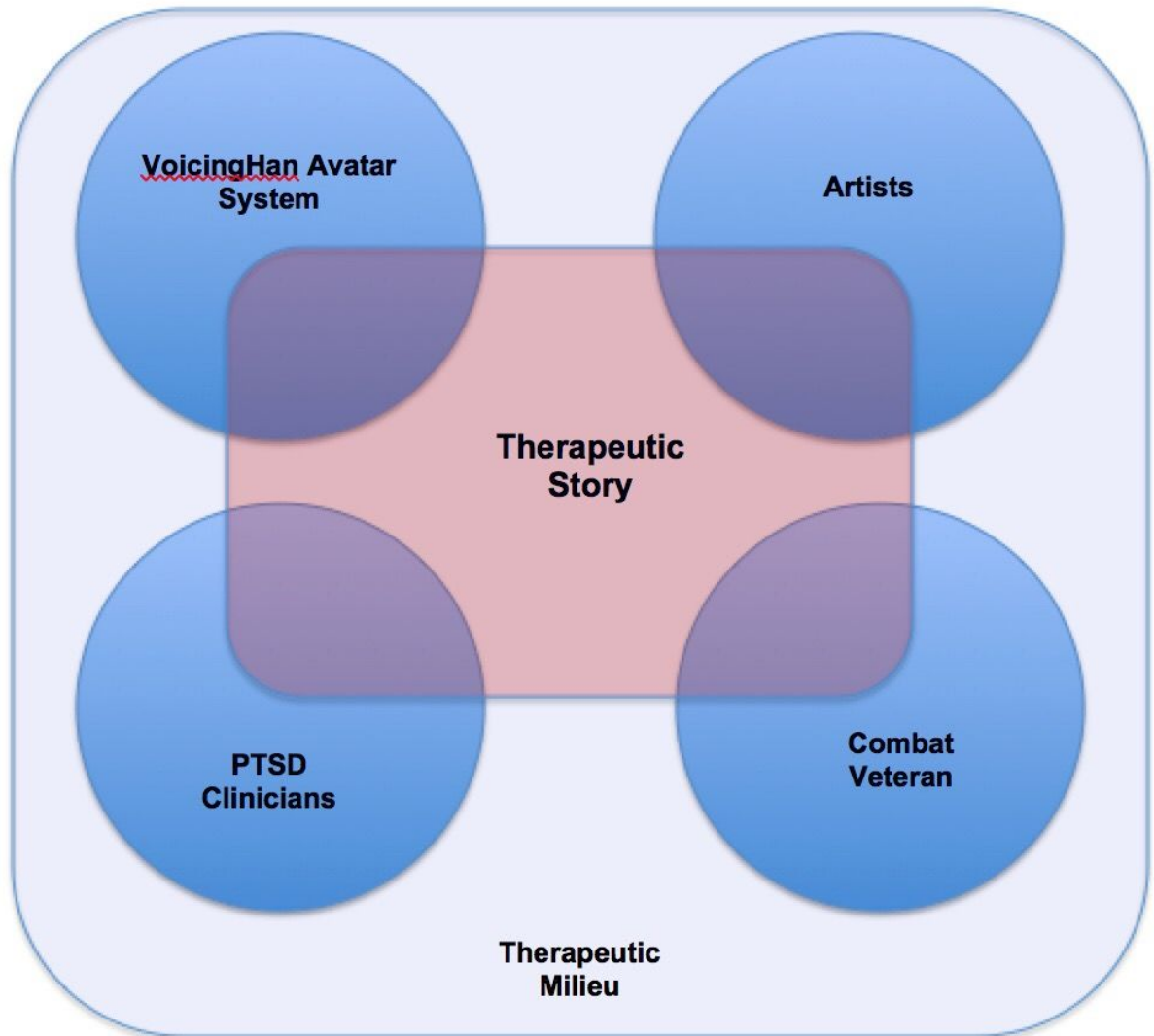


## Participant Scenario



We envision the experience of therapeutic storytelling as a collaborative exploration driven by the combat veteran and facilitated by the VoicingHan Avatar platform, with assistance from clinician counselors and the artist within a setting (therapeutic milieu) that can be adapted in the moment to promote creative expression.

Though we anticipate that this model and the VoicingHan Avatar platform itself will be revised based on our focus group meetings with clinicians and combat veterans, we currently project the following sequence of activities within a life-review session.

1. The team (see diagram above) gathers in a quiet room and is seated before the screen projecting VoicingHan Avatar.

2. The lead artist demonstrates how the system operates by demonstrating an improvisatory story that is recorded (as avatar video) and will be played back for team review. In order to demonstrate the interactive capabilities of the system, team members are encouraged to type in keyword prompts on the system's wireless keyboard (examples, balloon, school, tree, war, etc.), which will appear on screen. The artist will follow these prompts in developing and speaking/acting her story.

3. The lead artist demonstrates how the sentiment analysis system works with different emotions, and assists the combat veteran participant in selecting personal representational features for her/his own Avatar, and background imagery and sounds responding to each emotion. The system will allow participants to project their photographs, sketch, and add sounds to their story, if they wish.

4. The participant will tell and enact a story mirrored by the Avatar. Other participants will be encouraged to type in keyword prompts to support the story's direction. Participants will be given the option to use the keywords or not, as their story develops. We anticipate that each story will last 10-15 minutes. The story will be screen-captured as a video file for replay.

5. The team reviews the recorded avatar version of the story and discusses its themes, direction, and meaning within the context of the participant's life experience.

6. Team members will debrief following the session, discussing themes that may include: (1) potential improvements to system, (2) therapeutic strategies for improved emotional and creative expression during storytelling, (3) adaptations to therapeutic environment, and (4) impressions of therapeutic efficacy.



