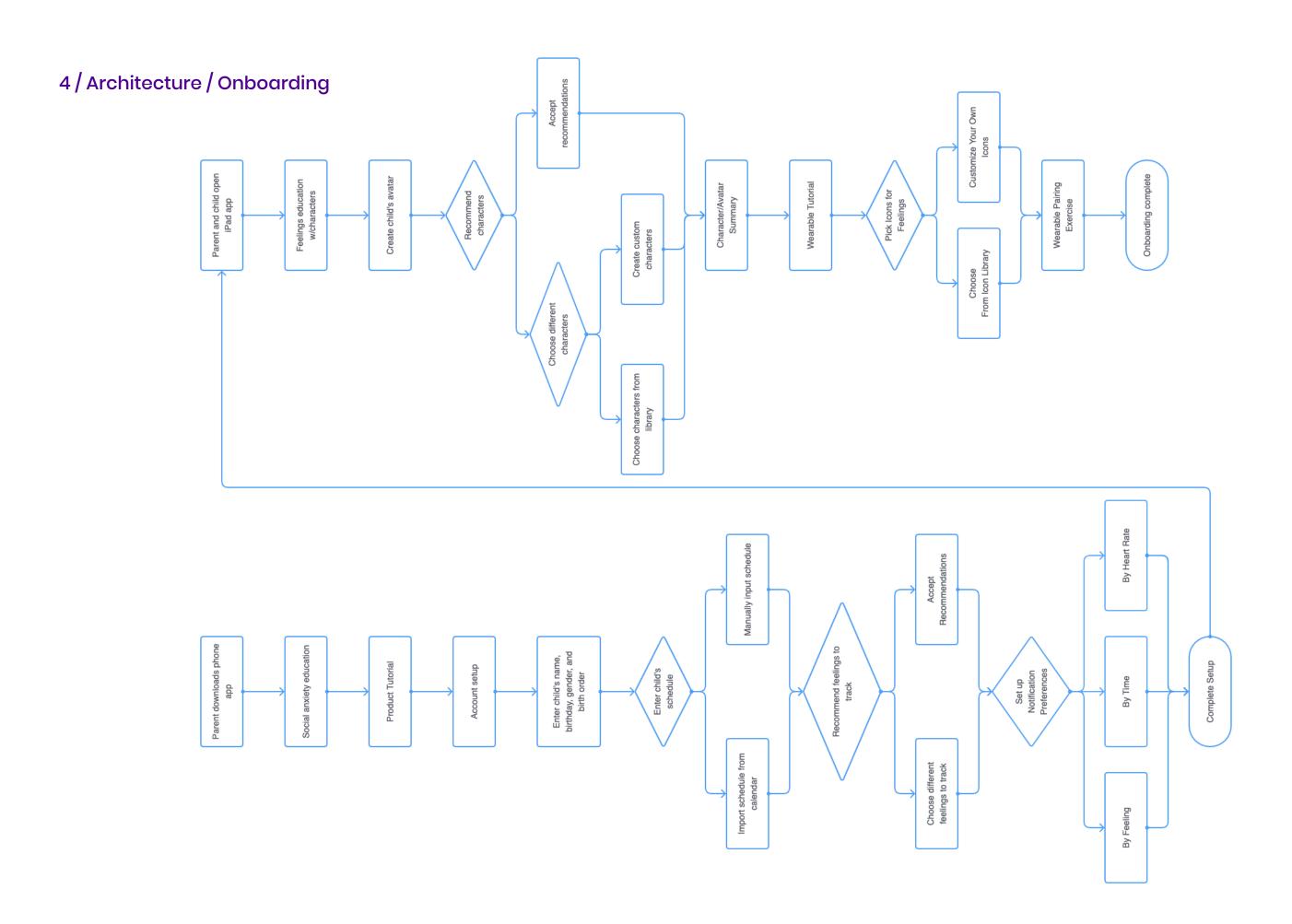
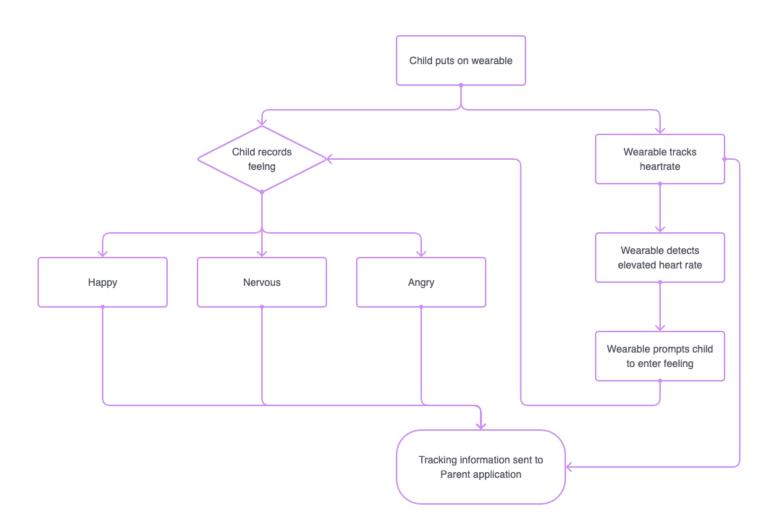


