# Raising awareness of mental wellbeing in middle-aged women through Service Design

Project 03

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#### Introduction

Methodology

Goals

Problems Identified

- Good health (which includes Mental Health) is important for us to think, emote, interact and enjoy life
- However, awareness (and acceptance) of Mental Health is low in India, and even lower in Middle Aged women
- Middle aged is crucial; is marked by interpersonal and biological changes
- Complex, sociotechnical problem with no 'finite' or 'defined' solution; why does this problem exist, and how would people accept it?
- Intent: To create solutions that increase awareness about mental wellbeing and good mental hygiene

- Introduction
- Methodology
- Goals
- Problems Identified

#### Service Design

Flexibility to work with multiple stakeholders, create non-linear user journeys, work across multiple touchpoints;

Thereby reducing complexity

# Transtheoretical Model of Behaviour Change

Provided guided pathway to design a service that facilitates good behaviour, i.e., one taking care of their mental health;

Also, it reduced complexity

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#### Priority Group: Middle Aged Women

- Understand what is mental illness, how does it occur, when does it occur
- Develop ability to spot mental illness/seek help/where to seek help/how to seek help
- Introduce and incorporate CBT/DBT activities for self care, self awareness (doing bare minimum mental 'gym' exercises) into their daily schedules (for all, not just for those who have mental illnesses)
- Provide a pathway to seek medical help, if needed

# Influencing group: Other member's of the ecosystem

- 1. Understand what is mental wellbeing
- Identify signs and symptoms of mental illnesses in the middle aged woman (MAW)
- Provide assistance to the MAW ro:
  - Understand the nature of the problem
  - Manage their life and their illness
- And if the illness is unmanageable, provide access to professional help for the MAW.
   and for their own well-being

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Lack of education about how to take care of mental health

Using religion to justify poor mental health

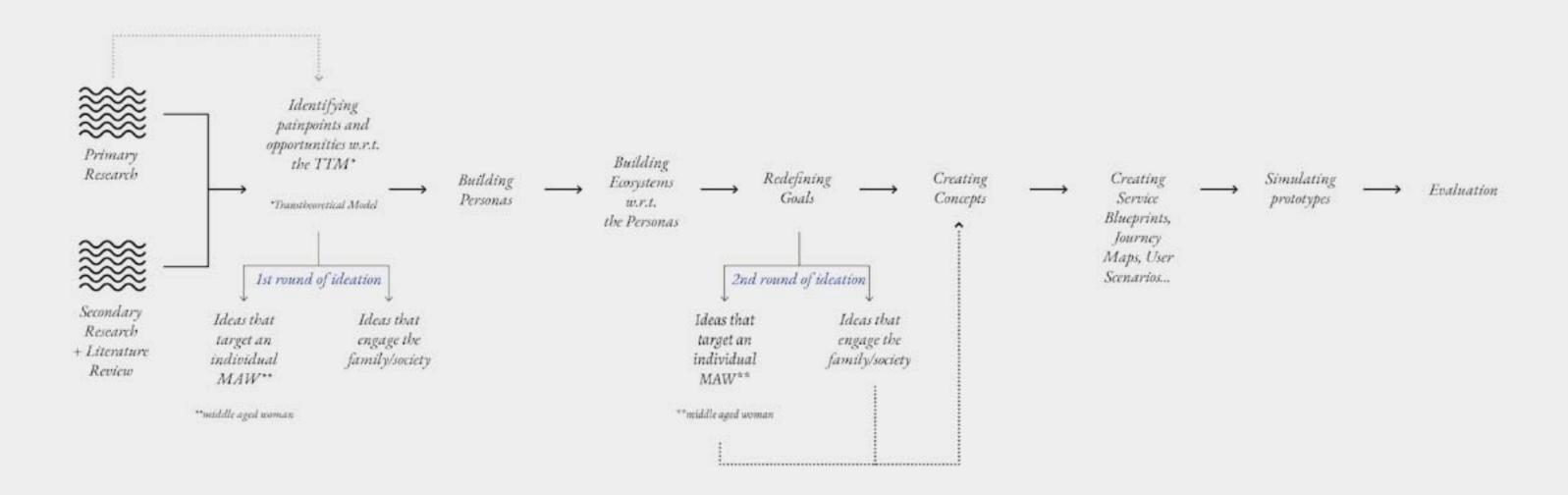
A skewed understanding of 'self', others always come first

