

## Notes from client meeting

Meeting held with Larisa Munsch and Dr Judith Cohen at Allegheny General Hospital

1. Judith explained the rationale behind direct approach. Very few false positives or false negatives. We do not need to worry about it.
2. On the other end, it should also not be too fantasy-like otherwise children will not appreciate the importance of the questions.
3. **New point:** Valid and reliable tool most important now. Compromises in other areas to achieve this is acceptable.
4. Instrument - Dr Phil (?) : The app will be internally tested, around 50 kids, results then studied. If comparable to paper questionnaire, then released to public. Again, not our concern except to make it as efficient as possible.
5. If our digital version is too different from the original instrument, then it will be a problem later. Better to mitigate issues right now and stay as true as possible to the original tool.
6. Authority figures should be avoided just because there is a lot of potential for it to backfire. Children already have such figures in their life and not all of them feel comfortable talking to them. Better to go for a neutral character that is non judgemental.
7. To conduct playtests on general children, use words like 'Difficult and scary' to describe traumatic events. Refer to exposure question statement.
8. Abuse related questions - physical & sexual - have reporting obligations in clinical settings and should be avoided right now. Ask the other ones if you have to test.
9. Again, what character will work for every kid cannot be guaranteed so make them as neutral as possible.
10. Don't help them to face their fears. That's not a requirement in this phase.
11. Emphasis on the questionnaire being enjoyable rather than building a relationship. The time might not be sufficient to build a meaningful relationship.
12. *Just a digital questionnaire is okay* as long as the app ends up being reliable and valid.
13. The comparison with the paper method is also something for the future and should not be worried about right now.

14. Feedback on drawing on character - An interesting mechanic could be to get the child to circle the scariest event. Also make that option light up / activate and give feedback on selection.
15. Push the reward / game to the end of the experience so that the child is not distracted with games in the middle of the experience.
16. Don't pad extra questions. Again distracting.
17. 10 - 11 year olds won't mind the cartoonish character as they will understand the seriousness of the questions themselves.
18. No verbal / written feedback after questions as well. Just say 'thanks for answering'. Otherwise they start associating answers with reaction and may try to satisfy the character by falsifying response.
19. Generally, this age range shouldn't have problem understanding the question so visual are not necessary. If including, use neutral ones like ZZZs for sleep instead of a character sleeping or having trouble sleeping which might bias their opinion.