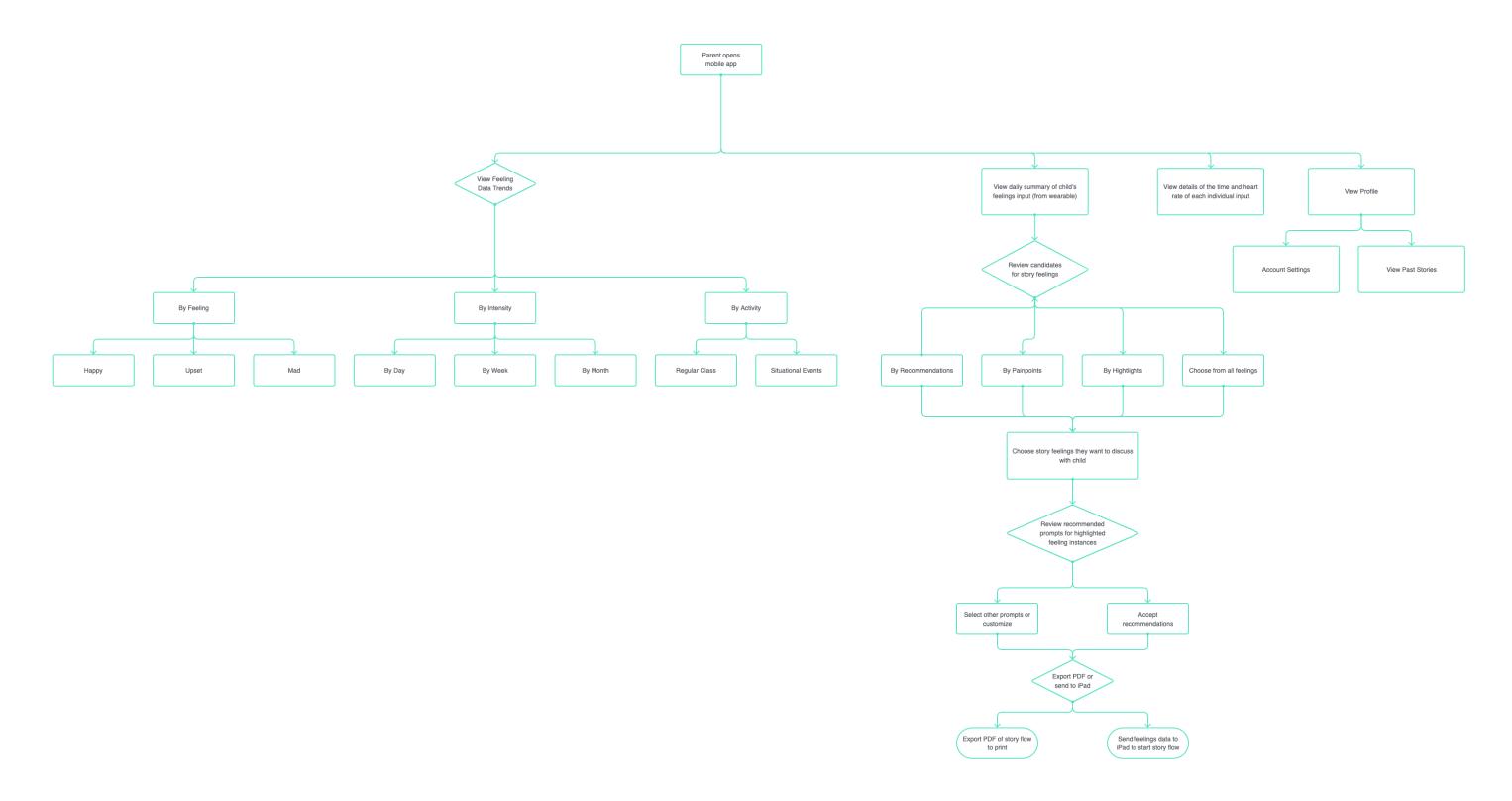
Somo is a **three part solution** that includes **a wearable for children** to track feelings, **a mobile app for parents** to analyze data, and a personalized, interactive **iPad story for them to read together.**

- 1. Anxiety manifests itself in different ways
- 2. Talking through scenarios is effective for parents
- 3. Parents lack context when they aren't with the child
 - 4. Frequency & intensity metrics aid diagnosis
 - 5. Feelings personification is a therapy tool
- 6. Sometimes kids & parents need a better way to connect

