



The Voice Of The Child App

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App Concept

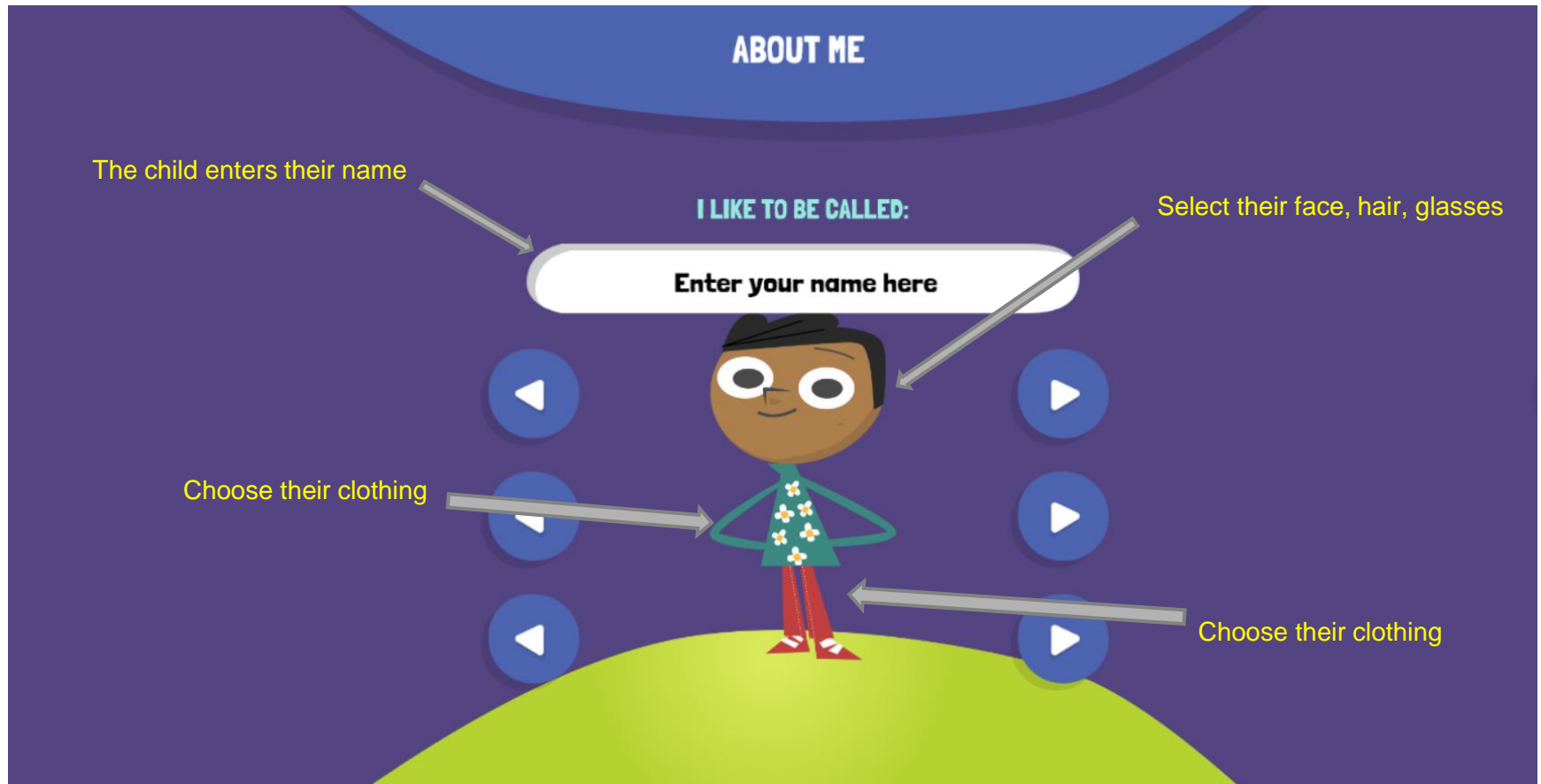
- A series of guided scenarios against which children can express their thoughts and feelings
- Completed using drawing, writing, scaling and sticker tools to portray people, places and emotions