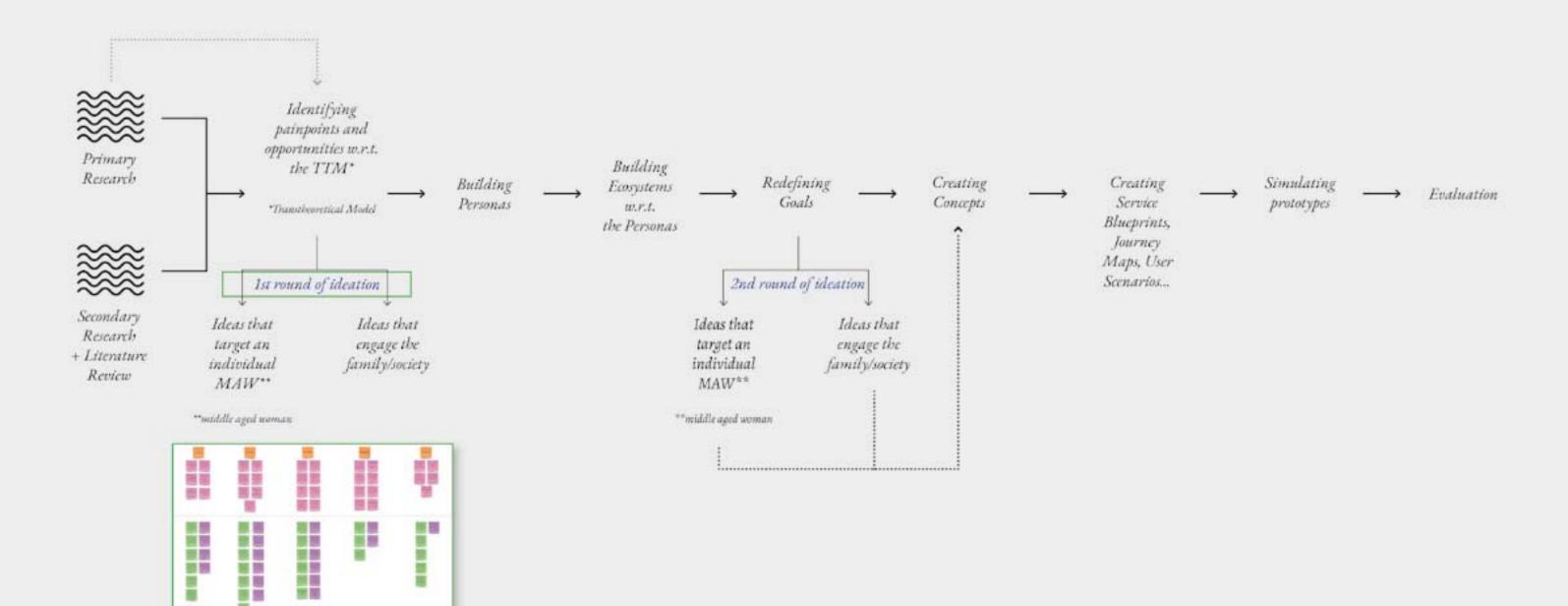
Drastic **biological** and **interpersonal** changes in middle age

Unnatural normalization of difficult situations

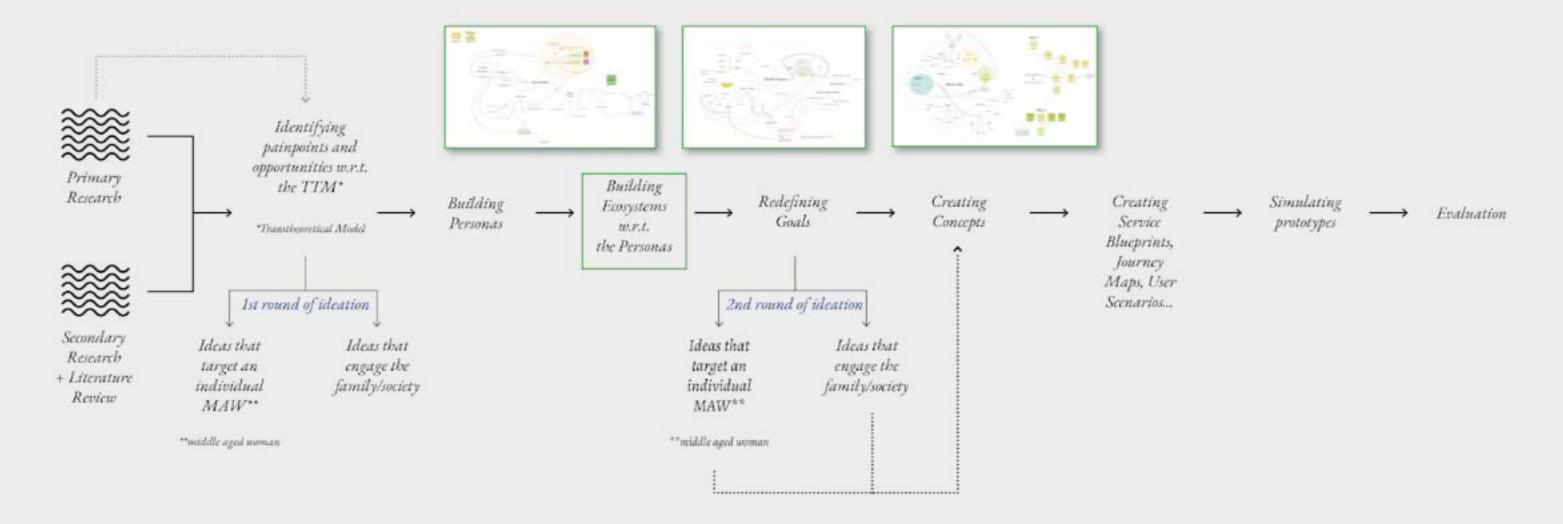
Having a fear of being called 'crazy' or being labelled

