

## THE PROBLEM

- ▶ Loneliness in dogs is widespread
- ▶ Social anxiety can cause aggressive behavior
- ▶ Safely exposing dogs to each other is challenging but critical for happiness

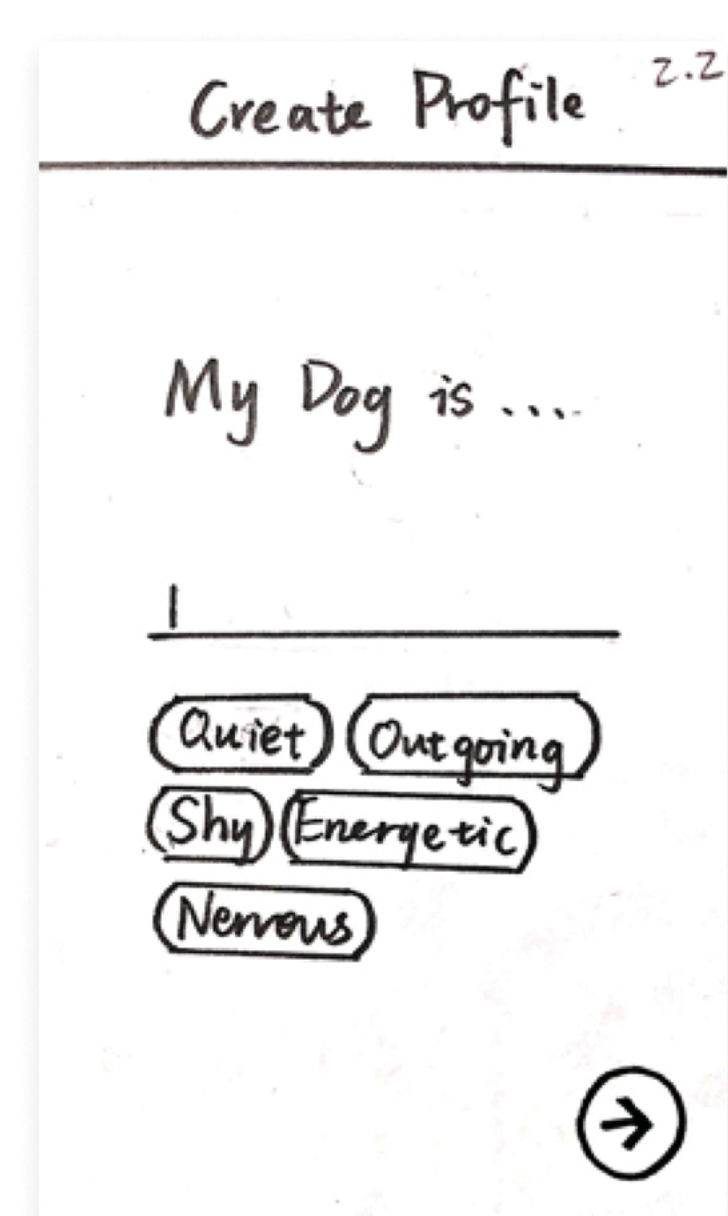
## THE SOLUTION

- ▶ Enhance social interactions between dogs
- ▶ Identify positive interactions while alerting owners of possible negative interactions in advance
- ▶ Encourage active reflection on the dog's socialization

