

- **EMOTIONS**

A personal narrative of a
dyslexic adult

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URL - <https://www.dyslexiaemotions.com>



Research Questions

Primary research question

- How might I create an interactive and inclusive digital experience of my narrative of being a dyslexic adult with a late diagnosis that is relatable, educational, and accessible?

Secondary research question

- How might I create strategies that foster other dyslexic individuals to engage and dialogue with my digital narrative?

Why this project?

- Discovering my dyslexia was a great puzzle missing in my life
- Lack of support and resources was such a pain point
- I wanted to eliminate that feeling of less support and feeling lost
- I began my search on dyslexia in adulthood and began to find books, podcasts, videos, and community groups.
- I also began to record my own stories and experience naturally after consuming the stories and drawing connections.
- I reached a conclusion to generate a resource of my stories, and my discovery to add the richness as well as support the community.



When you're dyslexic & accidentally write to satan instead of santa.

What did I learn from my research?

Dyslexia in
adulthood

Inclusive design
approach

Interactive
documentary and
narratives

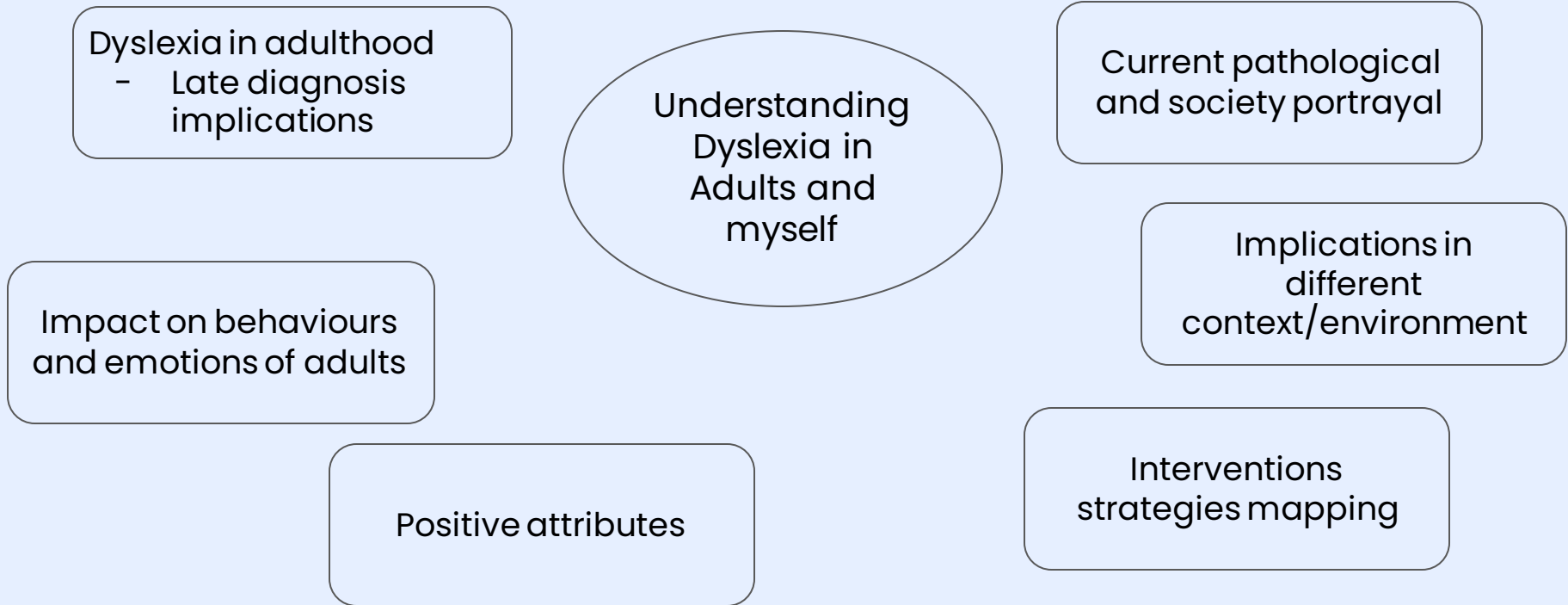


Web accessibilities and
benefits of digital
media



Information
visualisation

Aspects of Dyslexia in Adulthood



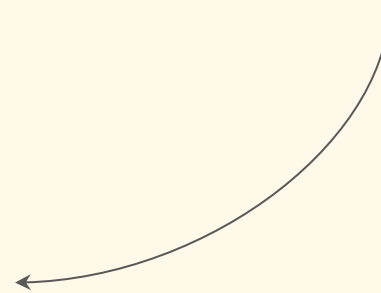
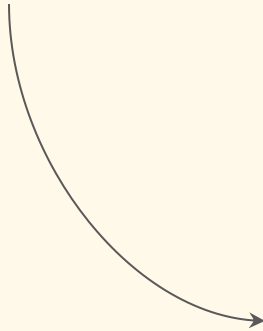
Inclusive design approach