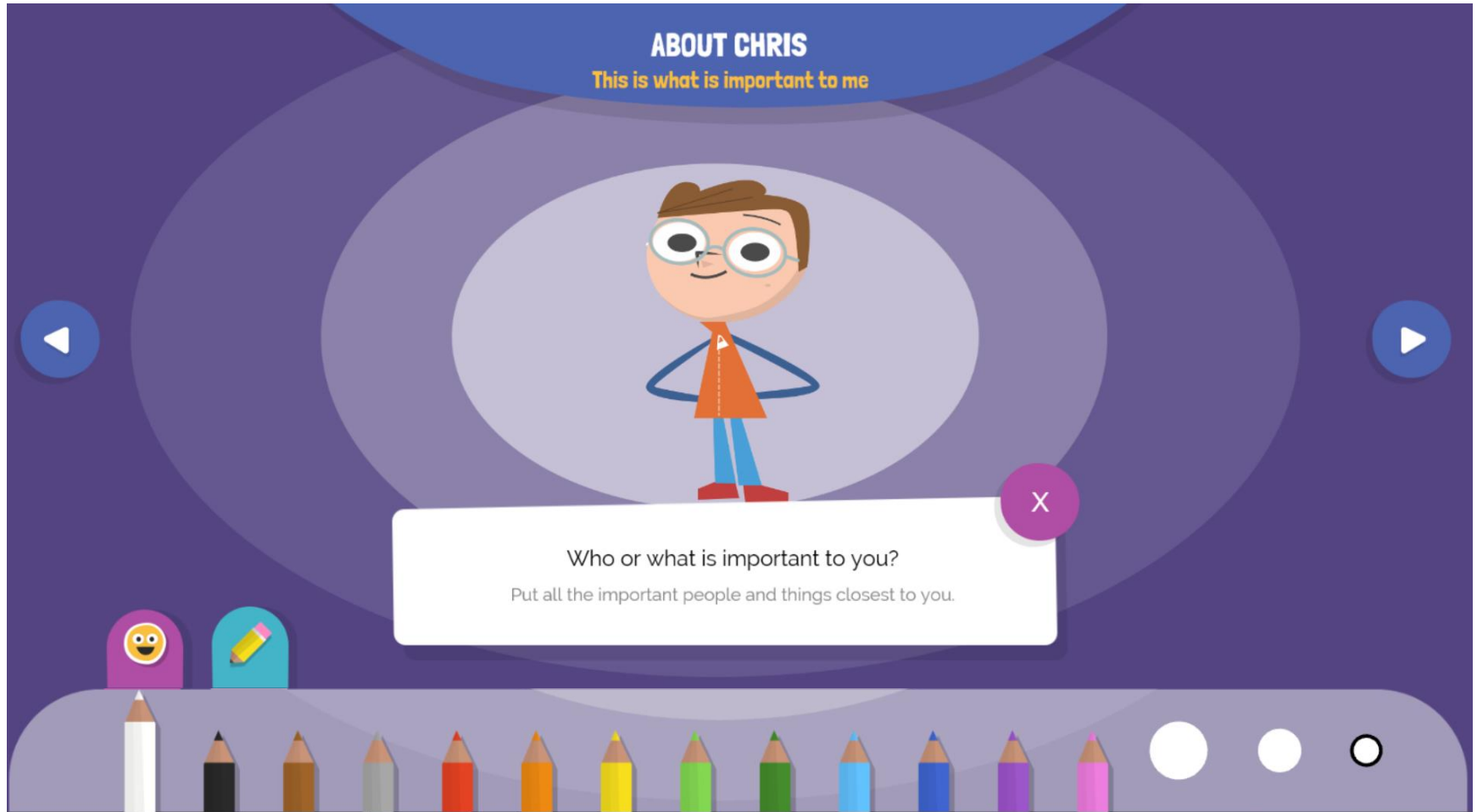
- Upon completion, the app exports a PDF version which can be automatically uploaded to the ECMS case.



