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Innovative Design
Our new product is a video game console designed exclusively for therapeutic reasons. This product will have games in which success and progress within the games is acquirable every time you pick up the controller. We wanted to highlight the positivity within these games as the feeling of accomplishment is highly valuable for someone who may be struggling with their mental health. On top of this our console will have options to chat with a highly customizable AI bot. This bot can act almost like a friend/therapist and will respond to the user after carefully analyzing everything that the user has said in the past meetings, therefore the user will get unique and thoughtful responses. This bot will be highly engaging for kids and genuinely fun to talk to. On top of this every 10 minutes spent talking to the bot the user will get 1 point, points are then used to acquire unique cosmetic items either for their new bot friend, or for their characters within the other games on their console. Users will be limited to 60 minutes of one on one time with the bot per day, thus encouraging the user to play with friends online and try out some of our other games. Another feature within our console is multiplayer accessibility. While all of our games will have our users playing against AI (to ensure success), our console will enable online multiplayer where you can meet new friends and work together with them to achieve new goals throughout all the games. Finally our console will have a timer feature, this allows the user to play on the console for 3 hours a day to ensure the user will get up and be physically and socially active in a real life setting.

For this product our target market is children who are struggling with mental illnesses or just are looking for a positive way to stimulate their brains. We feel as if a lot of mental illnesses in children go unnoticed these days due to the fact that teenagers are viewed as hormonal and temperamental and bad moods are just kind of expected. When in reality a child could be suffering from a serious mental illness without adults thinking too much about it. Our console hopes to put an end to this reality and give children a safe and reliable outlet for their emotions.

Upgraded Criteria
Our product addresses multiple design criteria categories, the first being emotional. Our games and AI bots are set up in a way where success for the player is aquireable and realistic. The feeling of accomplishing a goal or beating a level in a game can increase a person's confidence and furthermore help their mental health. Our console also focuses on attention and decision making. While yes success on every game is aquireable, our users will still need to think critically and make good decisions in order to reach that success. Mental stimulation is highly important for children as they grow up. Our console will engage users to think critically and deeply analyze situations in both slow paced and fast paced environments. By challenging our users to complete games they will gain valuable decision making skills that can be applied later in life. Our console also ties into group dynamics as users will need to work with others to ensure success. By working and making decisions with others the users are given the opportunity to gain real life skills and will flourish in group projects in the future. On top of this our console also gives users the ability(if they choose to) to continue to play with the same people day after day, thus forming friendships across the globe.

Supportive context—describe context or world/community that will support this

Our product will be supported by people that struggle with being social, children, people that suffer from depression, and others that suffer with mental health. Our product is great for people that specifically suffer with being social. Our product will help you interact with others, helping users' confidence and giving people a way to make connections with people around the world. Our console will give the user certain objectives to follow while interacting with the AI bot, like real life situations. Then completing these tasks will give users a dopamine boost, however it will have a positive outcome. Unlike negative dopamine, like the dopamine people get from endlessly scrolling on tik tok or instagram.

Weigh Costs—Evaluate expected costs—materials. labor, etc–this is not a number or monetary figure, but rather a description of the expected costs to environment, people etc.

The expected costs of our product will be affordable for all. Our console would come with a bundle that comes with the controller used to communicate with the AI bot, as well as a cord to plug the console into the wall. This would be priced at 300$, while it costs about 200$ to make. Our product will be sold at big stores such as Walmart, Target, and Game Stop making it easily accessible to everyone. Our product will be made of recycled materials, making it as eco friendly as possible. Helping the environment battle global warming, as well as helping the well being of our customers will be the main points of our product's motto.