

Techno Medicine Wheel

a conceptual design by
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Design Goal:

To design a mixed reality mobile phone game that motivates players to interact with traditional Squamish knowledge of medicines and healing.

Techno Medicine Wheel

- Persuasive Purpose
 - To increase players' knowledge of the traditional Squamish use of plants for medicinal healing
- Industrial Design
 - (visual)

User Description

- Local non-Aboriginal and Aboriginal people living in and around Squamish territory (Vancouver, British Columbia) who should be informed about the traditions of the area they inhabit.

They are likely...

- Ages 15-50
- Cell phone owners
- Comfortable using technology

Storyboard

Prototype

Features/Functionality

Justification for Design

Theoretical Justification:

Results of User Testing

Shortcomings

Expansion

Next Steps