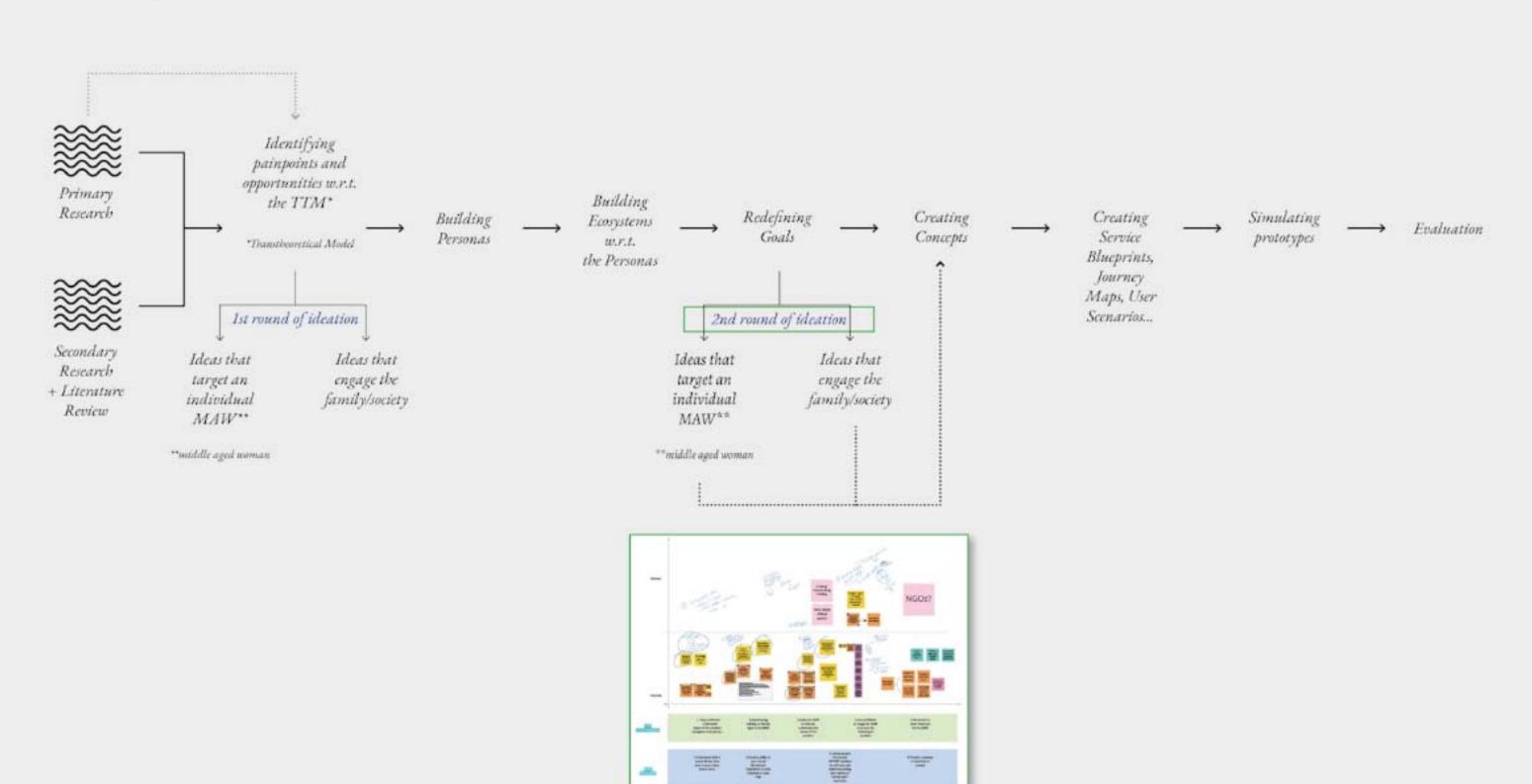
 $+\ in sights\ from\ secondary\ research\ and\ literature\ review$ 

