

Phase 1 - Objectives of the Product

- 1. (5min) Design recap and specify the design goal for your project:
 - How would you like the child to feel through your product/design?
 - What do you want to provide for the child and other stakeholders?
 - What kind of experiences would you like to achieve for children?

Design Goals

Scenario

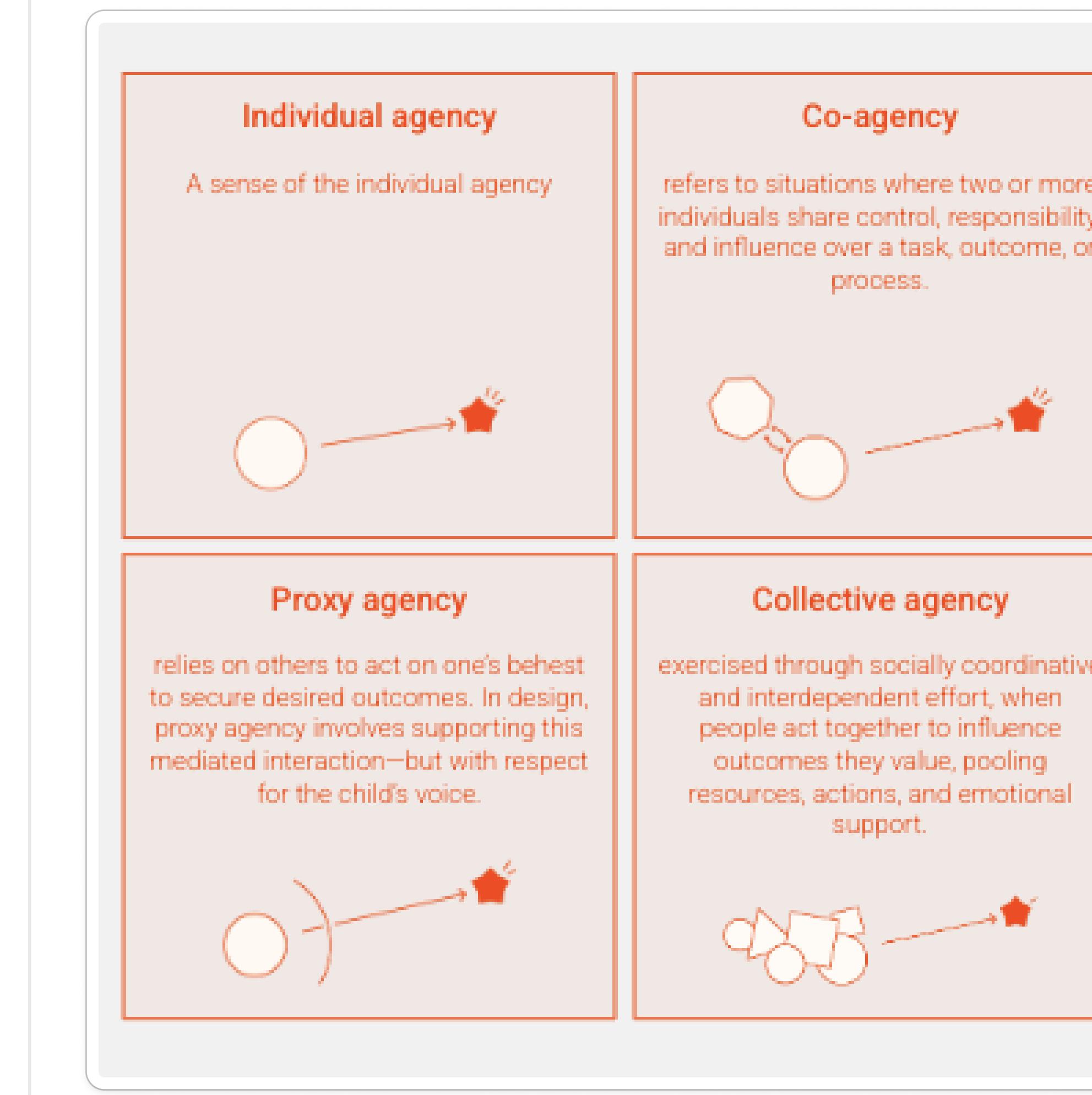
System Diagram

1. Start with roles
 - Draw simple icons or stick figures for all the actors/entities (e.g., Child, Parent, Teacher, AI Agent, Data Server, etc.)
 - Label them clearly
2. Add key actions
 - For each actor, list as many main things they do in the system as possible. For example,
 - Child chooses topic, talks to AI, reads story
 - AI gives feedback, saves story
 - Parent reviews process, gives consent
3. Connect roles and actions
 - Use arrows to show who interacts with whom or how data moves. For example,
 - Child → AI: sends voice message
 - AI → Parent: sends summary
 - Parent → Child: gives feedback
4. Highlight the flow
 - Mark where the child's experience starts and ends
 - Highlight key touchpoints where decisions, data, or emotions occur.

