NICKED PROBLEMS PROCESS BOOK BY CALE MOOTH

RESEARCH • PROBLEM SOLVING • POSTER DESIGN

Solving Wicked Problems was an exercise in starting with a huge, seemingly unsolvable problem, working through a process to understand the problem and narrowing the scope to a solvable solution.

AUDIENCE & CONTEXT

The final deliverable was a poster designed to create awareness among the local community of a solution that aims to eliminate isolation and loneliness.





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RESEARCH & PROBLEM DEFINITION





BROAD PROBLEM EXPLORATION





	Cale		enta ealt				Z	iwen
	Sexual assault in children	school bullying		Childhood trauma		mental health awareness		Adult PTSD
	Youth sucidal rate increasing	Youth sucidal rate increasing		Mental health disorders		Mental health stigma		
	body image and identity in the media	Toxic Stress in the workplace		Anxiety disorders	I	.ack of inspiration		Emotional intelligence
Isolationism in digital society	Isolationism in digital society	gun violence rate increasing		Lack of Empathy		Depression		mental health awareness
	lsolationism in suburbia	online harassment						
				mental health awareness		mental health awareness / advocacy		

EXPLORING MENTAL HEALTH



CM

NARROWING FOCUS

Analog vs. Virtual dichotomy

NARROWING PATTERNS IN RESEARCH

SOCIAL ISOLATION & LONELINESS D TO LACK OF HUMAN INTERACTION

"...significant association between social isolation and loneliness and poorer mental health outcomes as well as all-cause mortality."

"...social isolation from friends only was associated with higher levels of psycholog distress."



ISOLATION & LONELINESS

DUE N	LONELINESS & DEPRESSION DUE TO INCREASED SOCIAL MEDIA INTERACTION				
al	"10% increase in [social media] negative experiences was associated with a 20% increase in odds of depressive symptoms."				
gical	"limiting social media use to approximately 30 minutes per day may lead to significant improvement in well-being."				

DATA GATHERING

RELATIONSHIP BETWEEN ISOLATION & LONELINESS

ISOLATION & LONELINESS OVERVIEW



Americans feel lonely or socially isolated.

2 in 5 report social relationships are always or sometimes not meaningful.



10% increase in people living alone over the past decade

25% of the U.S. population lives alone



ISOLATION & LONELINESS OVERVIEW: RISKS

45% increase in risk of mortality among seniors

Similar to smoking 15 cigarettes a day

32% increase in risk of stroke.

29% increase in risk of coronary heart disease.



DOCUMENTING EXISTING SOLUTIONS

ISOLATION & LONELINESS EXISTING SOLUTIONS

OUTSIDE INTERVENTION

- → Knocking on neighbor's door
- → Volunteer visiting programs
- → Text & phone calls
- → "Strive for 5"



PREVENTATIVE SELF-CARE

- → "Care Check"
- → Therapy animals
- → Volunteering time
- → Therapy sessions



ISOLATION & LONELINESS EXISTING SOLUTIONS (INTERVENTION) STRIVE FOR 5

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Coronavirus

'Hiya Neighbor' campaign: Checking in with **Staten Island seniors**

Placed Mar 30, 2020



ch President James Odde has partnered with District Attorney M McMahon to launch a campaign called "Hyo Neighbor," encouraging States Islanders to check on the service citizens in their neighborhood. (Advance By Matanta Takana | witakana@utaduanca.com

STATEN ISLAND, N.Y. - Borough President James Oddo has partnered with District Attorney Michael McMahon to launch a Residents are asked to call or visit 5 people each day to help reduce anxiety and fear.

Pros

- → Engages with people, reducing loneliness
- \rightarrow Builds relationships

Cons

- Recipient must be receptive \rightarrow
- Only lasts 30 days \rightarrow
- → Limits time to build relationships

ISOLATION & LONELINESS EXISTING SOLUTIONS (SELF CARE) CALL CHECK



Seniors receive a call each day "to check on Maryland's older residents."

Pros

- Ensures residents are safe \rightarrow
- Triggers emergency response if needed \rightarrow

Cons

- → Impersonal
- \rightarrow Not flexible
 - (same call window each day)
- \rightarrow "Death check"



ISOLATION & LONELINESS EXISTING SOLUTIONS (SELF-CARE) THERAPY DOGS



Seniors receive a call each day "to check on Maryland's older residents."

Pros

- → Decreases feelings of isolation
- Encourages communication \rightarrow
- → Reduces loneliness

Cons

- → Extra work & maintenance
- → Physical requirements



OPPORTUNITY&GOALS





OPPORTUNITIES & GOALS

ISOLATION & LONELINESS AREAS OF OPPORTUNITY

How can volunteers(those that want to help) be engaged with patients without causing anxiety?

How can patients self-heal without regressing from lack of accountability?

How can these two groups be linked together as a community to form lasting relationships?

ISOLATION & LONELINESS GOALS

> Design a system that **builds long lasting relationships** between people experiencing loneliness and the volunteers wanting to help.

At the same time, people experiencing loneliness should retain healthy independence while volunteers remain committed for the long-term.

The final result should be established relationships and reduced loneliness.



EXPLORING ASOLUTION







Solution

The solution is a personal status system designed to encourage in-person interaction in order to reduce loneliness.

Users place a status module on the exterior of their living space and that module communicates their current mental state and whether a neighbor should intervene. Neighbors or volunteers check on each others statuses and interact as needed. As a result, relationships are built over time and loneliness among the community decreases.

How it works

Users update their status any time, but after 24 hours, their status fades away. This forces engagement as a lack of status would indicate something is wrong.

[color/symbol] 1

User is in a good mental state and is open to visitors

[color/symbol] 2

User is in a good mental state, but no visitors are required

[color/symbol] 3

User is in a bad mental state and requires intervention

No status update in 36 hours

User requires attention

This system benefits both volunteers looking to intervene while honoring the independence of the patient. This system borrows aspects from an intervention approach while still giving patients control over when social interactions occur.

At the risk of oversimplification, this approach merges familiar status indicators found in social media systems with the analog aspect of a neighborhood watch.

PERSONAS



Jack

Jack is a retired Navy officer living in a large apartment complex. He's 79 years old and lives alone. His wife passed away 8 years ago and has lived on his own ever since. Jack sees his daughter and grandchild on the weekend, but must make an effort to interact with others during the week while his daughter works.

While Jack still has a drivers license, he prefers not to drive. He walks to most places including to the corner store and the local community center. Jack's main motivation during the week is spending Tuesday and Thursday mornings at the community center visiting with a pair of old Navy buddies. However, depending on the weather and how mobile he's feeling that day, Jack may or may not be able to make the half-mile walk to the center. As a result, he can experience longterm periods of isolation.



Nicole

Nicole is an administrative assistant for a local school district. She's 55 years old, married, and has 2 children that recently graduated college and live on their own. With her children now living outside the home, Nicole has found herself with extra time to fill on the weekends. As a result, she and her husband have begun volunteering through their church, working with a different organization each month. She feels good helping so many different people each month, but it's difficult seeing how much need exists in the world and rarely is she able to follow-up with those she encounters.

With her children living their own lives and the fleeting nature of the volunteer work, Nicole often finds herself unfulfilled and even lonely.



Individuals that require assistance

Volunteers that want to help

VISUAL INSPIRATION







SKETCHES









FINAL SOLUTION











Good mental state. Open to visitors.

Good mental state. Do not disturb.

Marginal mental state. Please visit.

















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