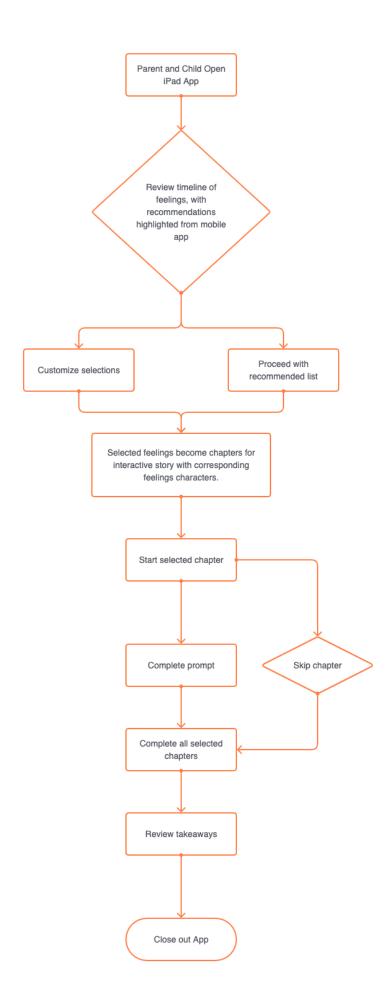




6 / Architecture / Mobile



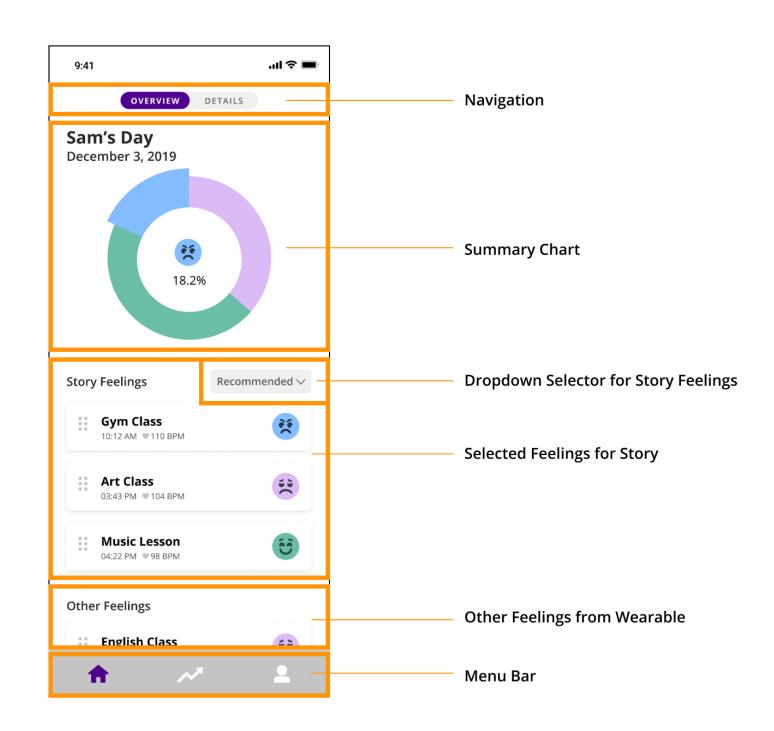
7 / Architecture / Tablet

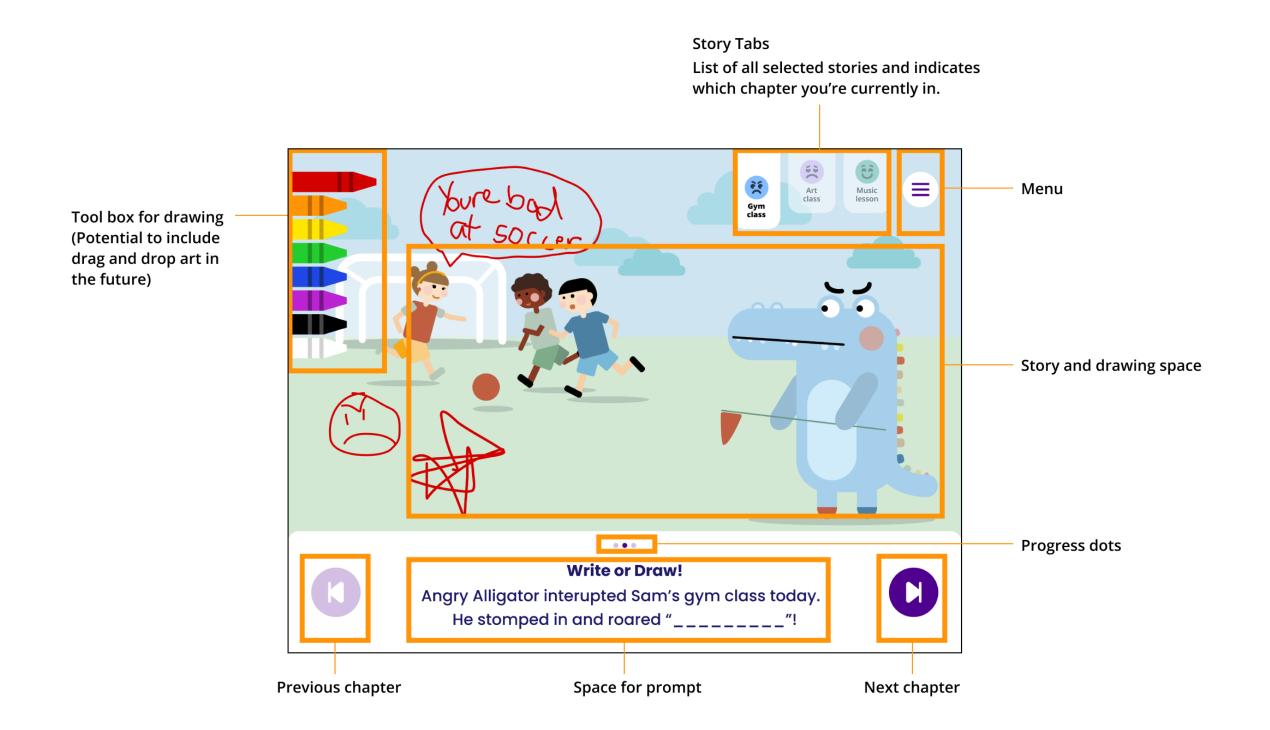


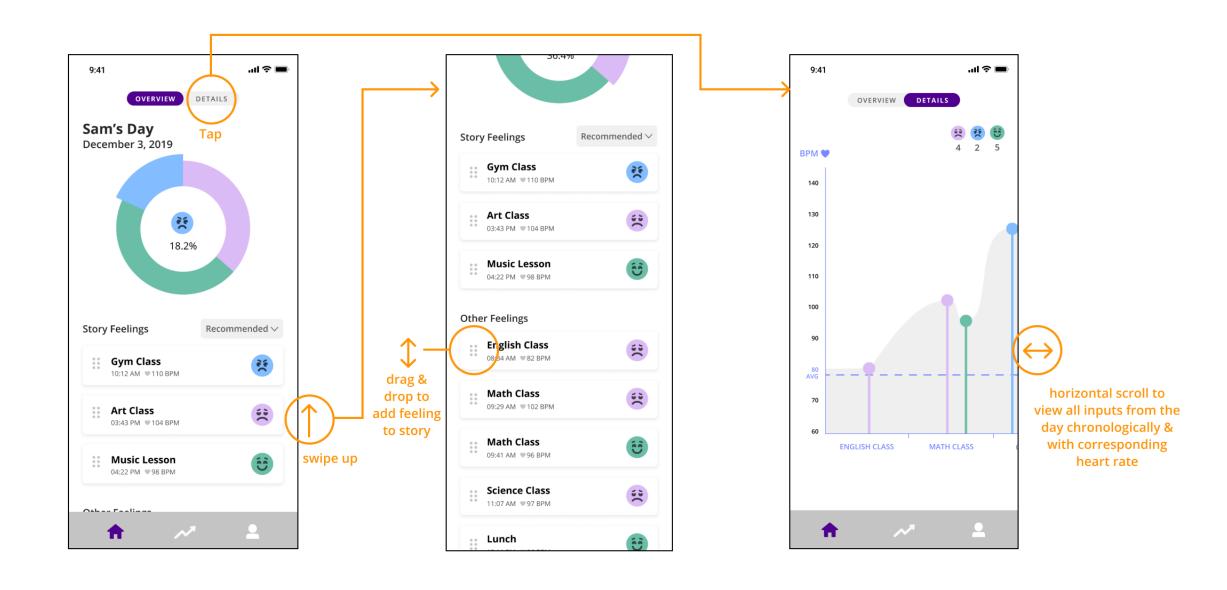
8 / Conceptual Model / Wearable



9 / Conceptual Model / Mobile



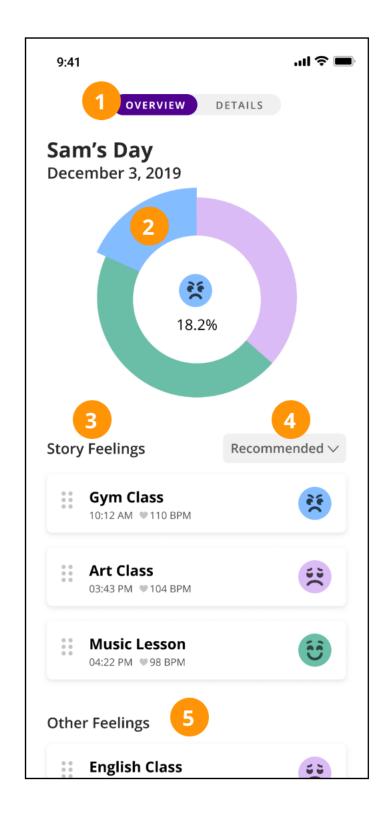




12 / Interaction Flow / Tablet

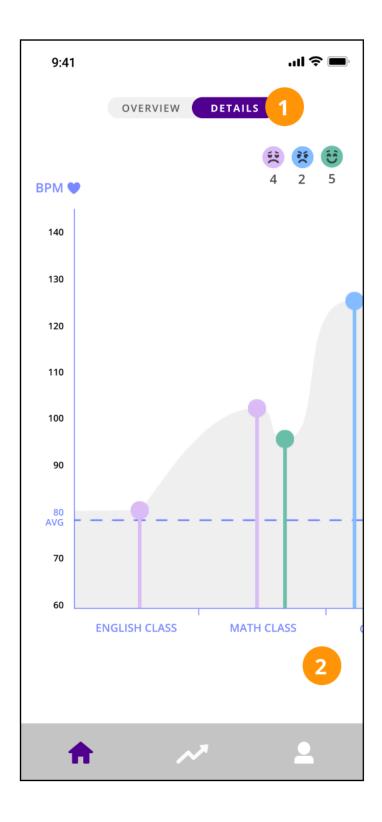


13 / Annotations / Mobile

