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

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