



# **Toys from child psychotherapist Margaret Lowenfeld's 'Wonder Box'**

**MUSEUM INTERACTION EXPERIENCE APP**

**PEOPLE:**

**YOUNG PEOPLE FROM 8 TO 35**

**ACTIVITIES:**

**Recalling childhood and healing psychological trauma**

**CONTEXT:**

**Museum wall touch screen, online app interaction**

**TECHONOLOGLES: FIGMA**

# PROCESS

- Inspiration



Sandbox games for children

By transferring it to the form of a mobile app, a lot of information and memories can be gamified

## Object

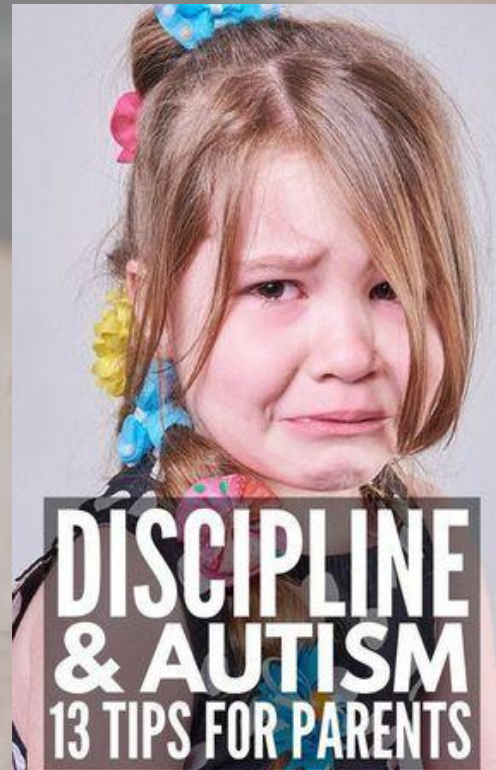
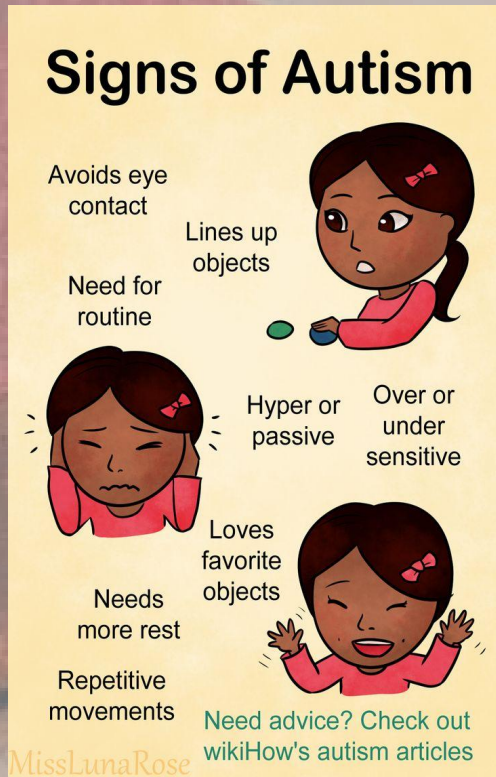


Psychologist Margaret Lowenfeld (1890-1973) devised the 'Lowenfeld World Technique' in the late 1920s. It let children create a play world through which they conveyed experiences via non-verbal communication. These 32 toys formed part of the 'Wonder Box'. Children selected toys



# Background Research

- Theoretical basis: Derived from Margaret Lowenfeld's "World Technique"
- Margaret Lowenfeld (1890-1973) is a pioneer in the field of child psychotherapy in the UK. She proposed the "World Technique" - a play therapy centered on non-verbal expression. She used a "Wonder Box" filled with various small objects (people, animals, buildings, natural elements, etc.) to allow children to freely create scenes in the sandbox to project their inner emotions, trauma and worldview.