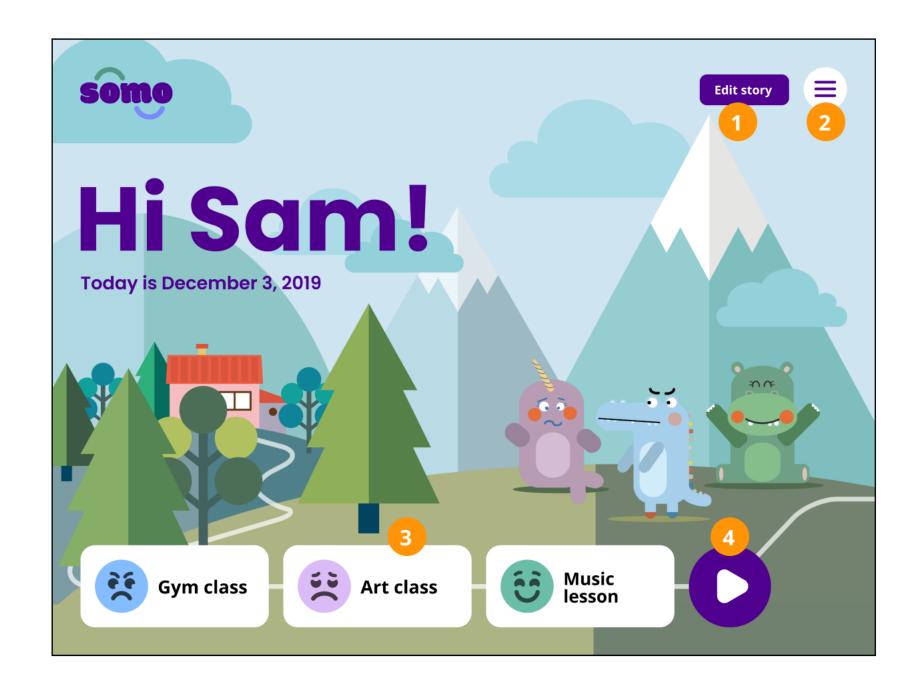


#	Description
1	Tap to see the summary chart of how child's day is going
2	When tapped, the piece enlarged and breakdown of child's day shows in the middle accordingly
3	This section shows how child is feeling in each activity during their day and the app automatically syncs child's inputs from the wearable with class schedule
4	Tap to activate a dropdown menu to filter by other options parent may rather discuss, such as highlights or pain points from the day
