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| **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? | |