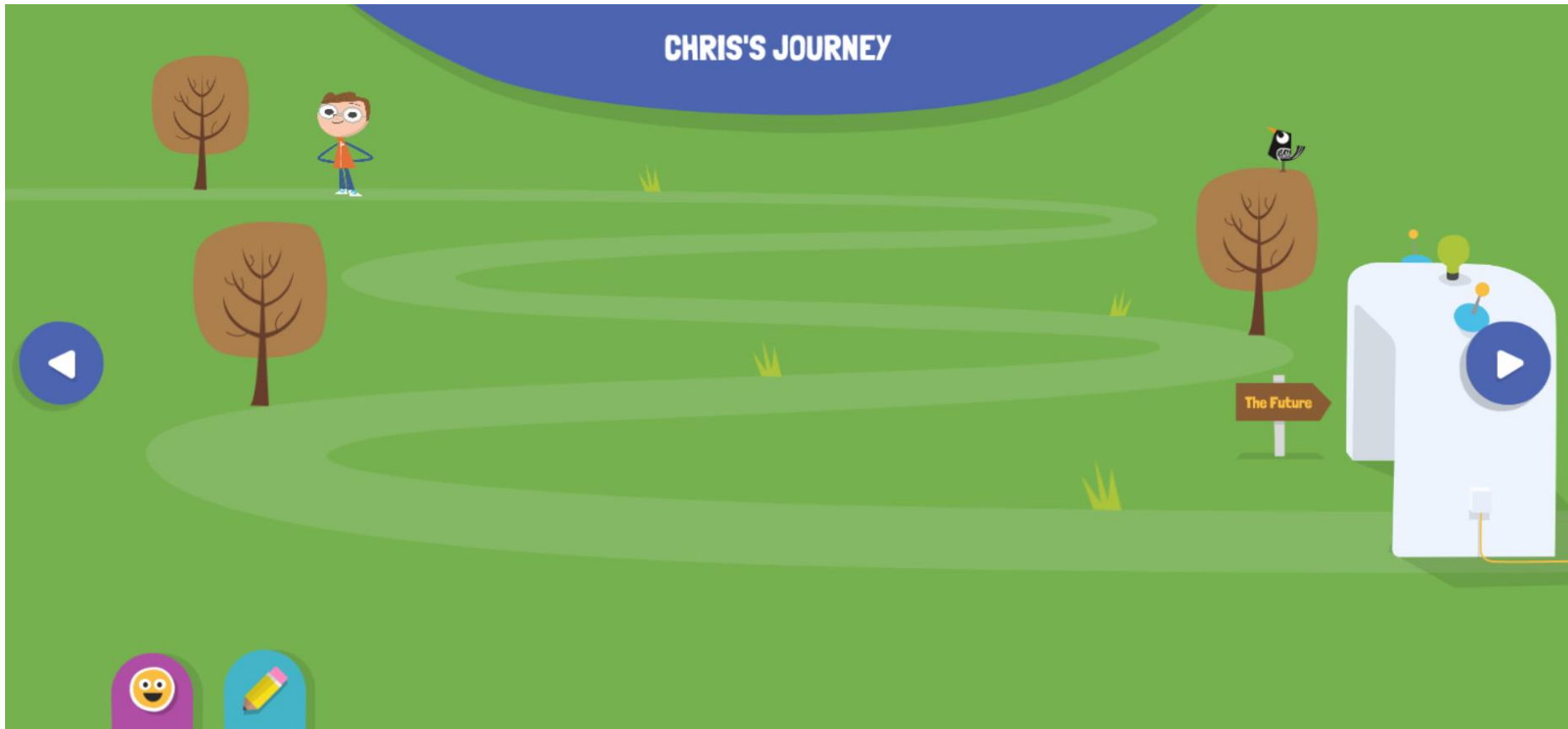
About Me: Avatar Creator



About Me: What's Important



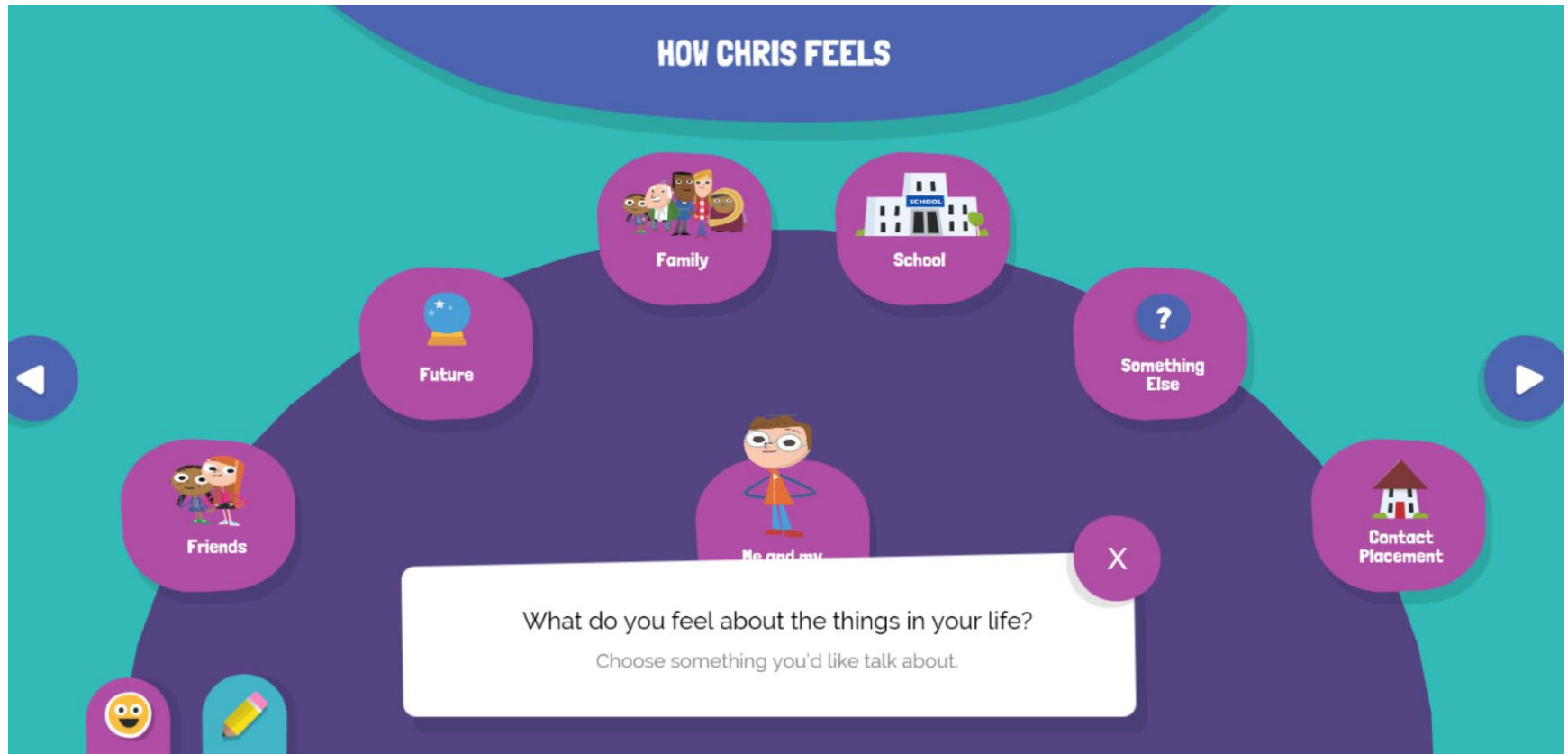
My Journey



Where I Live, Who I Live With & How I Feel About Them



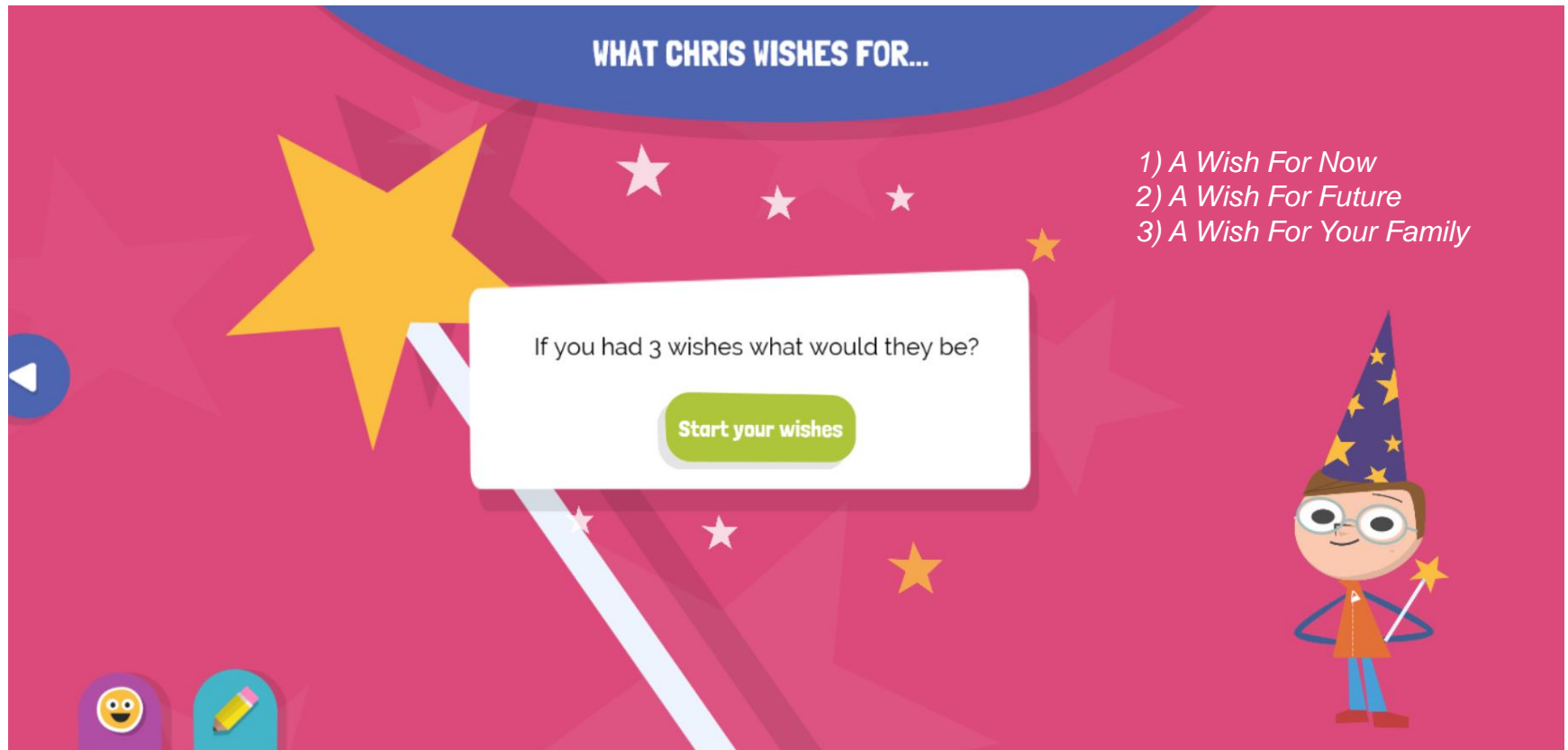
How I Feel About My World



How I Feel About My World



3 Wishes



Letter To The Judge Tool



+ options to attach other content



Benefits of the App

- ▶ Promotes engagement by children
