

Scaffolding the self-regulation strategy

	Stage 1	Stage 2	Stage 3	Stage 4	Stage 5	Stage 6	Stage 7
	Analysis of educational applications	Low fidelity prototype	Co-design focus groups	Complete prototype development	Video development	Prototype refinement	Final adjustments to prototype
Methods	Content analysis	Application of SETT <i>i</i> to inform initial design	Focus groups	Integration of feedback from focus groups	Collaborative design focus groups	Interviews	Integration of feedback from interviews
Data Collection	Observational notes	n/a	Recordings, transcriptions	n/a	Researcher notes, audio and film	Researcher notes	n/a
Analysis	Content analysis to reveal common traits	n/a	Content analysis to reveal themes	n/a	Review of notes to develop scripts	Content analysis to reveal themes	n/a
Participants and professionals contributing to design	Researcher	Researcher Graphic designer	17 primary school students aged 8 to 11 years: • 13 typically developing students • 4 typically developing students	Researcher Graphic designer Software developers	 1 male not on the spectrum aged 11 1 male on the spectrum aged 9 2 adults on the spectrum 	• 2 female Grade 5 classroom teachers	Researcher Software developers
						 1 female advisory visiting teacher 	
						 1 male school principal 	
						 1 female adult on the spectrum 	
						 1 child not on the spectrum aged 11 	
						• 1 child on the spectrum aged 9	
Aim	To analyse existing apps used in schools	To develop a first prototype	To interpret functionality of the prototype and provide feedback	To develop a fully functional prototype	To develop salient topics for videos and to produce You Tube style instructional videos	To obtain feedback about the functionality, usability and perceived efficacy of the prototype	To integrate themes from the interviews into the prototype
Contribution	To identify common design features	Tangible prototype	Feedback about the prototype to inform the next development stage	Functional prototype	Videos that teach the POW+TREE writing strategy	Feedback from a variety of stakeholders to refine the prototype	Final prototype