5	Scroll through other feelings. Hold and drag into story feelings to add feelings

14 / Annotations / Mobile



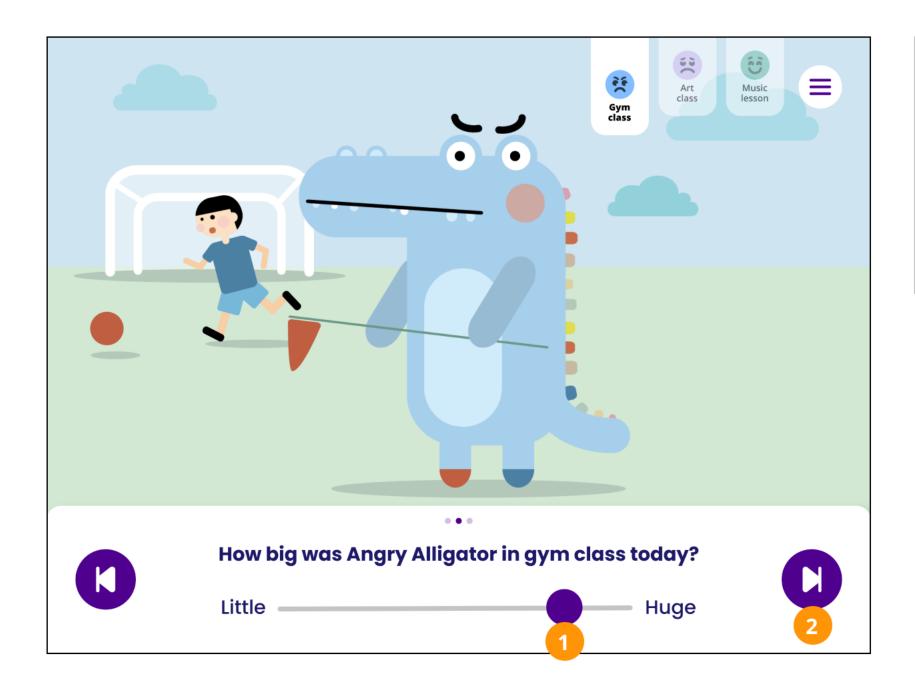
#	Description
1	Tap to take a closer look at child's day in the details tab. Parents can see the time and heart rate of each individual input, and the general flow of the day as well.
2	Horizontal scroll to reveal more heart rate chart