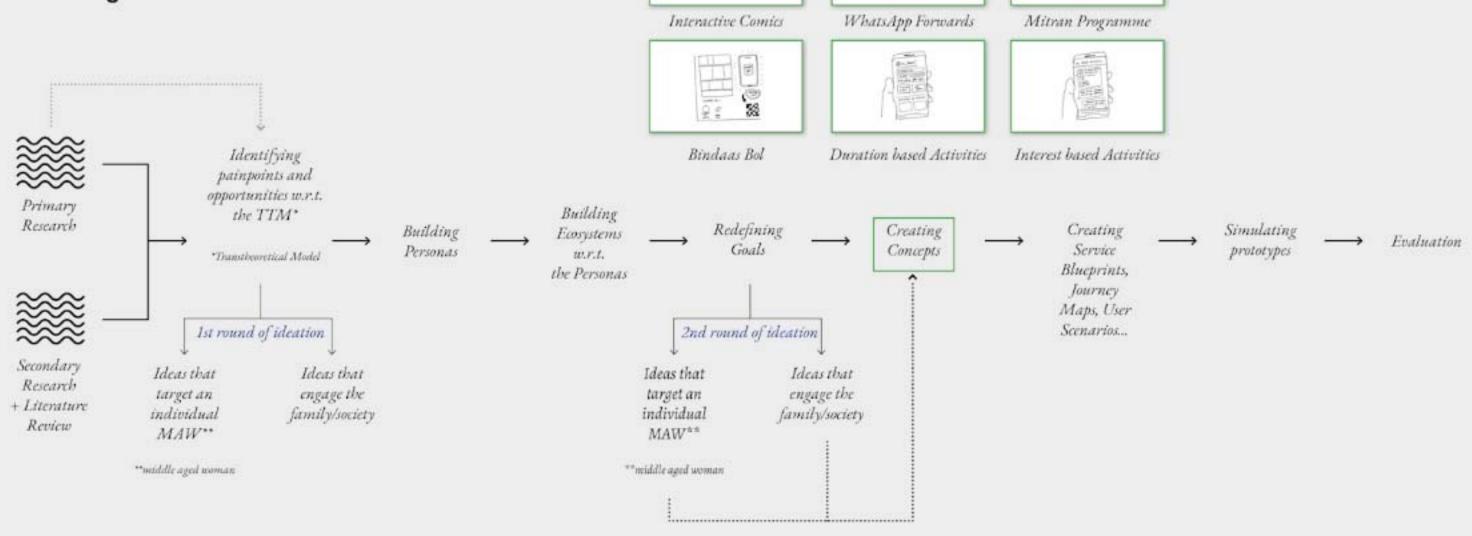


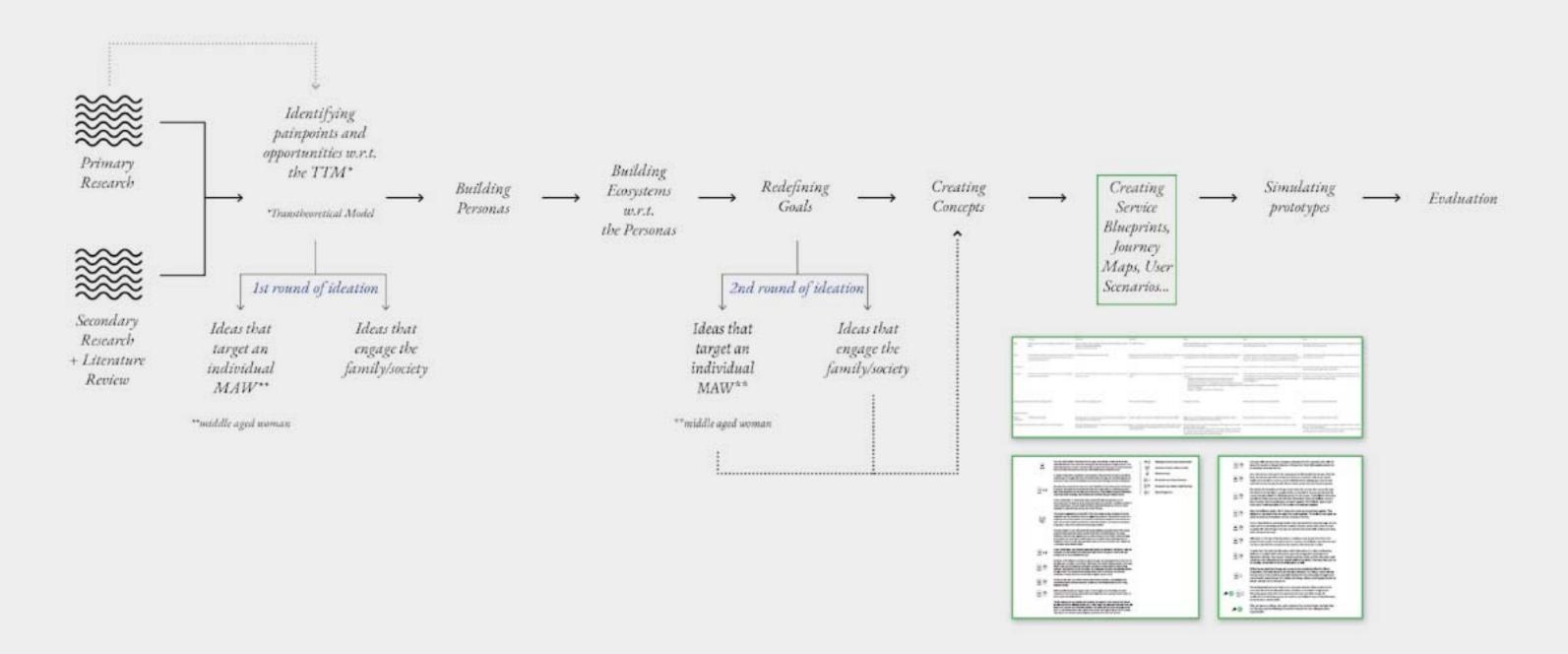


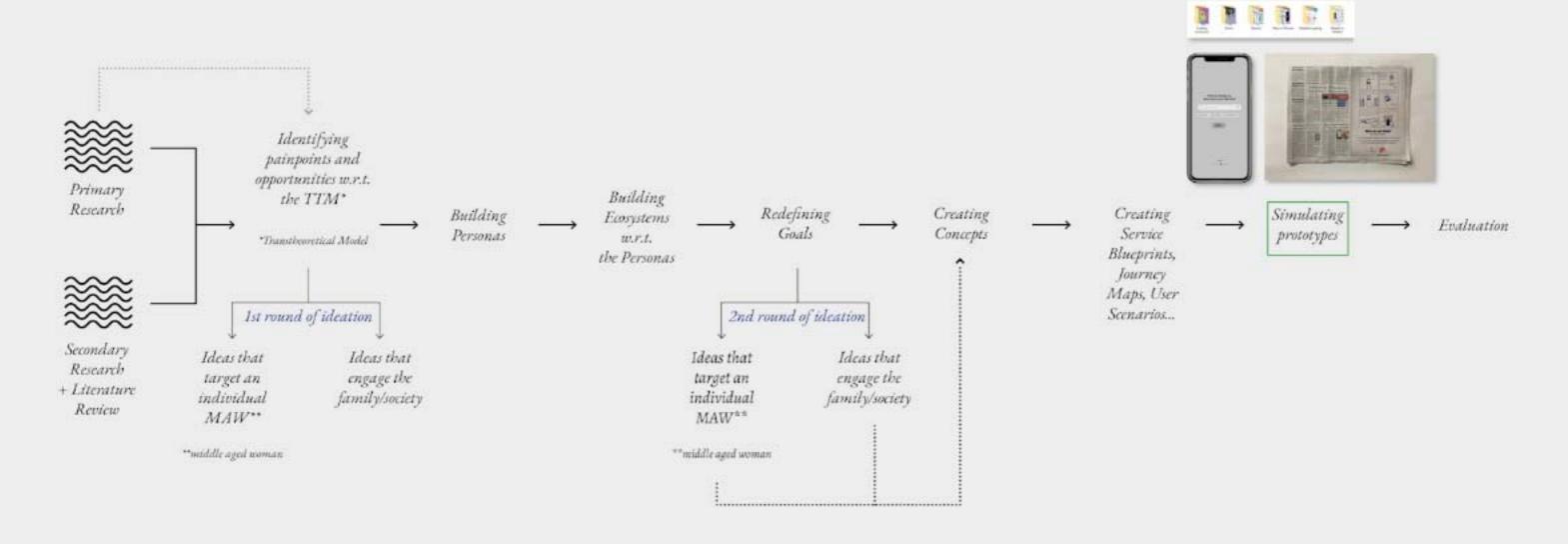
#### The Design Process Identifying painpoints and opportunities w.r.t. Primary Building the TTM\* Research Building Redefining Creating Simulating Creating Ecosystems Evaluation Goals Service Concepts prototypes Personas w.r.t. \*Transtheoretical Model Blueprints, the Personas Journey Maps, User Scenarios ... 1st round of ideation 2nd round of ideation Secondary Ideas that Ideas that Ideas that Ideas that Research engage the engage the target an target an + Literature individual family/society individual family/society Review MAW\*\* $MAW^{**}$ "middle aged woman \*\*middle aged woman