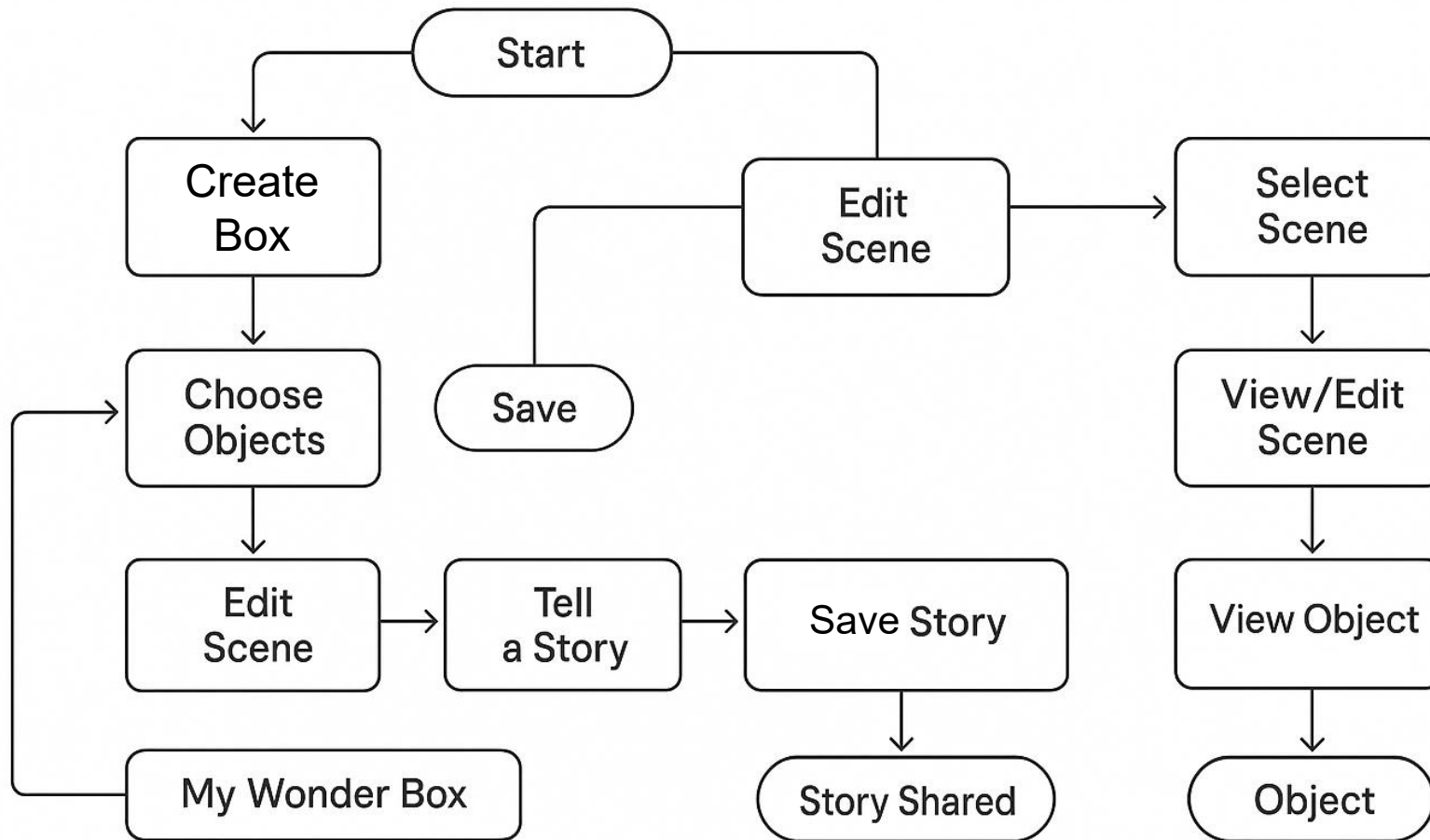
Key concepts:  
Games are children's "language"

Object combination = symbolic expression of the subconscious

A safe, free, and non-judgmental environment promotes emotional healing and self-understanding