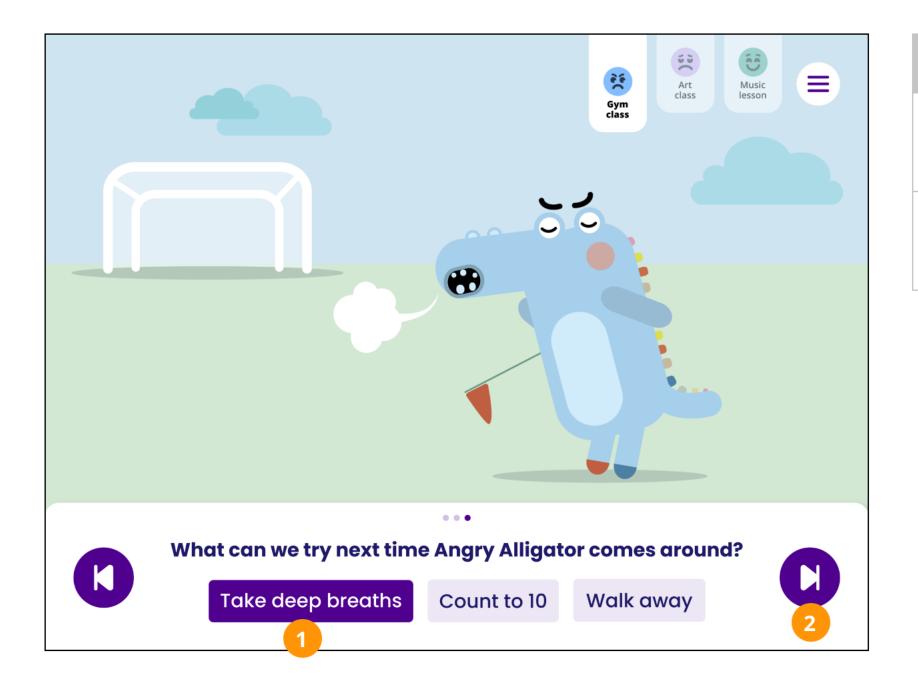
#	Description
1	Tapping to change the story chapters
2	Tapping to see the menu settings
3	The stories that are recommended on parent's phone appear automatically on the timeline at the bottom of the screen
4	Tapping the play button to begin the story chapters



#	Description
1	Tapping to use selected color to draw
2	Prompt that encourages children to discuss what was happening when the feeling was logged
3	Tapping to go into the next story chapter

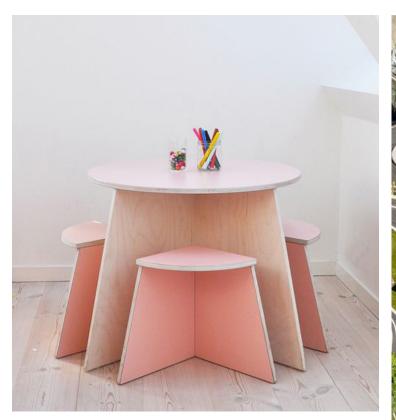


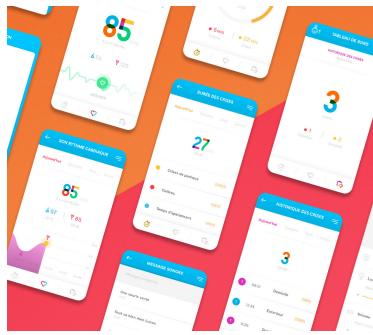
#	Description
1	Dragging slider to indicate how intense the feeling was
2	Tapping to go into the next story chapter



#	Description
1	Tapping to choose the coping skill and character will be animated to reflect the selected action
2	Tapping to go into the next story chapter

19 / Moodboard





General UI

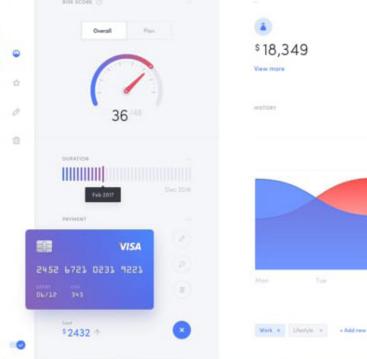
Playful but informative / Inviting / Trustworthy / Friendly / Non-judgmental





















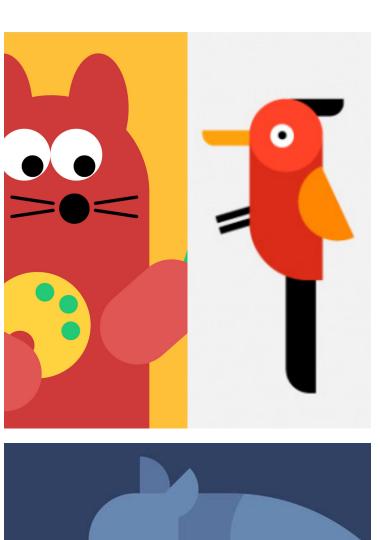












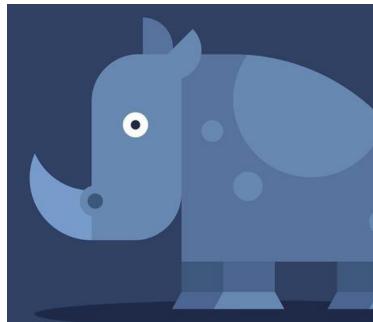
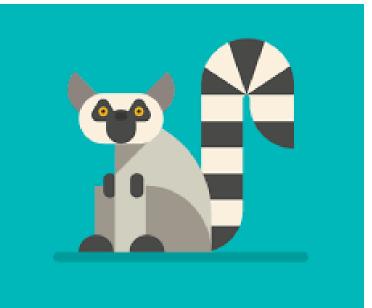


Illustration Style

Colorful / Flat / Subtle Texture / Simple shapes / Geometric / Light-hearted / Friendly