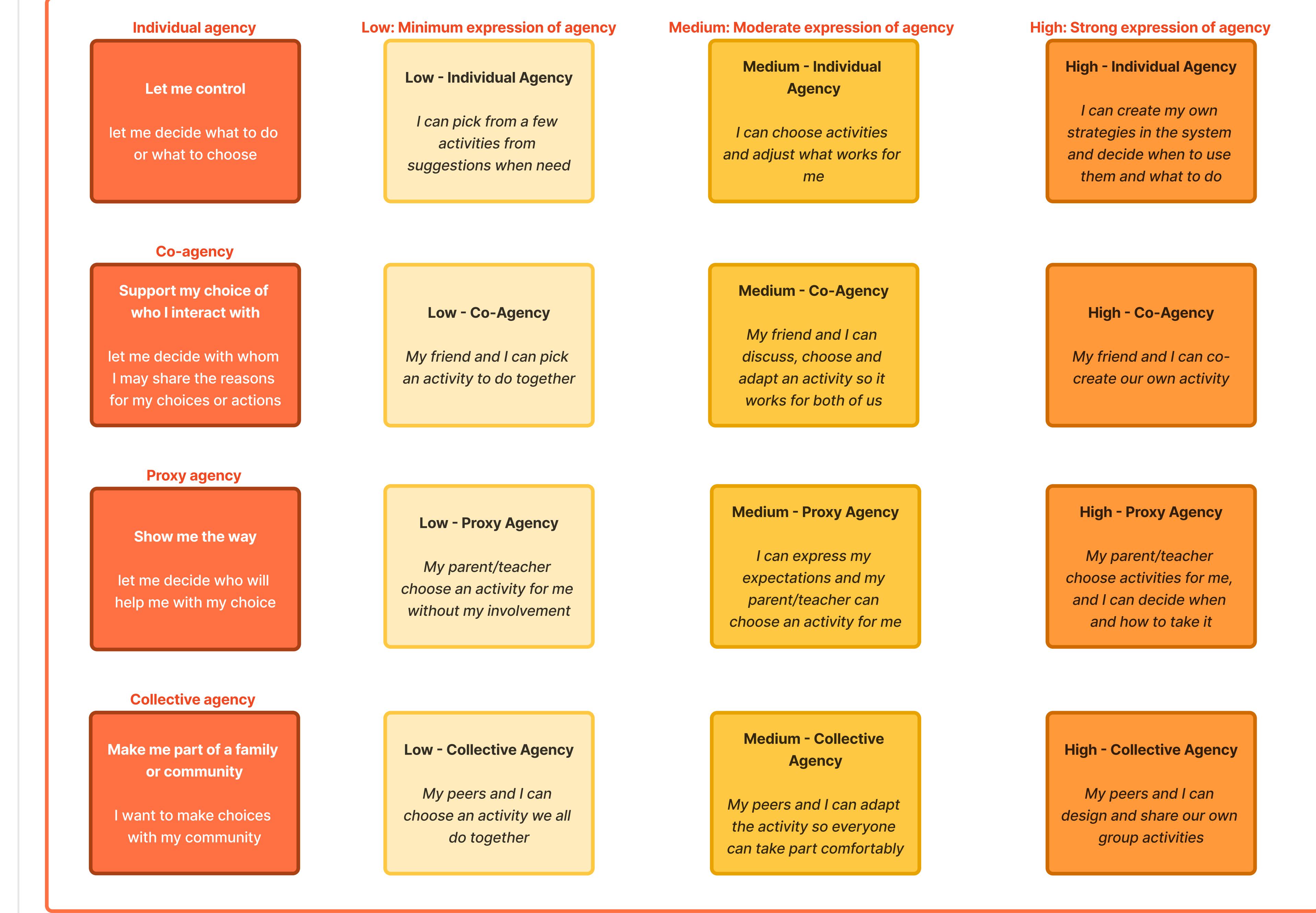
Please draw your system diagram below

Phase 2 - Introduction of Agency

- 3. (10min) Introduce the concept of agency:
 - What is agency?
 - Four types: individual / co- / proxy / collective
 - Three levels: low / medium / high



Types & Levels of Agency



Phase 3 - Objectives of Agency

- 4. (8min) Discuss Overall Agency Design Goals:
 - What type would you want to augment or protect? (e.g., child voice, exploration, safety, inclusion)
 - What risks must be avoided?
 - What are the primary types of agency of the system?

Overall Agency Design Goals

- 5. (8min) Annotate the system diagram with agency type & level
 - How does the existing system version impact children's agency?
 - Reflecting on your overall agency design goal, how do you plan agency for each feature to meet the overall agency goal?
 - For each feature from input to output, participants systematically explore the design space by ideating concrete implementation options across four agency types (individual, co-, proxy, collective) and three agency levels (low, medium, high).

Key Functions

Function 1	Function 2	Function 3	Function 4	...
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Design Level of Agency

Individual Agency	Low / Medium / High			
Co-Agency	Low / Medium / High			
Proxy Agency	Low / Medium / High			
Collective Agency	Low / Medium / High			

- 6. (12min) Redesign one critical function for agency
 - What is the most important function that contributes to the overall agency goal?
 - Dive deep into the selected function and redesign

7. (10min) Interview & Reflection

Alignment

- After your redesign, do you feel the function is now more aligned with your original design goals, or more complicated? Why?
- Has your understanding of agency changed? In what ways?

Impact

- What blind spots did the design-for-agency analysis help you uncover?
- How did it influence your overall thinking about your system? Did it make things clearer, heavier, or more structured?
- Did it make your design process easier, deeper, or more complex?
- What else you think might be helpful?