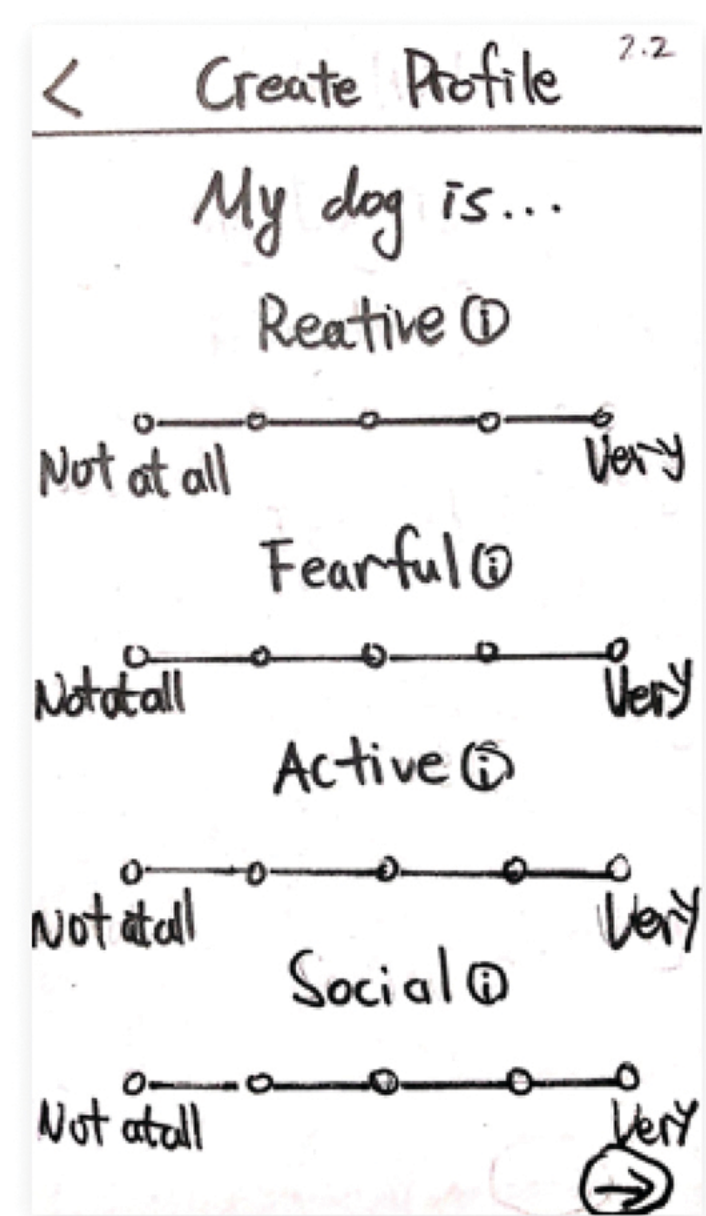


## DESIGN ITERATION

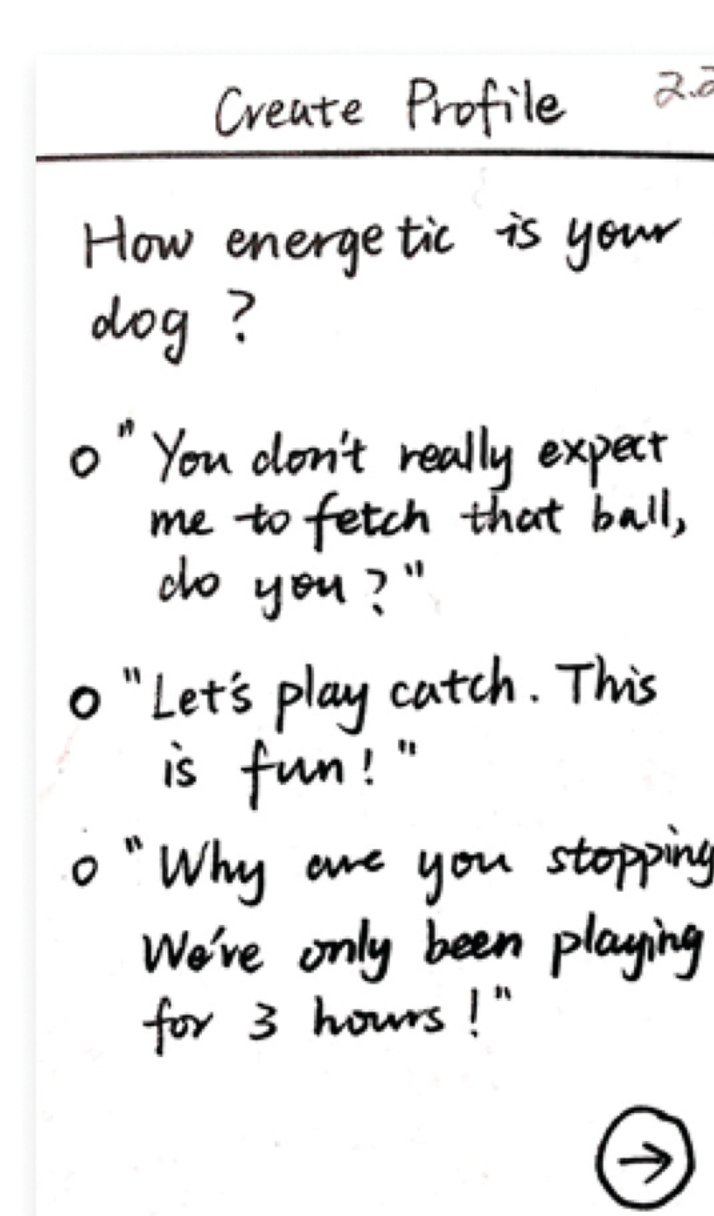
An example of design iteration from low fidelity to high fidelity