Human difference
and variability

Inclusive Co-
design process

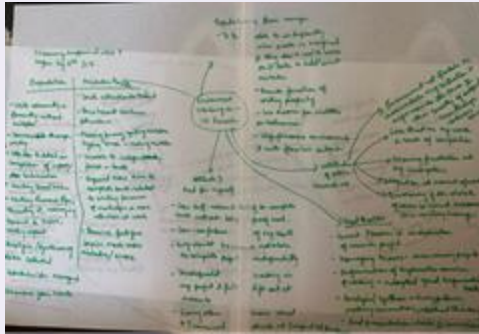
Designing in
complex adaptive
system in flux

Connectedness with
Autoethnography



How I generated and collected my data?

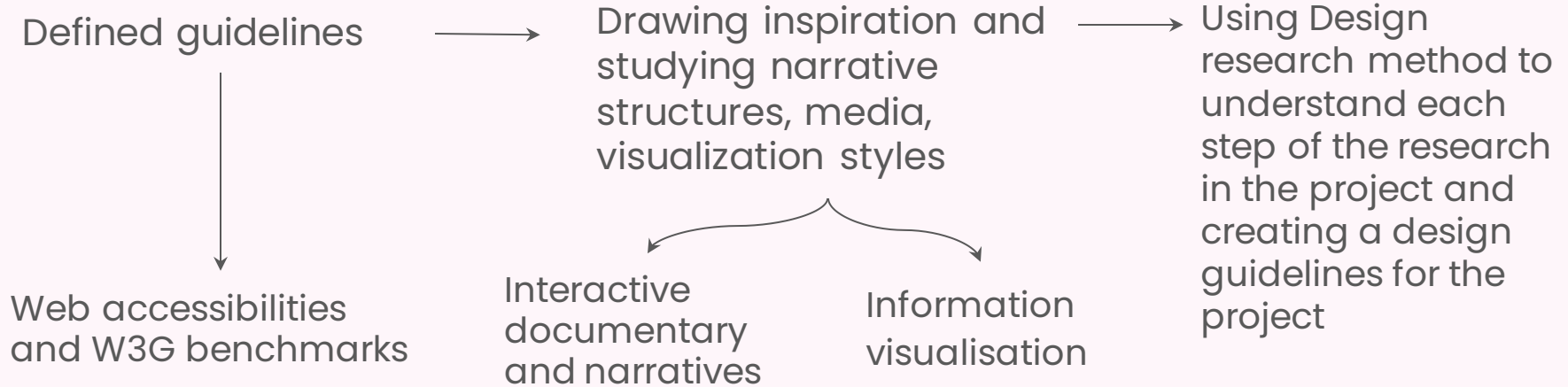
Mindmapping → Tables and spreadsheets → Illustrations → Storytelling



A screenshot of a spreadsheet with multiple columns and rows of data. The columns are labeled "Researcher", "Method", "Data source", "Data collection", "Data analysis", "Data visualization", and "Data storytelling". The rows contain various entries related to data collection and analysis, such as "Interviews", "Surveys", "Focus groups", "Online surveys", "Social media", "Public records", "Archives", "Interview transcripts", "Survey results", "Focus group notes", "Interview transcripts", "Survey results", "Focus group notes", "Interview transcripts", "Survey results", "Focus group notes".



How did I communicate the data collected?

