

### **GENERATIONAL IMPACT:**

Identifying and addressing mental health issues affecting Gen Z.

### 13% of Gen Z is diagnosed with ADHD.



# 2/3 of those diagnosed also suffer from anxiety & or depression.



#### Gen Z & ADHD

Gen Z (ages11-26) is facing unprecedented social turmoil, digital overload, and environmental crisis. Many are diagnosed with ADHD, which can exacerbate the symptoms of anxiety & depression. Disorganized environments, missed deadlines, and forgotten items can all be caused by ADHD, leading to greater feelings of powerlessness.

### **BACKGROUND:**

Secondary research.

#### What is ADHD?



ADHD brains lose short-term information almost immediately.

#### 02. Stimulus Sensitivity (Focus Dysfunction)

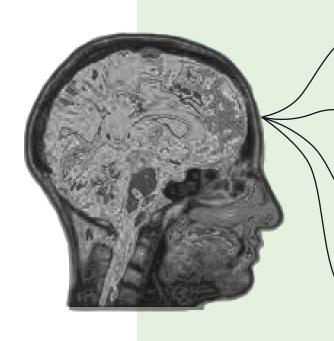
ADHD brains extremely stimulus sensitive, and can only focus on appropriately stimulating activities.

#### **03. Reward Failure (Executive Dysfunction)**

ADHD brains lack sufficient "reward" neurotransmitters, and fail to make people feel happy for completing tasks. There is no incentive to complete tasks.

#### **04. Decision Paralysis**

Short working memory and executive dysfunction make the decision making process nearly impossible, leading to an inability to decide.



### **PRIMARY RESEARCH:**

Interviews and observations.

#### **No Control**

No matter how badly you want to do something, sometimes it can be impossible. Diagnosis and medication are not always accessible. Participants noted common coping mechanisms typically necessary for basic functioning, but they still require immense practice and effort:

#### 01. Curating stimulation

Adjusting lights, sounds, & other sensory experiences.

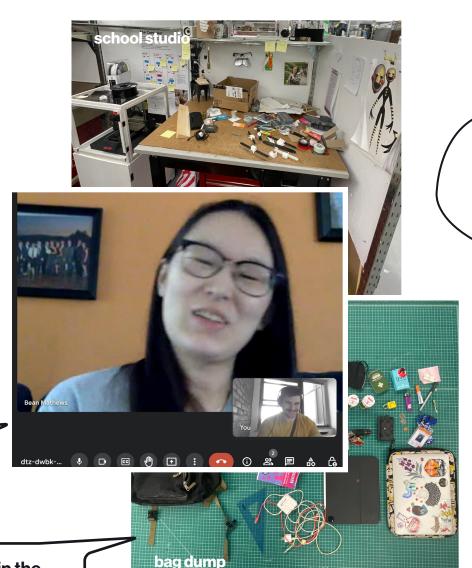
#### **02. Visualizing information**

Writing down/displaying task hierarchy & current task.

#### 03. Dopamine decorating

Creating a playful space full of items that bring joy.

"I definitely have to manage my stimulation, pushing through never works."



**SYNTHESIS:** 

Oh yeah, it's all coming together.

With ADHD, you live subject to your brain's criteria for function and focus. If you want control, you have to curate your environment and activities to fit these criteria.

When you live with ADHD, you have to guide your action and attention externally.

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"I'd rather leave stuff out than put it away in the wrong place. Things need to be together"

# THE BIG IDEA:

Concept generation.

Can we design an organization system that meets the ADHD criteria for action and attention?

### 01. Fun & engaging

Create a visually and physically engaging platform.