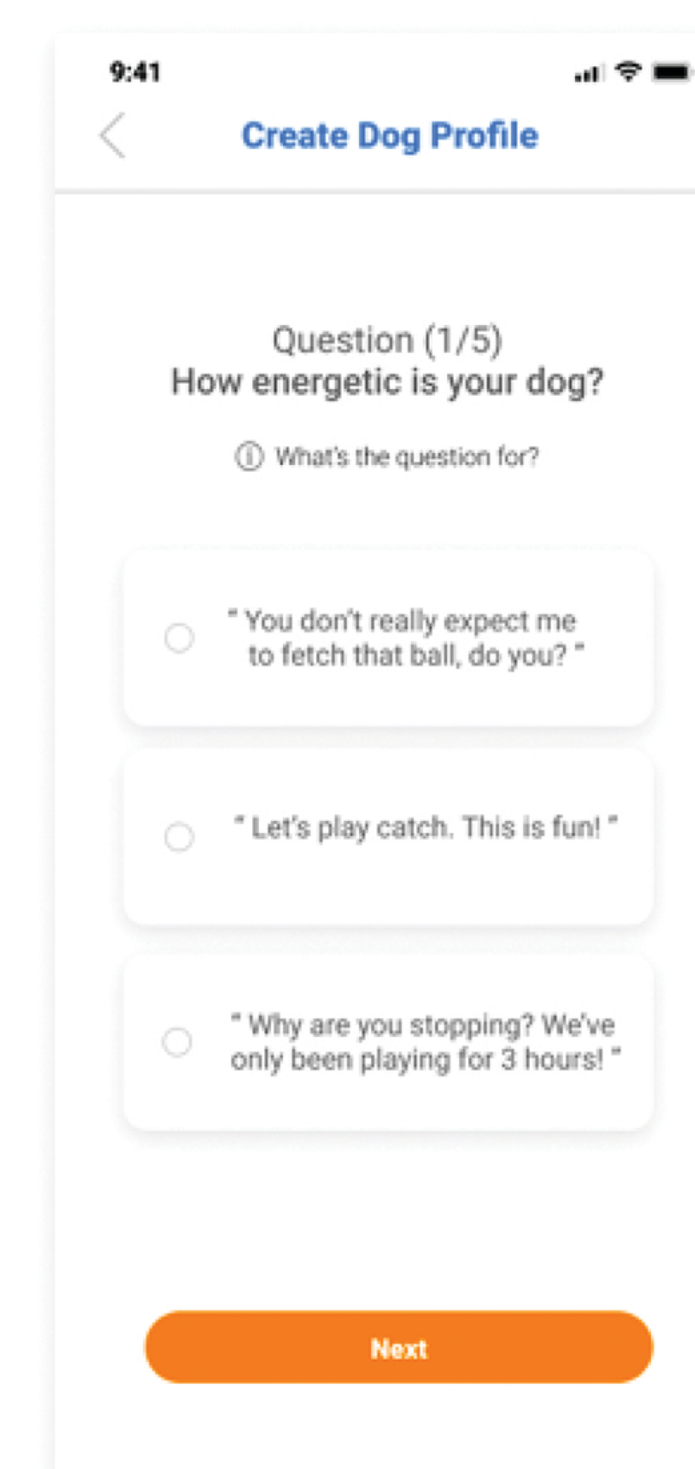
Lack of organization and risk of subjective input



Lack of clarity with ranking dog qualities



Contextualize personalities with scenarios



High fidelity prototype