

Case Study 2

Psychology Project

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Client Introduction

The client for this project was a kindergarten teacher working in the early childhood education sector. Their role involves creating a safe and stimulating environment for children aged 4 to 6. The teacher was looking for a visual and interactive tool to support their emotional education program.

My role

I was responsible for designing a new bulletin board specifically adapted to young children, with a focus on emotional education. I had to work within several constraints: the limited physical space available, the fact that the children were mostly non-readers, and the need to create visuals that were immediately understandable for this age group.

The design problem

The teacher needed a tool that could help young children understand and manage their emotions in a clear and accessible way. This was important because early emotional education helps children develop empathy, build healthy relationships, and express themselves constructively.

The solution I designed

To address the problem, I designed two bulletin boards and a calm-down corner. The first board introduces emotions by defining what they are, why they matter, and presenting the five most common ones. The second board is interactive: it features an emotion gauge from joy to anger where children can place their photo upon entering the classroom to show how they feel that day. To further support emotional regulation, I designed a calm-down corner with cards and visual scenarios that guide children to choose the correct reaction in various situations.

Steps of design process

CONCEPTION

I began by identified the key concepts of emotional education and selected five core emotions that were both relevant and easy to illustrate and I choose to illustrate them with the character of Vice Versa beaucause mostly of children love them . Then, I designed interactivity by including the emotion gauge, allowing children to visually express how they feel each morning. To support emotion management, I added a calm-down corner with illustrated activity cards and simple, relatable scenarios to help them understand cause and effect in emotional responses. Finally, I designed for engagement by using bright colors, friendly characters, and simple shapes that speak directly to young children's visual language.

Results & Conclusion

Designing for young children requires empathy, creativity, and precision. This project allowed me to apply all three while creating a meaningful and functional tool that helps children grow emotionally. It showed me the power of design not just as a form of expression, but as a tool for development and education.