### **02. Easy decisions**

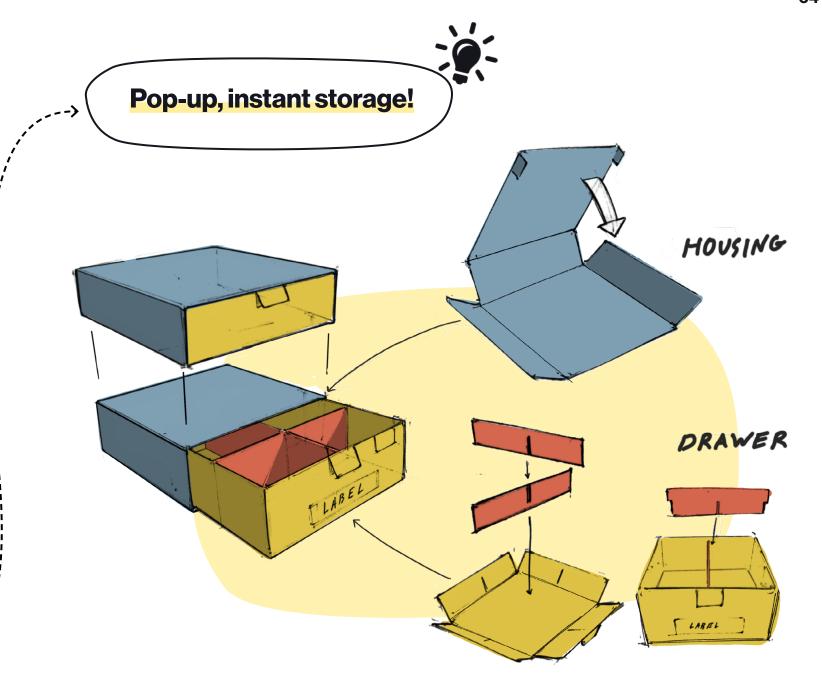
Combat decision paralysis by minimizing the cost and commitment required for choices.

#### 03. Immediate results

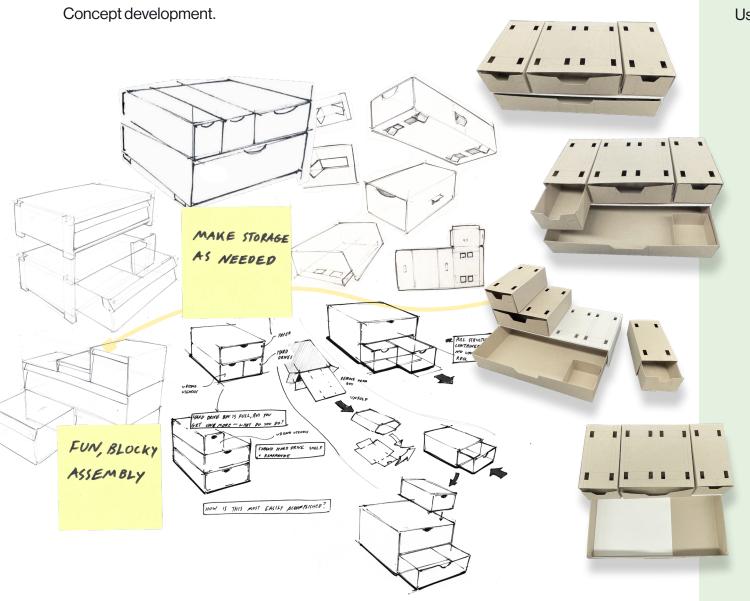
Actions must be completable before losing train of thought.

### **04. Easily comprehensible**

Visually remind users of content, provide compartmentalization.



# **PROTOTYPE:**



# **TESTING:**

User feedback.