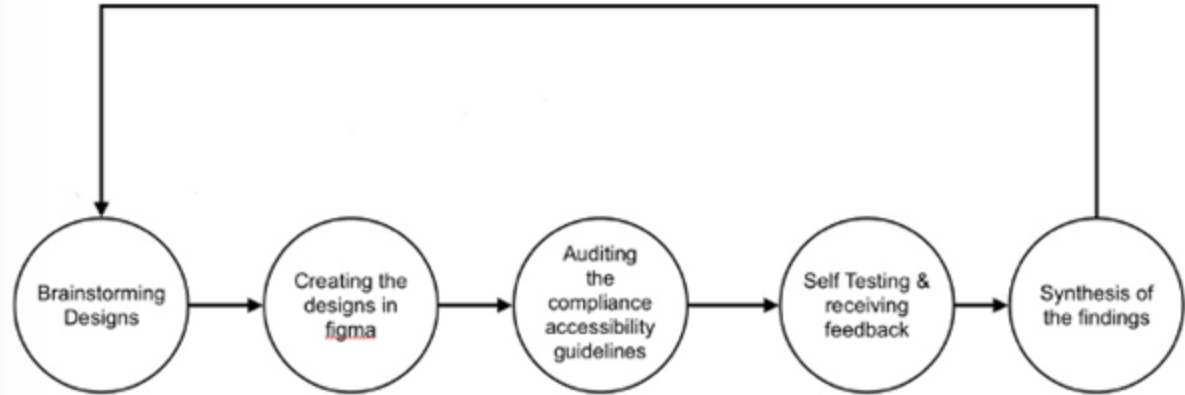


Design guidelines

- Put the user in control
- Give users choice
- Design with familiarity
- Use of interactive format to share information

How did I make the digital experience?

Use of iterative design method to develop the design and the entire prototyping process