- ▶ Uses technology familiar to children
- ▶ A tool that can be used irrespective of a child's age, diversity, ability
- ▶ Enables children to keep what they've done
- ▶ Allows the child to reflect
- ▶ Tells the child's story
- ▶ Available at all times (offline app)
- ▶ Increases data integrity and security
- ▶ Transferrable format – to incorporate into reports
- ▶ Automation to ECMS case folder
- ▶ A professional sector led application and presentation

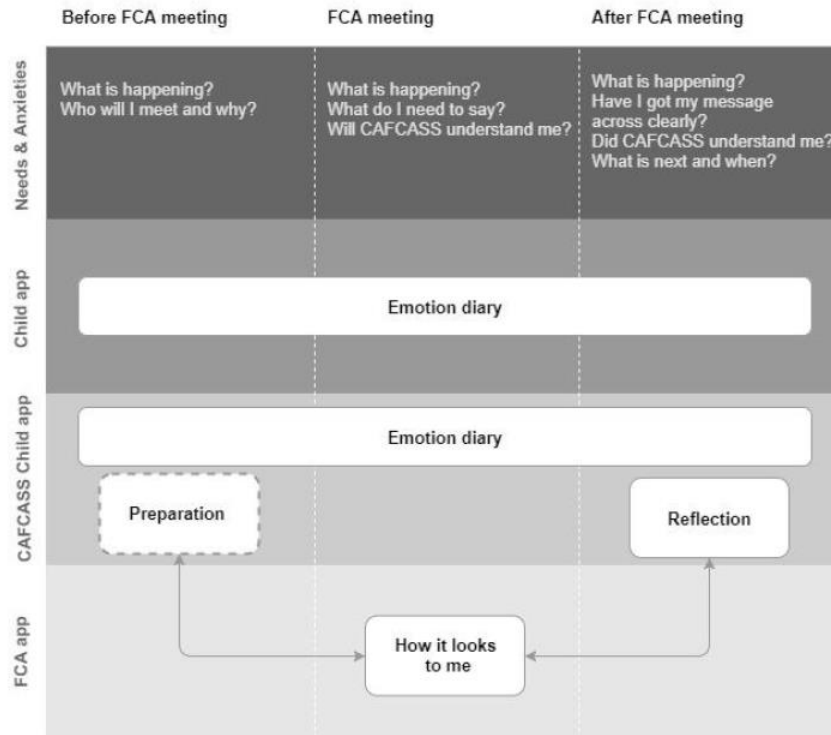


The app in action

Nathan placed his Nana and Grandad in his immediate circle and gave them a smiley face sticker. He placed his father and mother in the next circle and again gave a smiley face. He placed Shari in the third circle, he seemed to struggle to identify a sticker for her and seemed a bit upset that she did not visit him much.



Potential Development & Use



Future Opportunities

Phase 3

Phase 2

Phase 1

