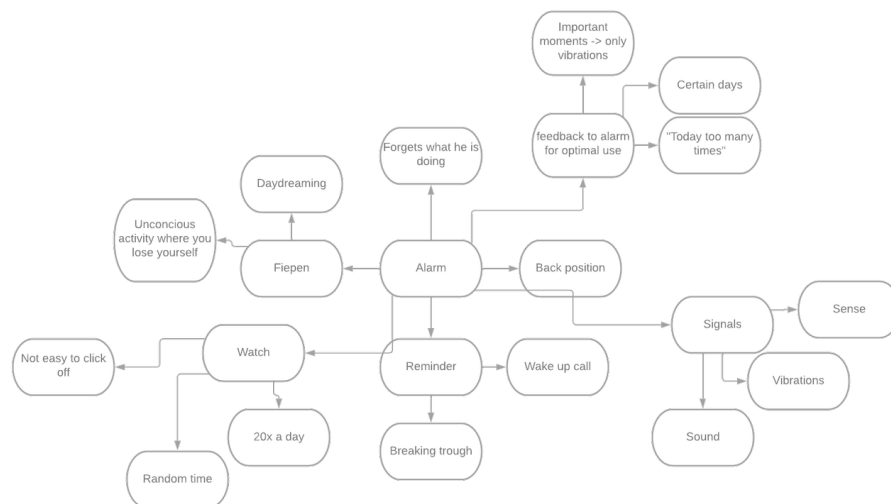
Notes



Social guidelines



Alarm



Fidget item