# PROCESS

- MINDMAP

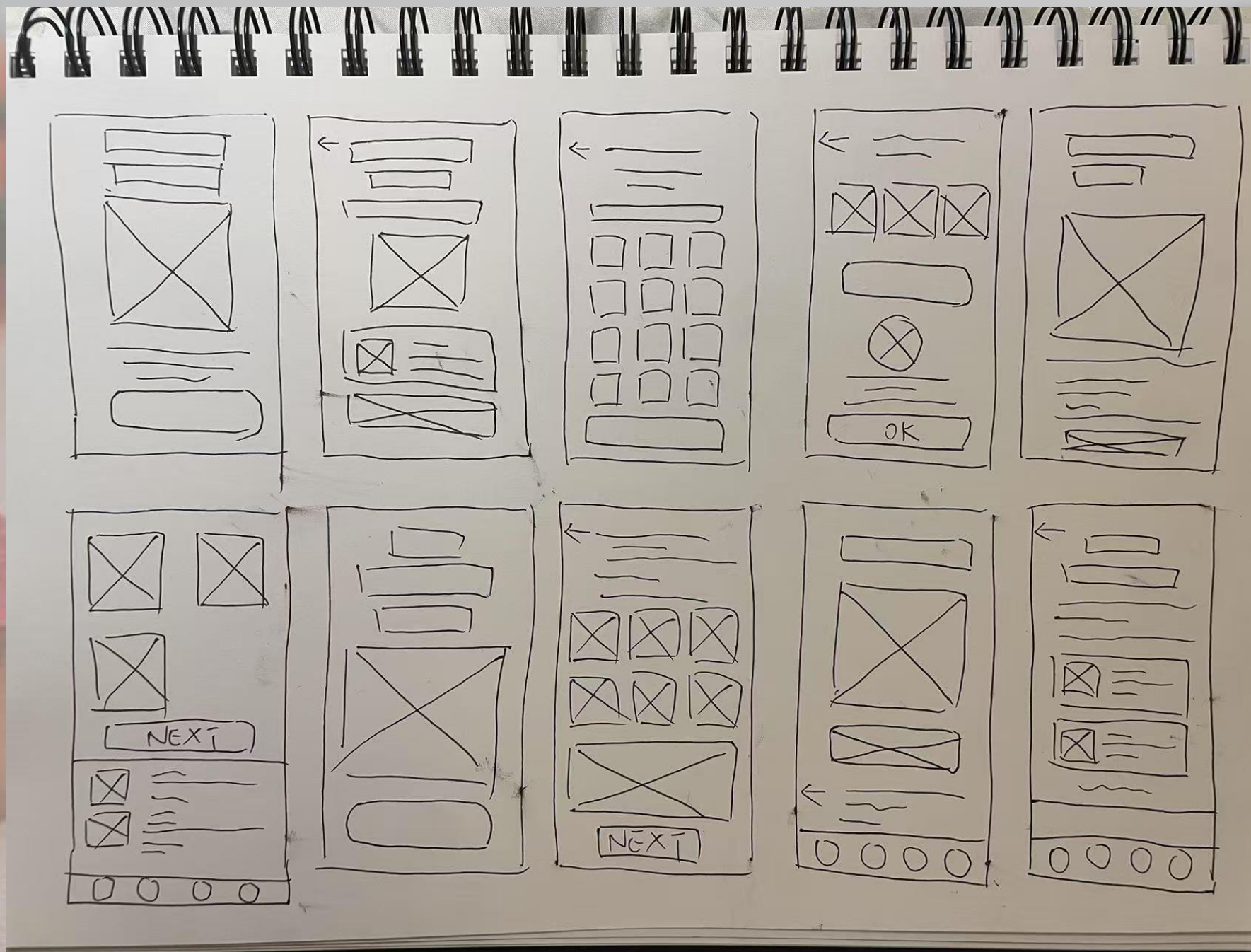


My Wonder Box is a mobile application developed based on Margaret Lowenfeld's "Wonder Box" psychotherapy concept. It aims to help users express emotions non-verbally, share memories, and build an emotionally shared story archive in the digital space by "selecting objects, creating scenes, and telling stories."