- Compartmentalization
- > Playfulness / Construction

"It's a great way to figure out how I

Rapid assembly

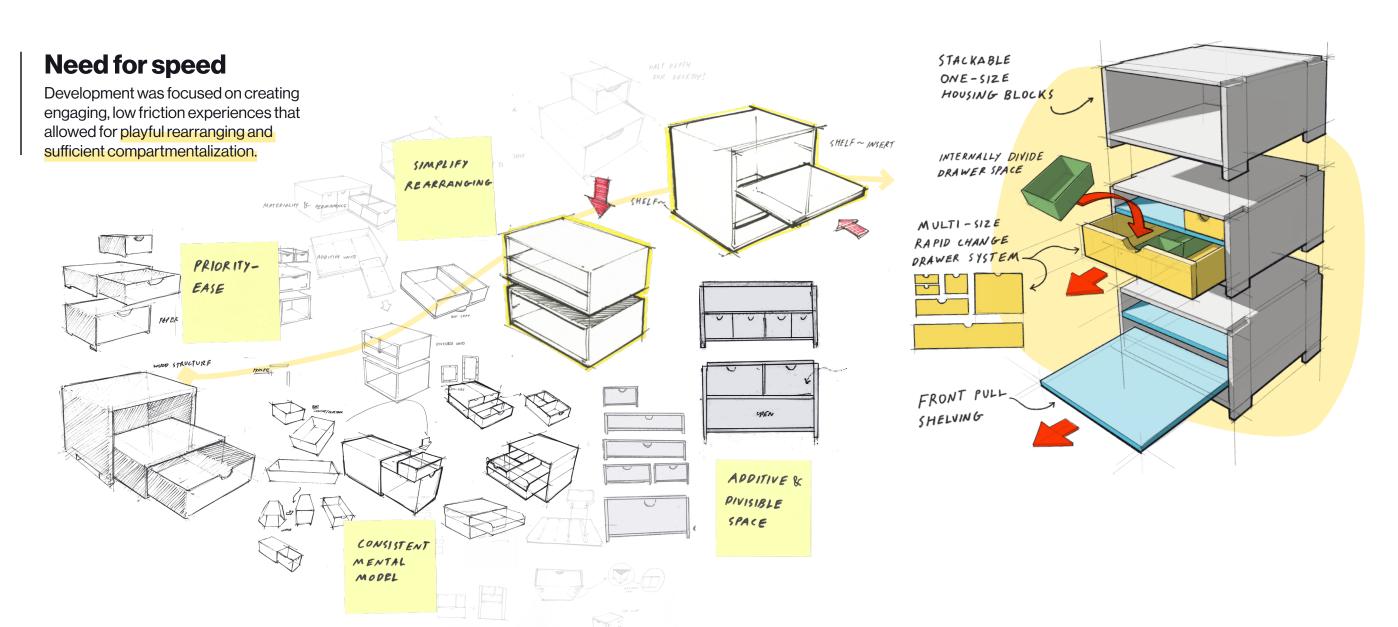
want to organize."

### **Changes moving forward:**

- Increase scalability
- > Larger, more comprehensive system
- Explore sturdier materials

# **SYSTEM CONCEPT:**

Concept development.



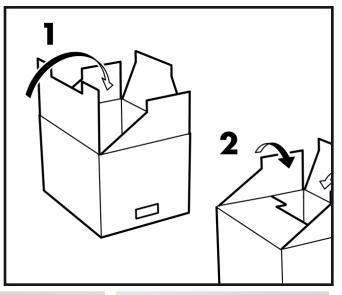
# **MOODBOARD:**

Natural materials, soft primary colors, playfulness.