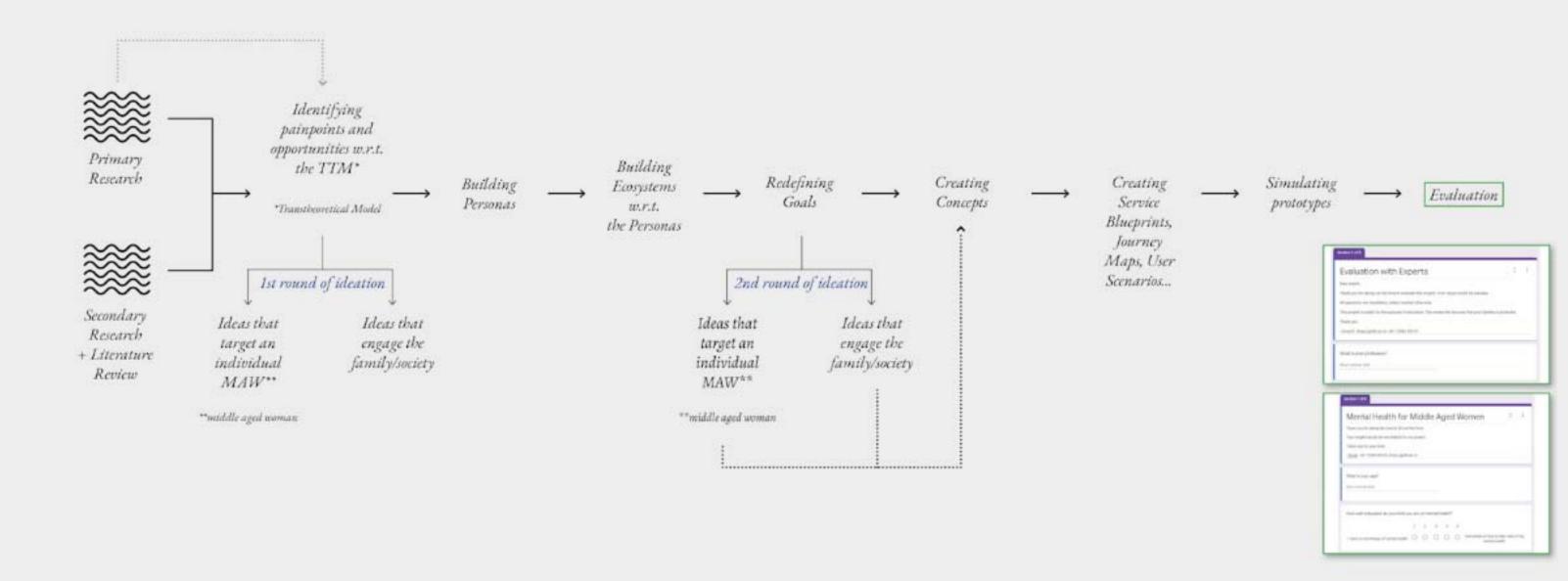










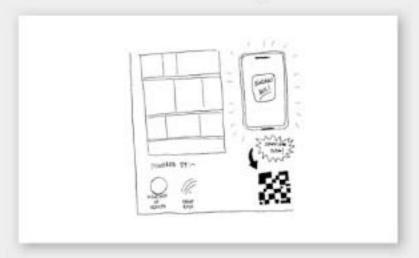


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#### Concepts



Concept 1: Interactive comics and storytelling using popular media such as newspapers, Facebook and Instagram



Concept 4: Bindaas Bol App for women's holistic health needs



Concept 2: WhatsApp forwards that talk about Mental Health



Concept 5: Duration based activities



Concept 3: Mitran Programme



Concept 6: Interest based activities



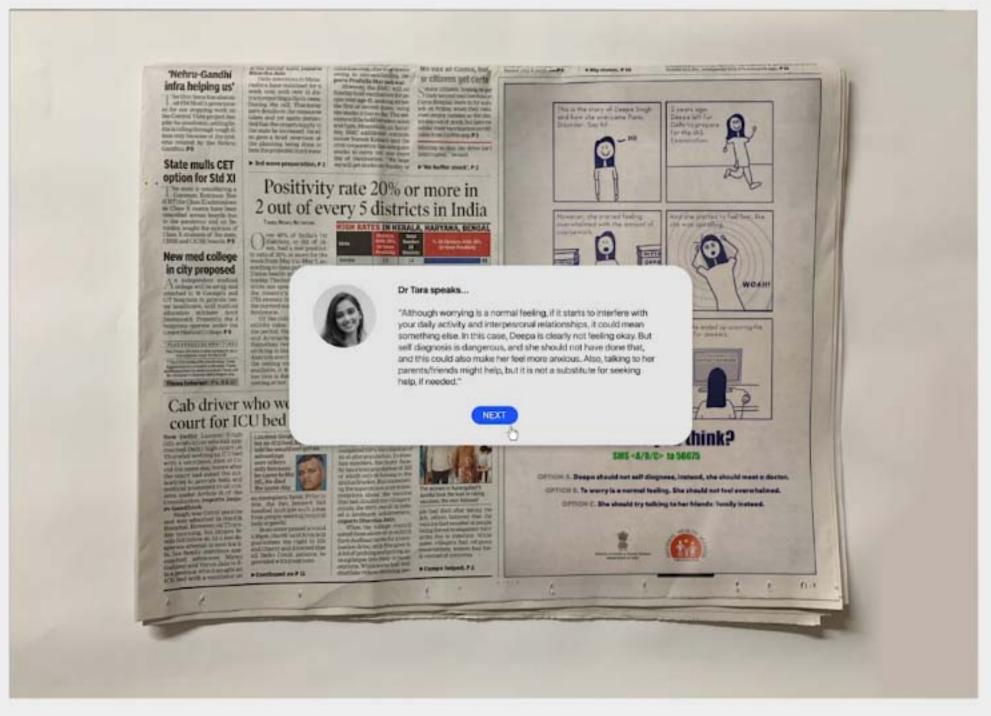
The Character 'Deepa'



