|  |  |
| --- | --- |
| **Platform** | **Place** |
| * What will be the primary / secondary devices? What are the particular affordances of immersion that these devices offer?
 | * What is the context for engagement? (i.e. Within a healthcare or community setting? In the home?)
 |
| * How do participants access these technologies?
 | * List the physical, health & safety, technological constraints and affordances of these places.
 |
| * What physical and/or technological constraints do the devices bring?
 | * How will users feel most comfortable/confident to engage?
 |
| * How/where will platforms interact?
 | * What safeguarding or clinical considerations are needed for the location?
 |
| **Users** |
| * Who are the primary / secondary users? (demographic characteristics, technology experience, health/wellbeing condition)
 |
| * How, and to what extent, will the users feel immersed?
 |
| * What health/wellbeing outcome(s) do you want them to experience?
 |
| * What impact will it have on them: short term / long term?
 |
| * When/how will you test with and involve users?
 |
| **Time** | **Genre** |
| * How long will the experience last?
 | * What type of immersive experience is it?
 |
| * What time(s) of the day will it be experienced?
 | * Does it have parallels in mindfulness/wellbeing or entertainment realms that users may relate to?
 |
| * Is it intended as a single experience or to be repeatable/regular?
 | * What level of interactivity does it have and what is the primary interaction?
 |
| * What barriers or opportunities do these factors offer for users to engage?
 | * How will UX design enable the kinds of immersion you are aiming for?
 |