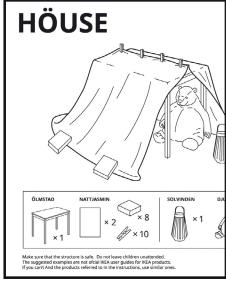










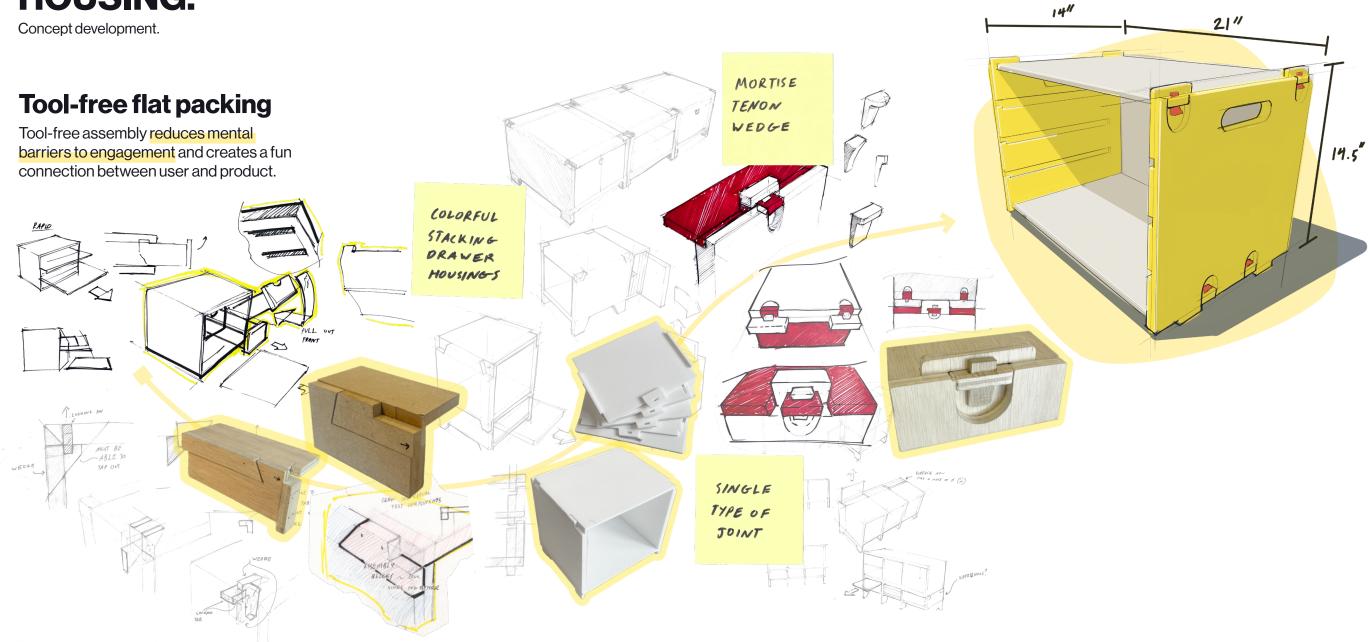








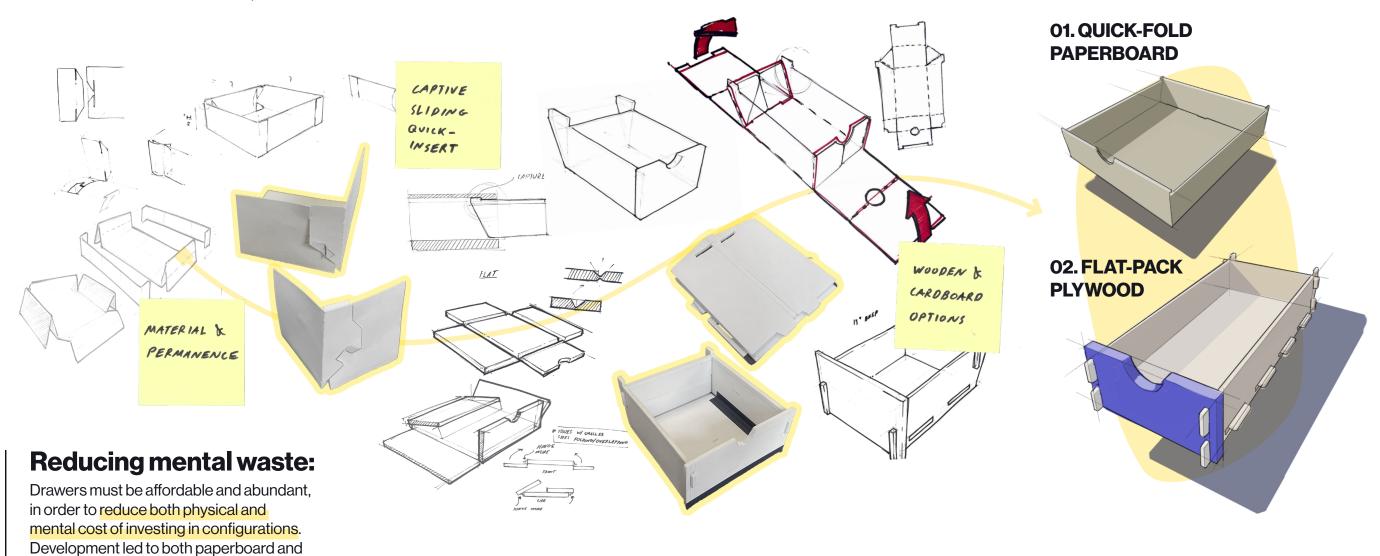
# **HOUSING:**



# **DRAWERS:**

plywood options.

Construction and interaction development.



# **FEEDBACK & FINAL DIRECTION:**

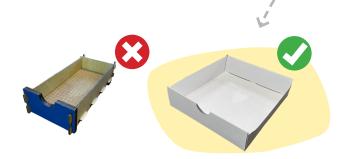
Concept development.