A simulation of the prototype



The Character 'Deepa'



A simulation of the prototype

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18



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#### Concept 2: WhatsApp forwards that talk about Mental Health



Curating content related to mental health



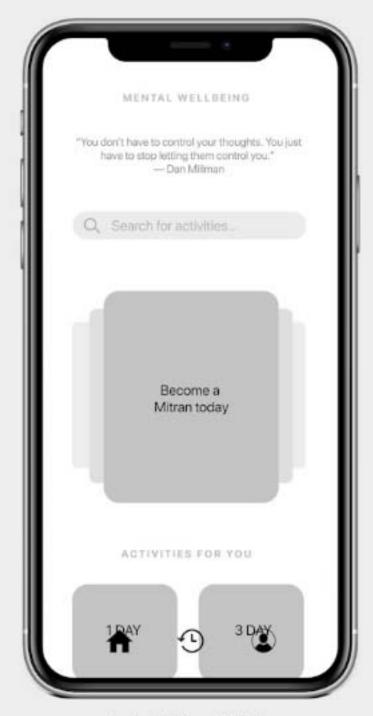
Sending out forwards

#### Concept 3: Mitran Programme



Service Blueprint for the Mitran Programme





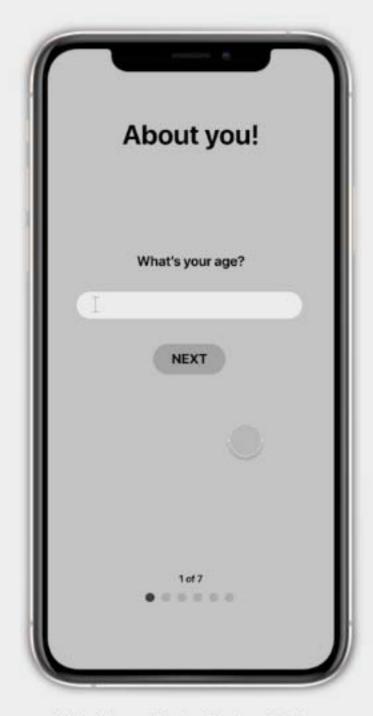
In the Bindaas Bol App

Concept 4-6: Bindaas Bol, with the duration and interest based activities



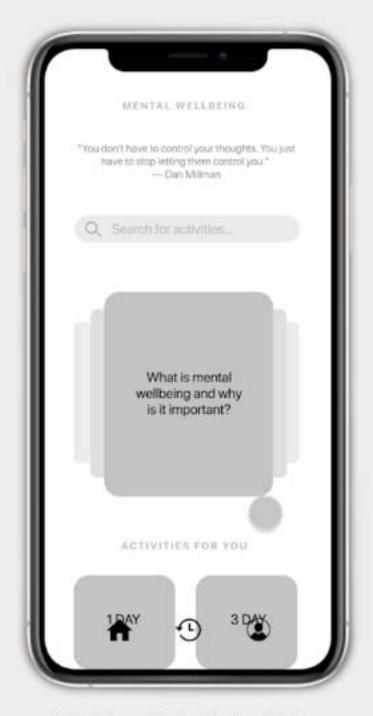
Wireframes for the Bindaas Bol App

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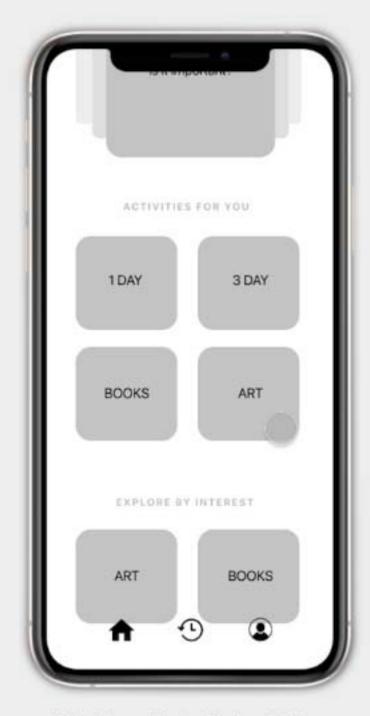
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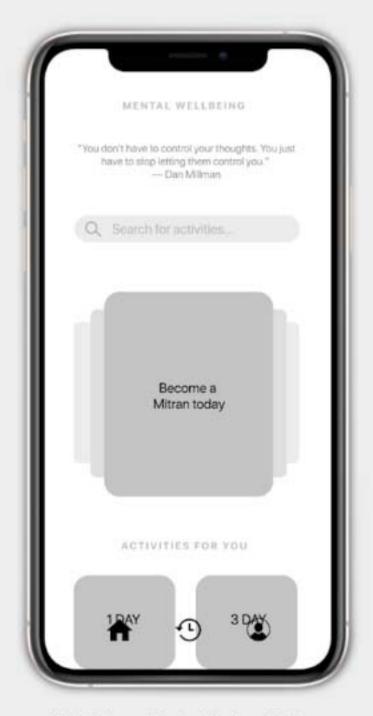
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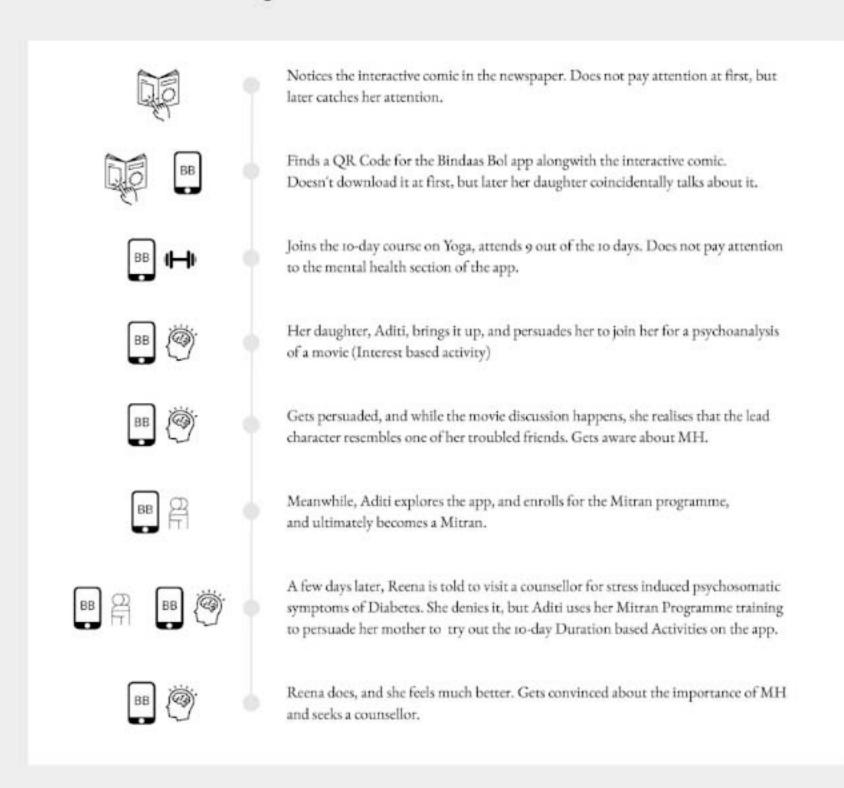
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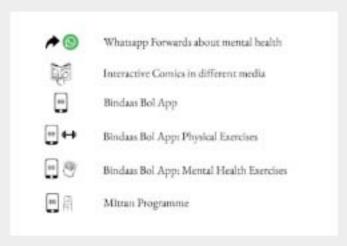
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Wireframes for the Bindaas Bol App