Type

Story UI: Poppins

Greeting - Bold, 150 pt

H1 - Bold, 32

H2 - SemiBold, 30

Label/Body - Medium, 32

General UI: Open Sans

Label Large - Bold, 30 pt

H1 - Bold, 24 pt

H2 - Semibold, 20 pt

H3 - Semibold, 16 pt

Label Bold - Bold, 16 pt

Label Text - Regular, 16 pt

Selector Label - Bold, 14 pt

Selector Item - Regular, 14 pt

Description - Regular, 11 pt

GRAPH LABEL - SEMIBOLD, 12 PT, ALL CAPS

Color



Logo





UI Icons

 $\Psi \wedge \equiv \mathbf{0} \times$

Feelings Characters



Feelings Icons





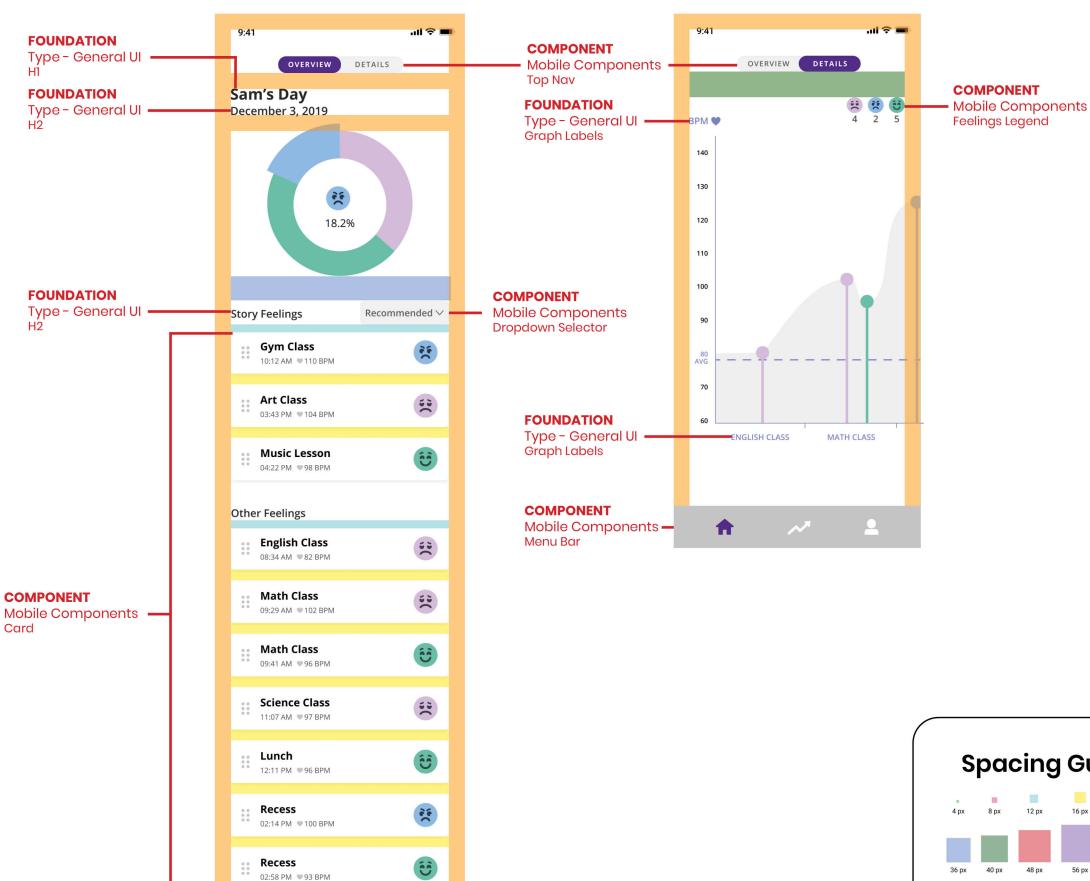


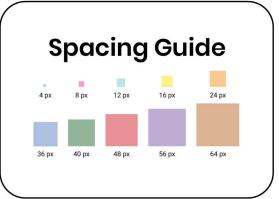
25 / Redlines / Mobile

COMPONENT

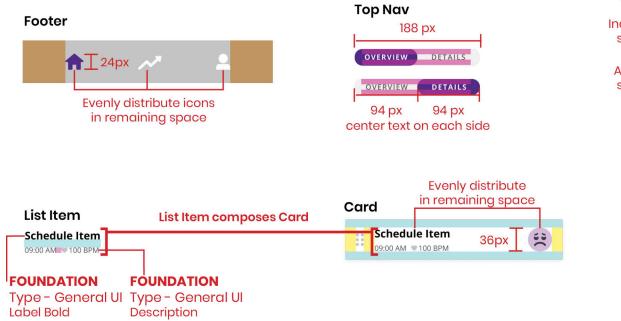
Menu Bar

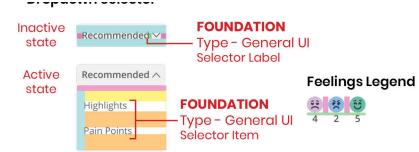
Mobile Components -

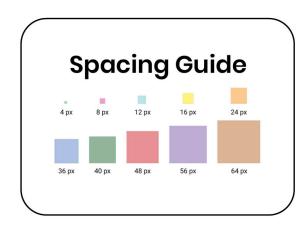


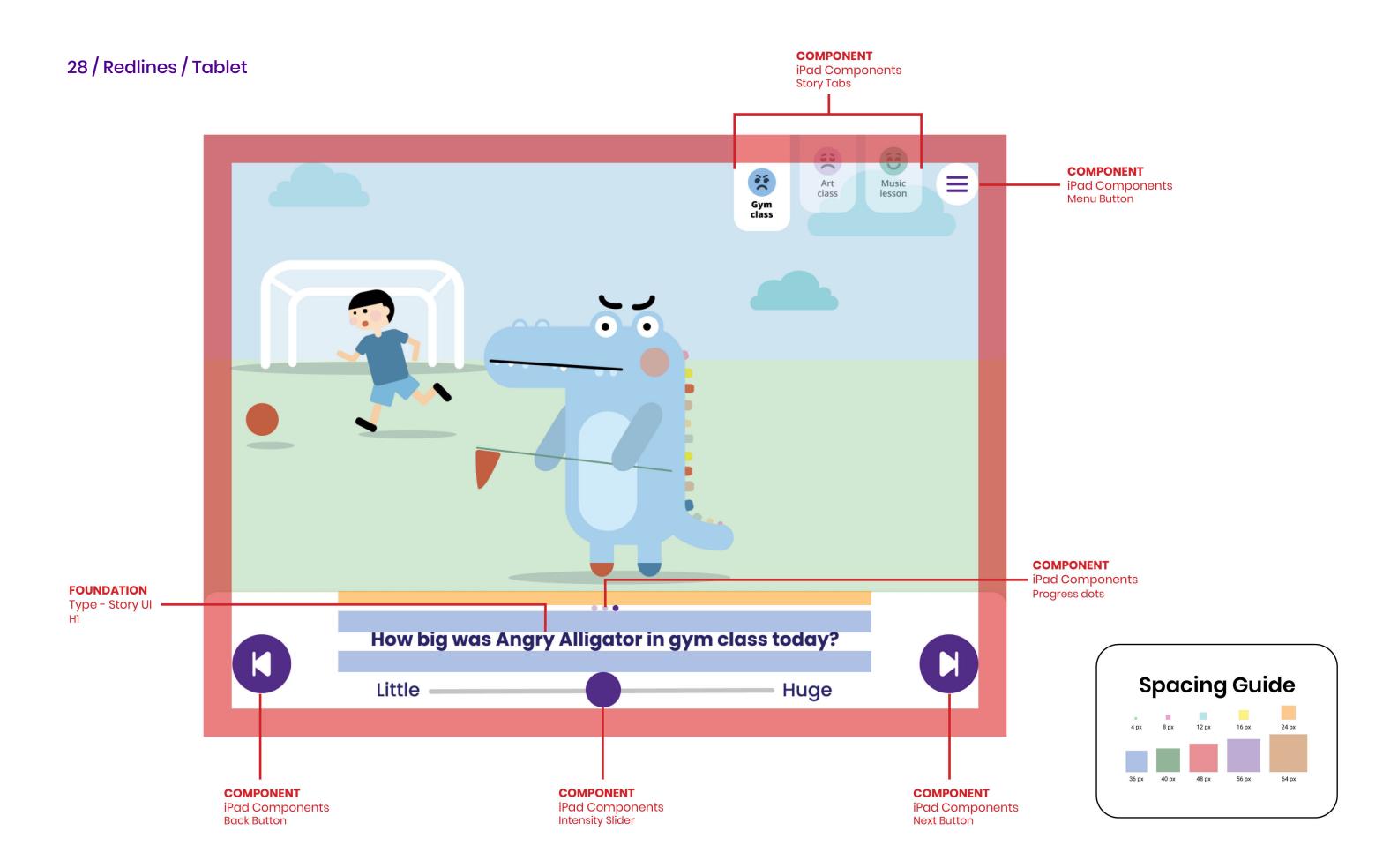


26 / Redlines / Mobile Components

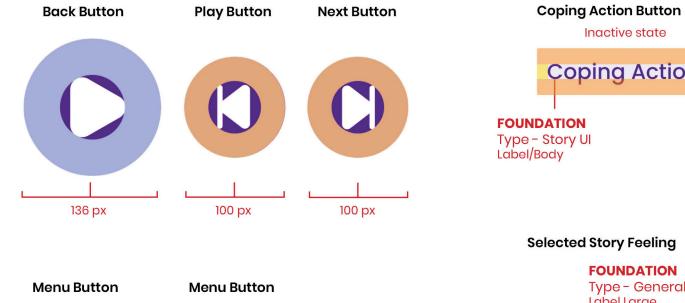






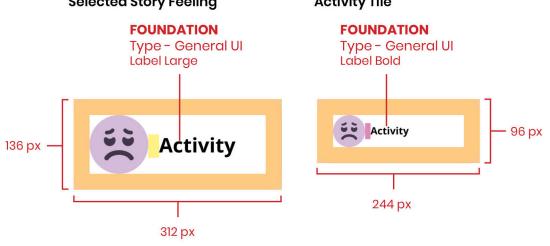


29 / Redlines / Tablet Components









Progress Dots