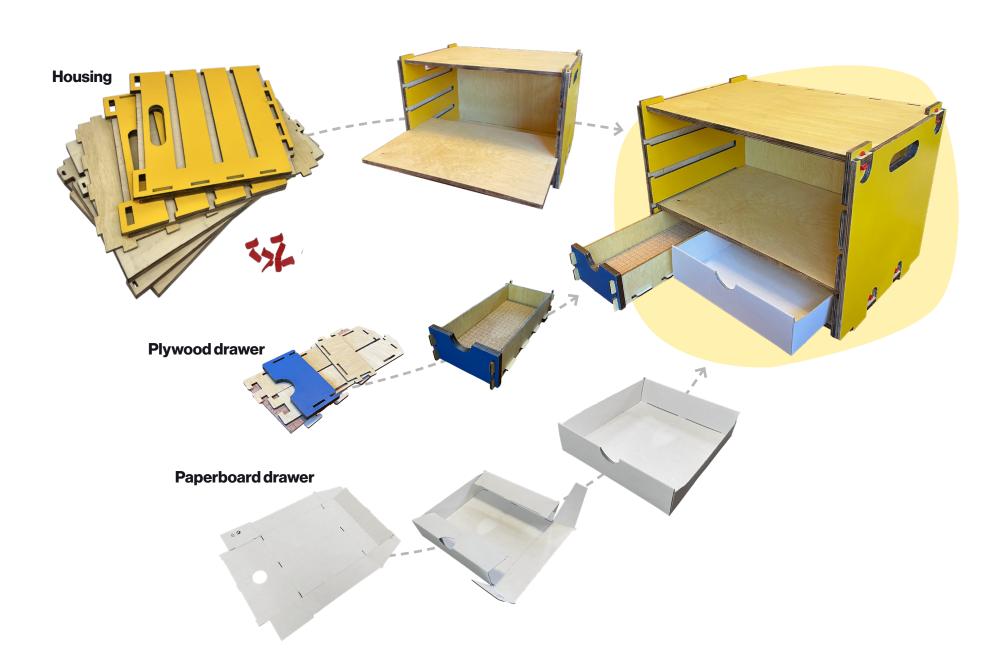
### **Successful concepts**

- > Fast, easy, and engaging assembly
- Solid structure
- > Sufficient compartmentalization

### **Final direction**

Multiple materials and widths of drawers created too many decisions. The final direction employed full-width reinforced paperboard drawers of varying height.





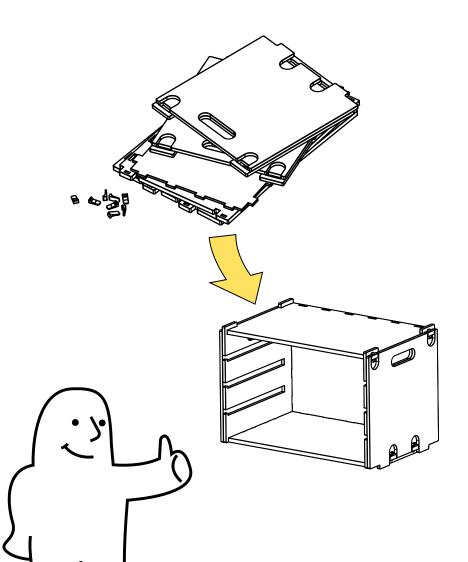
Final concept.



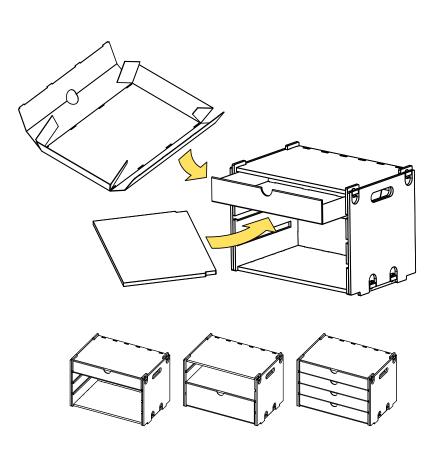
# **HOW TO USE BLOCK PARTY!:**

General instructions.

O1. Assemble housing. (fun!)

