

Co-Designing Digital Tools to Support Students' Social Challenges During and Beyond COVID-19

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SOLUTION

The emergence of the COVID-19 pandemic presented college students with new social challenges. **Social Engagement** is a significant contributor to positive mental health. The resulting removal of in-person activities creates many new difficulties.



PROBLEM

College Students rely on their smartphones heavily and perform many of their social engagements virtually. Utilizing a **Human Centered Design workshop**, we learned and even found means to address their new challenges caused by the pandemic.

Reading related works around Digital Mental Health and global COVID trends.

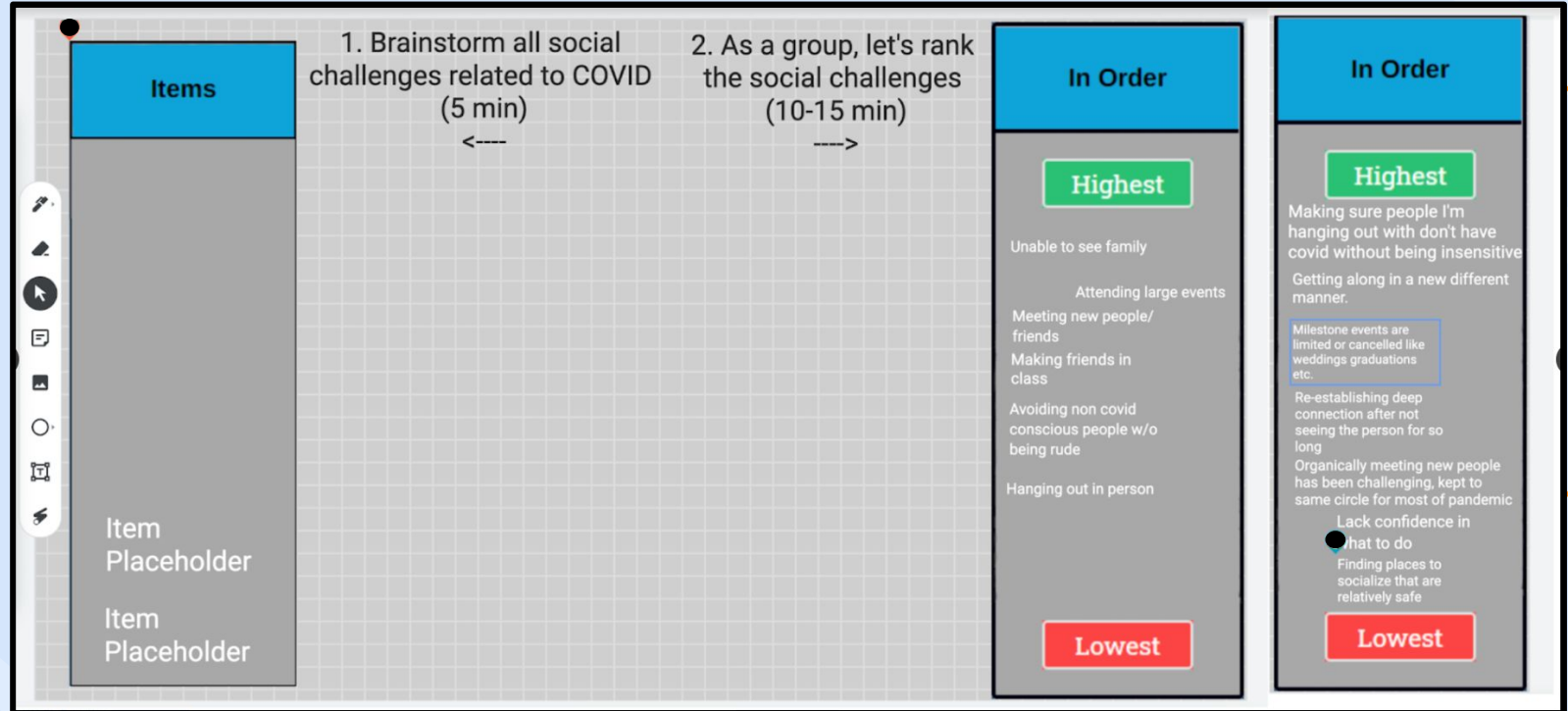
Conducted two workshop sessions. Collected data and created low fidelity mobile applications.



Utilizing LinkedIn, Facebook, Reddit, and other social platforms to recruit College students.

Formally constructed a Digital Mental Health paper based on the workshop findings.

Methodologies



Card Sorting Activity - College Students created and ranked the social challenges they faced during the pandemic from most bearable to most difficult.

Methodologies

Group Prototyping - The Discussions and the Card Sorting Activity centered around pandemic social challenges built ideas for this activity.

Both groups built event planning applications that offered various anti-COVID spreading precautions.