What's needed next

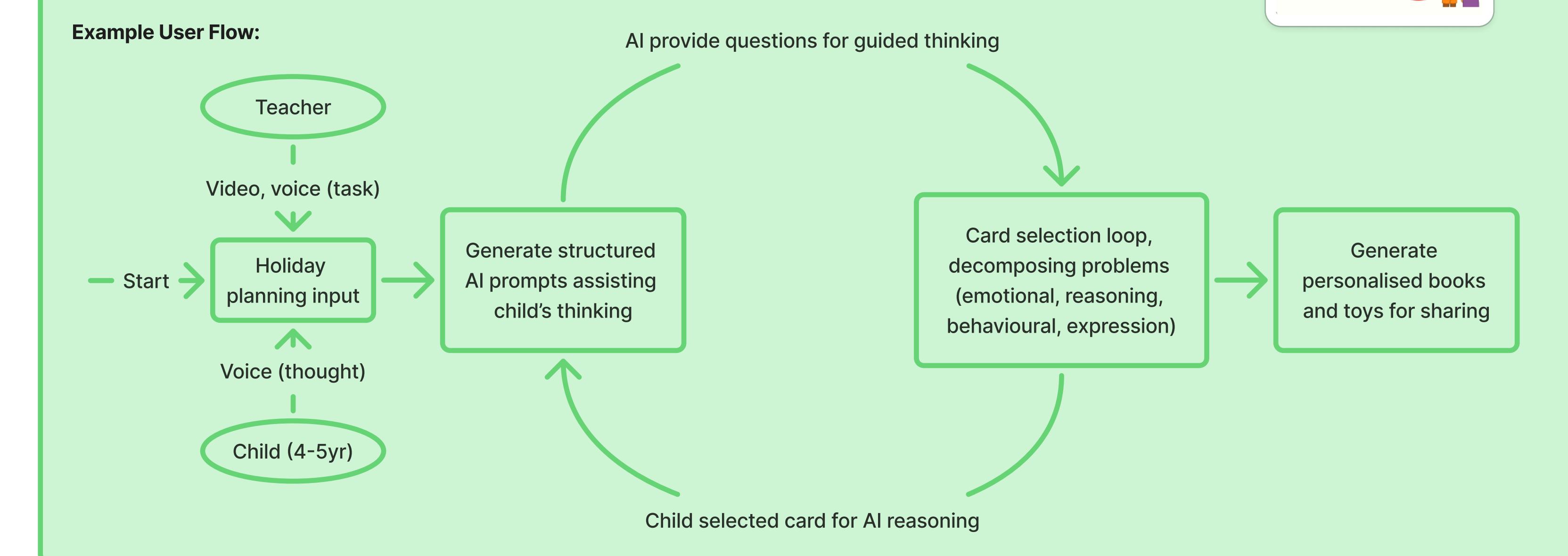
- If you were to continue refining this function, what tools, templates, or support would you need next?

Examples: System Diagram, Types and Levels of Agency Design

System Diagram

(Please use the canvas below for system diagram drawing)

1. Start with roles
 - Draw simple icons or stick figures for all the actors/entities (e.g., Child, Parent, Teacher, AI Agent, Data Server, etc.)
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Key Functions



Design Level of Agency

Individual Agency	Child freely inputs ideas by drawing/speaking/typing.	Child chooses thinking area; system generates...	Child freely selects any reasoning cards to guide thinking.	Child chooses story elements and the system generates...
Co-Agency	Child selects a prompt and fills in their own details.	Child picks a theme; system expands into prompts.	Child chooses from system-suggested cards.	Child picks from AI-suggested elements before generation.
Proxy Agency	System gives a short fixed list of holiday options.	System presents one card and child responds.	System auto-generates a story from child's minimum...	
Collective Agency	Child chooses from a short fixed list of holiday options.	System presents one card and child responds.	System auto-generates a story from child's minimum...	
Individual Agency	Child expresses ideas; adult helps record them.	Child sets focus; adult helps refine the prompt.	Child picks cards; adult helps explore them together.	Child selects key story parts; adult helps refine them.
Co-Agency	Child chooses elements; adult helps fill a simple template.	Child chooses idea; adult suggests the next one.	Child picks cards; adult helps explore them together.	Child chooses elements; adult helps confirm the...
Proxy Agency	Adult asks guiding questions; child selects from options.	Adult picks topic; child answers system-generated...	Adult selects cards; child responds to each.	Adult selects elements; child approves a small p...
Collective Agency	Adult inputs structure; child picks the main theme.	Adult inputs child's idea; system creates scaffolded prompt.	Adult selects cards based on child's ideas.	Adult picks most cards; child approves one.
Individual Agency	Adult inputs most details; child adds one preference.	Adult selects prompt type and key details.	Adult runs the full card sequence alone.	Adult provides most story details; child adds one preference.
Co-Agency	Adult fully inputs the holiday idea alone.	Adult fully configures and triggers prompt generation.	Adult fully configures story elements for generation.	
Proxy Agency	Children discuss and one child inputs shared ideas.	Group chooses theme; system generates group...	Group votes on which card to use...	
Collective Agency	Each child submits one element; system aggregates.	Each child submits a keyword; system combines into group...	Each child picks a card; system combines the top...	Each child contributes one element; system blends...
Individual Agency	Group selects one preset option together.	Group selects preset topic; system generates prompts.	Group chooses from a preset card path.	Group selects a preset theme and system generates...