#### User Scenario 1: Reena Singh's User Scenario

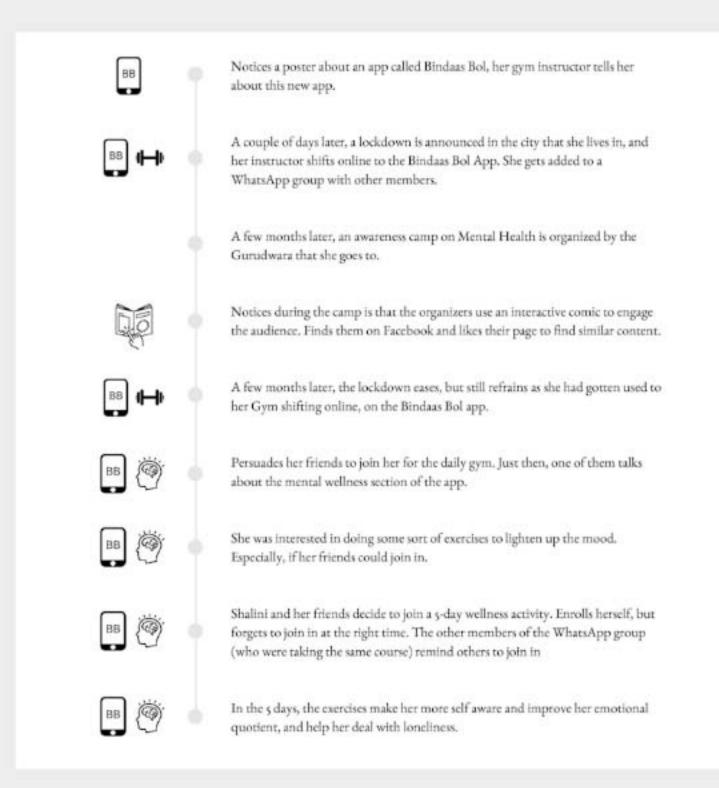


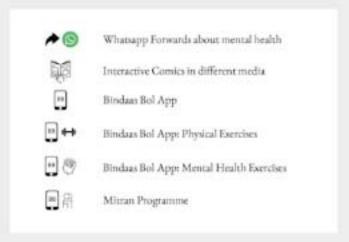




Reena Singh, CA, 49 y.o., Mumbai

#### User Scenario 2: Shalini Kapoor's User Scenario

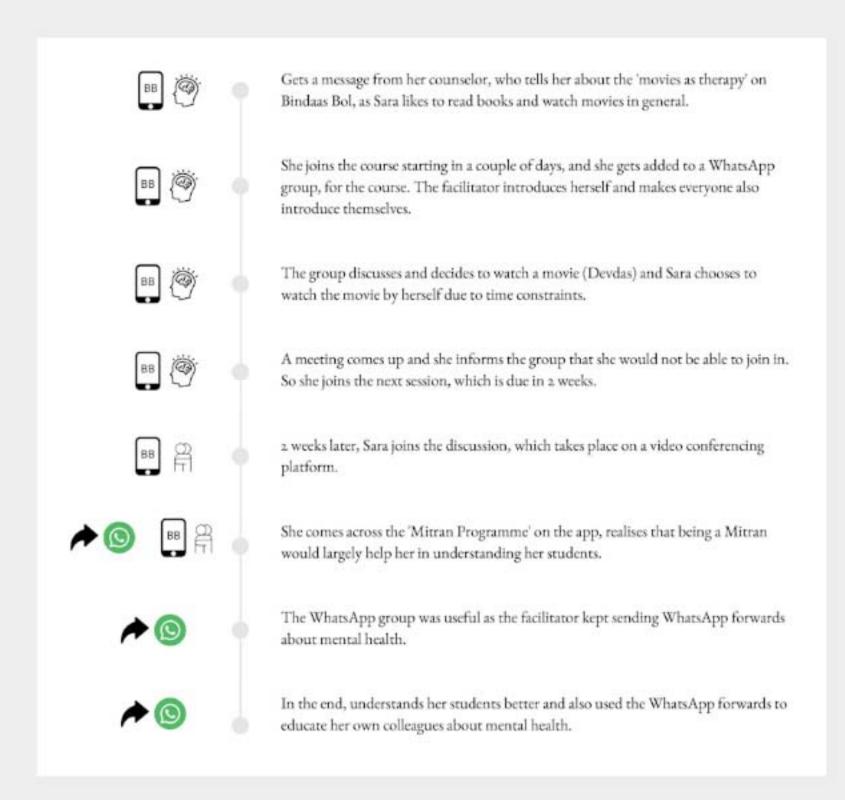


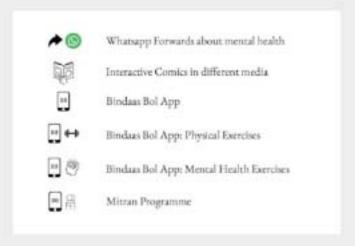




Shalini Kapoor, Housewife, 53 y.o., Mumbai

#### User Scenario 3: Sara Shaikh's User Scenario







Sara Shaikh, High School Teacher, 54 y.o., Mumbai

#### **Evaluation Method + Intents**

 All meetings took place via video calls, along with a questionnaire for the participants

# Part A: With Experts (Psychologists, Psychiatrists, Counsellors...)

- · Impact of the concept
- · Feasibility of the concept
- · Detail of touchpoints
- · Shortcomings that it may have in the long run

#### Part B: With Middle Aged Women

- \* Their interest in the concepts
- · Would they use it or not, and why
- Concerns and suggestions
- · Realism of the user scenarios

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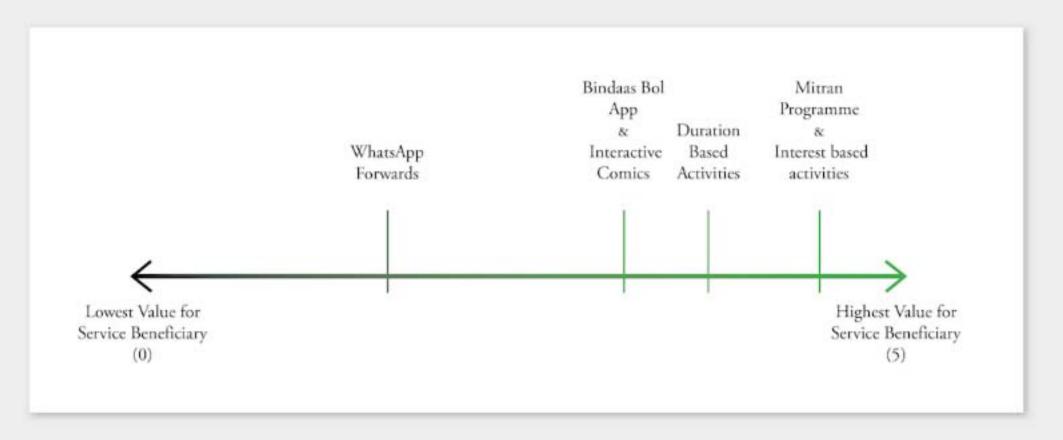
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#### Results of the Evaluation



Value of the Services, as per the evaluation

#### Observations from the evaluation

- "The interactive comic has the potential to open up conversation in much neglected areas: both mental health and women." - Expert 2
- · "Deepa looks cute, but Deepa does not look like a woman." Participant 1
- "I like that I can feel independent while using Bindaas Bol." Participant 2
- "I am a bit worried about the resources that you would require to make these
  activities, you would require a lot of funding!" Expert 2
- "Can I get my friends along?" / "I would really want to leave the group if my groupmates are annoying or my WhatsApp group keeps buzzing."
   All participants
- "Some people may overhelp while being a Mitran, which is counterproductive."
   Expert 1
- Noticing reflexivity while sending the WhatsApp forwards

#### Shortcomings, and moving forward

- Each of the concepts can be explored as separate
   Interaction Design Projects
- Limitations in prototyping: The Mitran Programme and the Activity based approach to Mental Wellbeing
- Plan to reach out to Mental Health NGOs to discuss these ideas: Modifying it for the real world

#### Reflections, and learnings

- The opportunity to meet many inspiring individuals who work in the Mental Health space
- Observing successful Mental Health NGOs: How they translate ideas to reality
- Expanding my own learning on psychology, a subject that I enjoy reading about