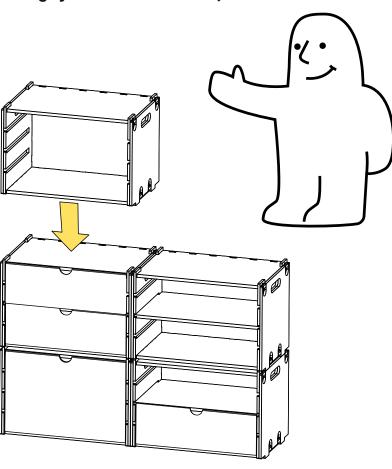


O2. Fold drawers & experiment. (find what works for you!)



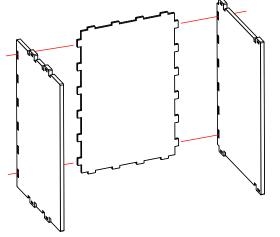
03. Add more units to expand

(rearrange your room at 3:00 AM!)

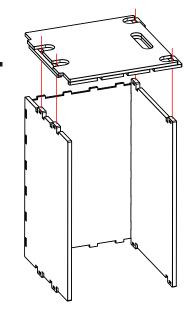


# **Housing Assembly**

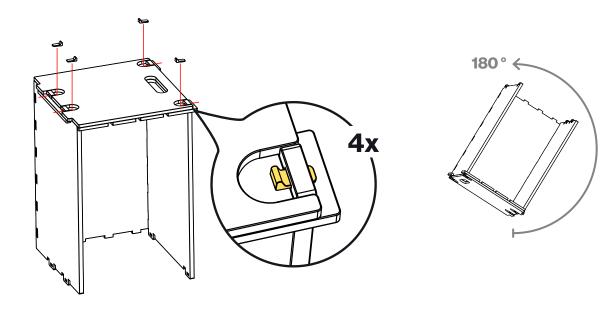




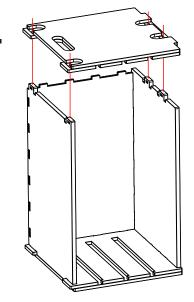
02.

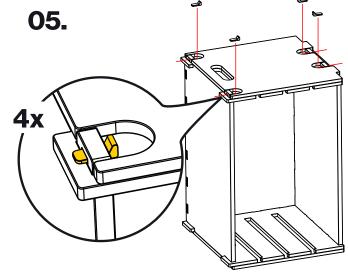


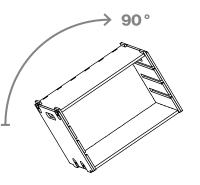
03.

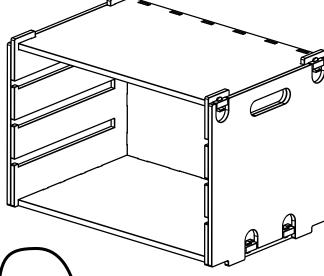


04.



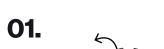


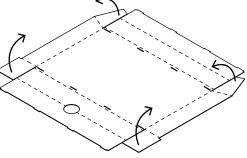




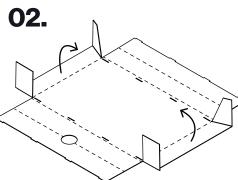


# **Drawer Assembly**

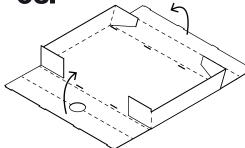




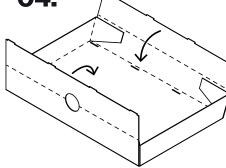


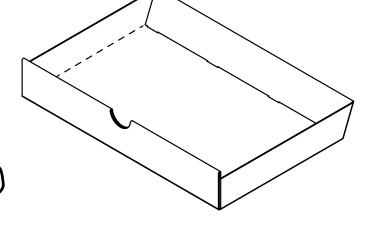


03.



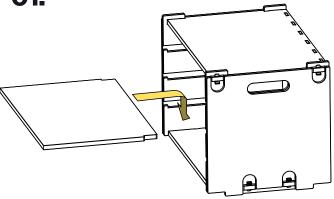


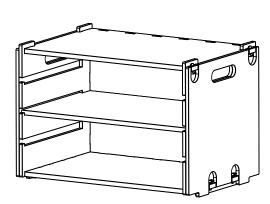




### **Shelf Installation**

01.





# **Drawer Installation**

## 01.