Creating the characters

Color and emotion mapping —————> Character development



Sadness



Joy

Choose the Joy emotion



Fear

Choose the Fear emotion



Anger

Choose the Anger emotion



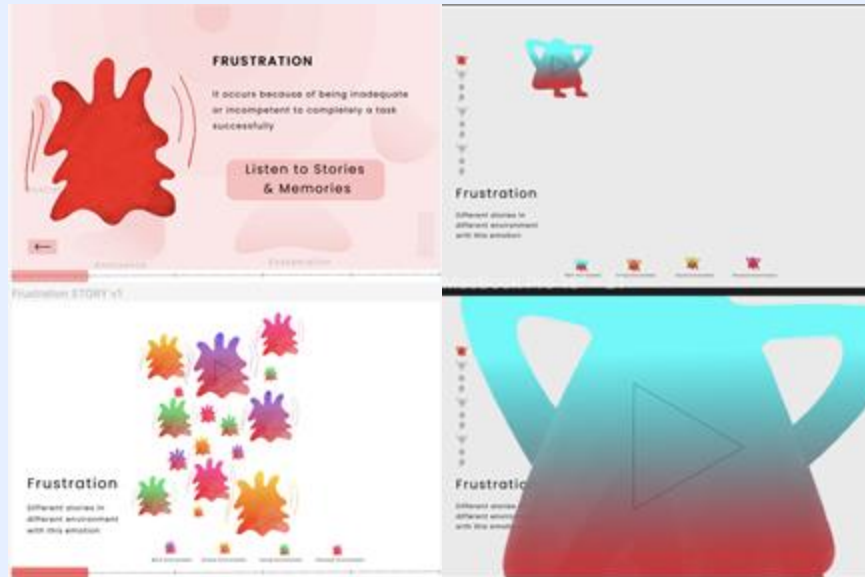
Disgust

Choose the Disgust emotion

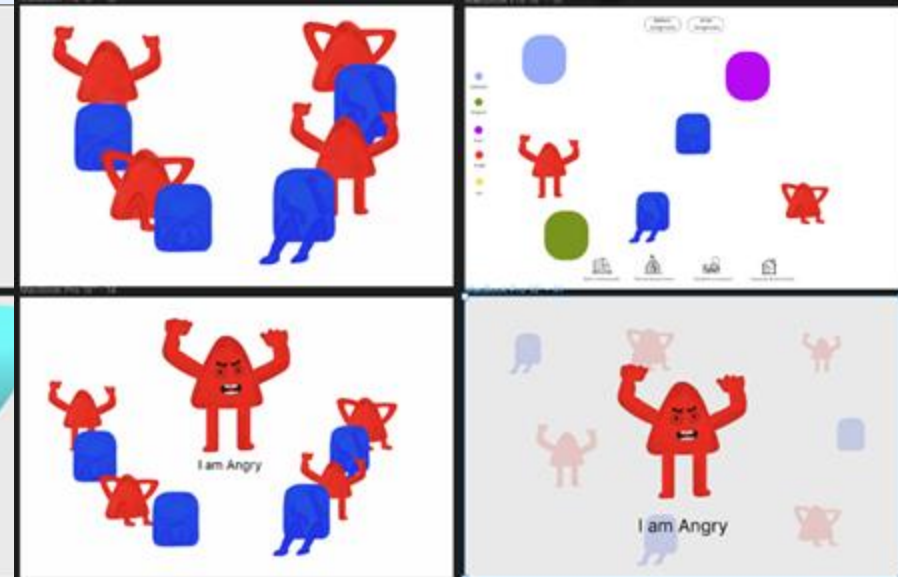


Creating the Web experience

1st prototype

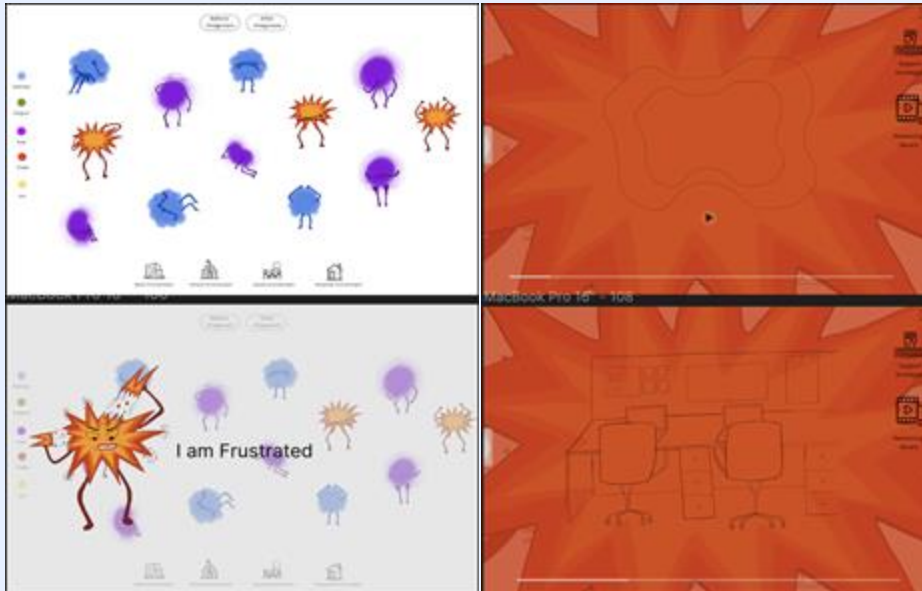


2nd prototype



Creating the Web experience

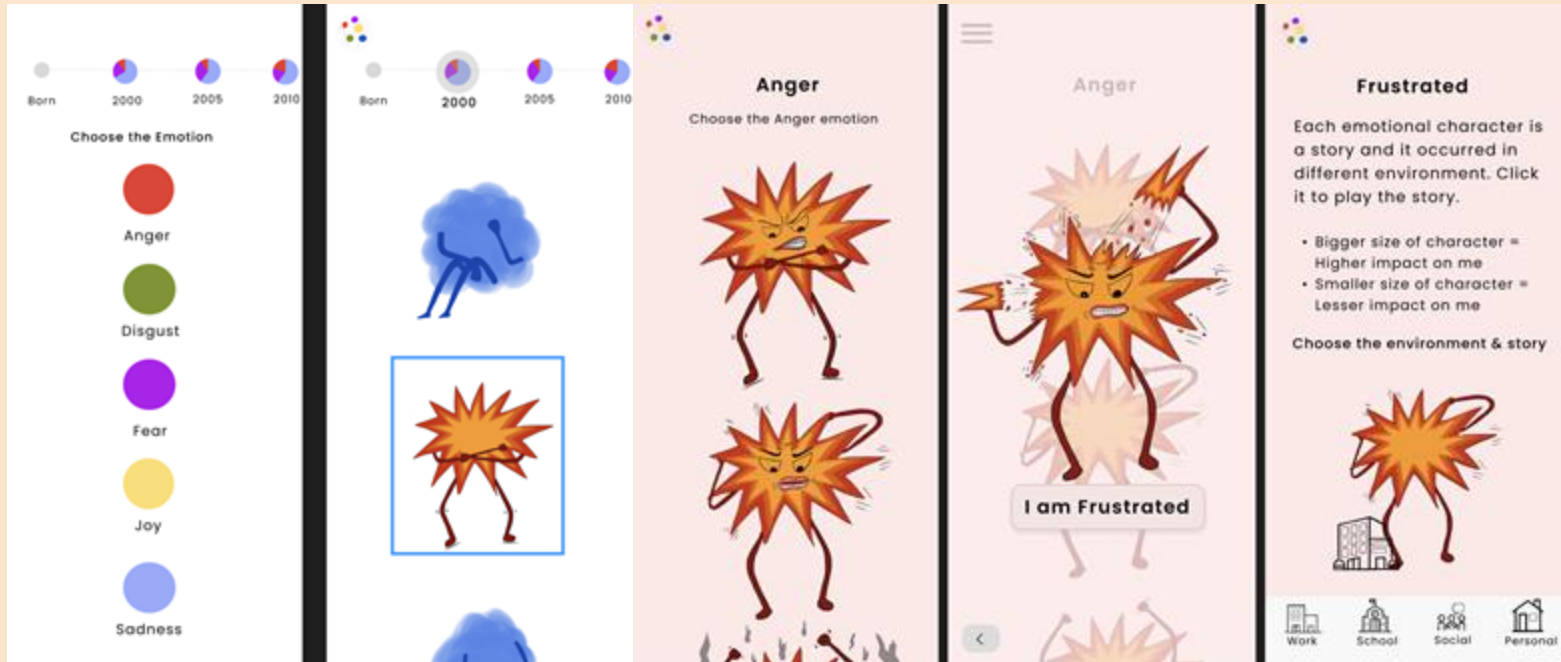
3rd prototype



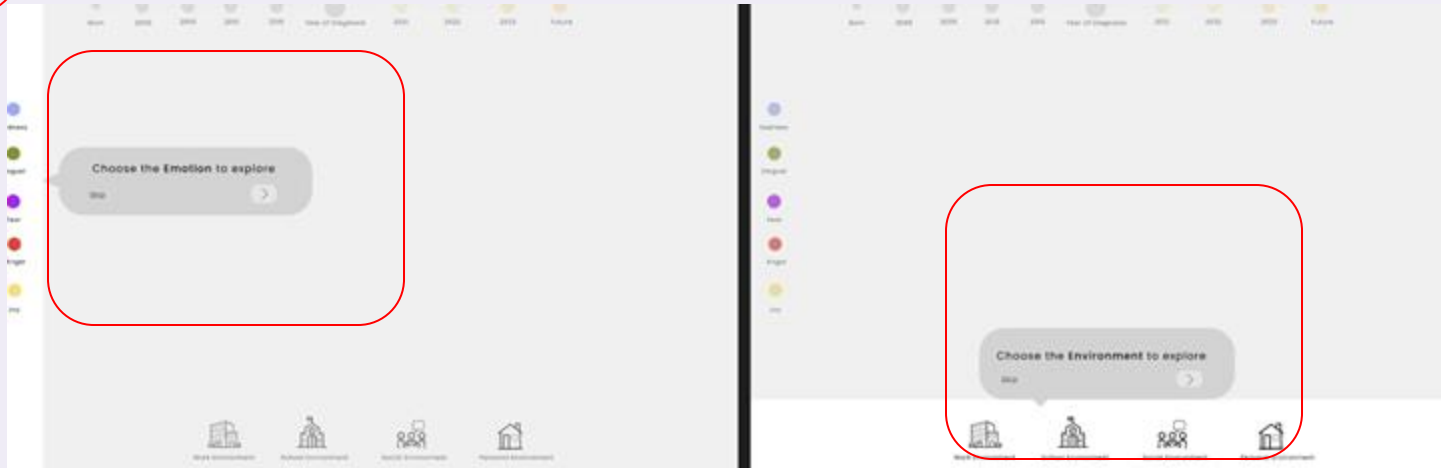
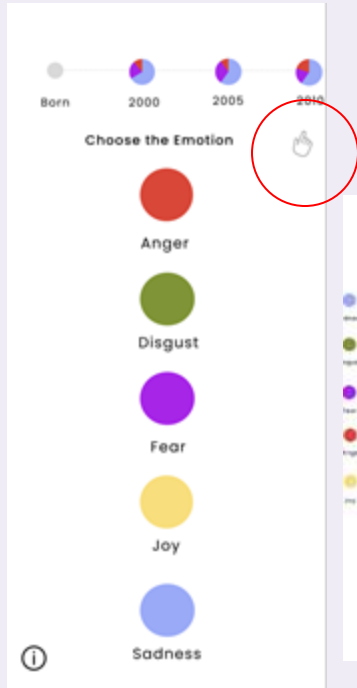
4th prototype



Creating Mobile experience



Testing the digital experience



Building and coding

- Worked with technical team to support in coding the experience
- Revising the designs due to the technical capabilities without compromising on the user experience
- A lot of changes and decisions had to be made in the process of completing the project
- Involved negotiation with the programmer constantly

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