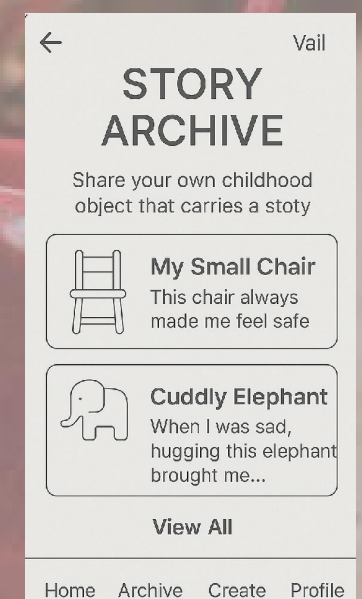
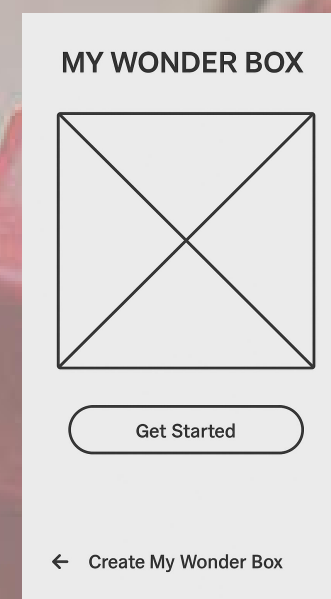
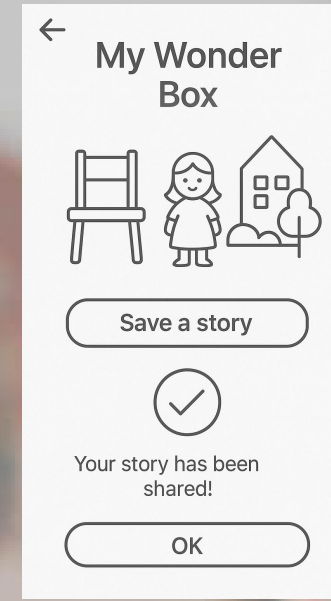
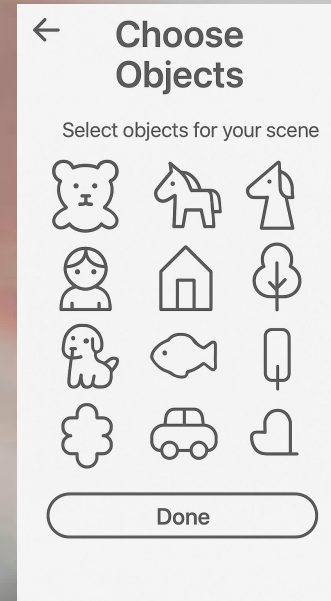
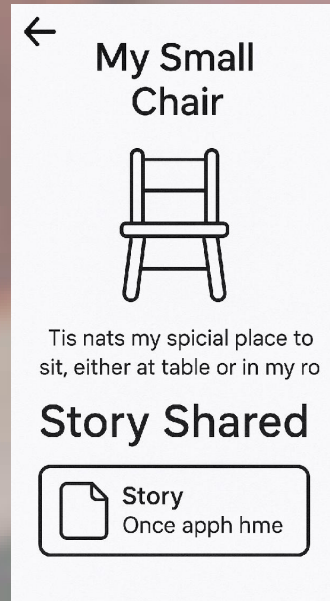
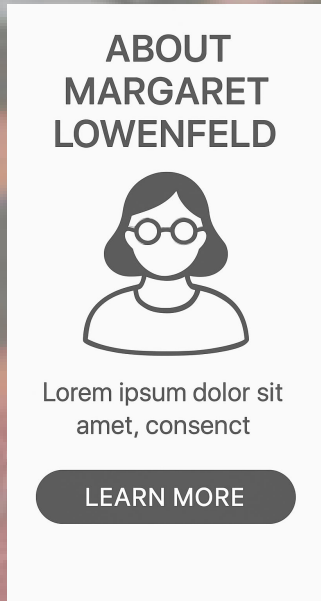


# DRAFTS

It combines gamified interaction, mental health education and community participation. It is suitable for mass users and can also be used in education, psychotherapy and museum communication.



# Medium fidelity model





# OUTCOME

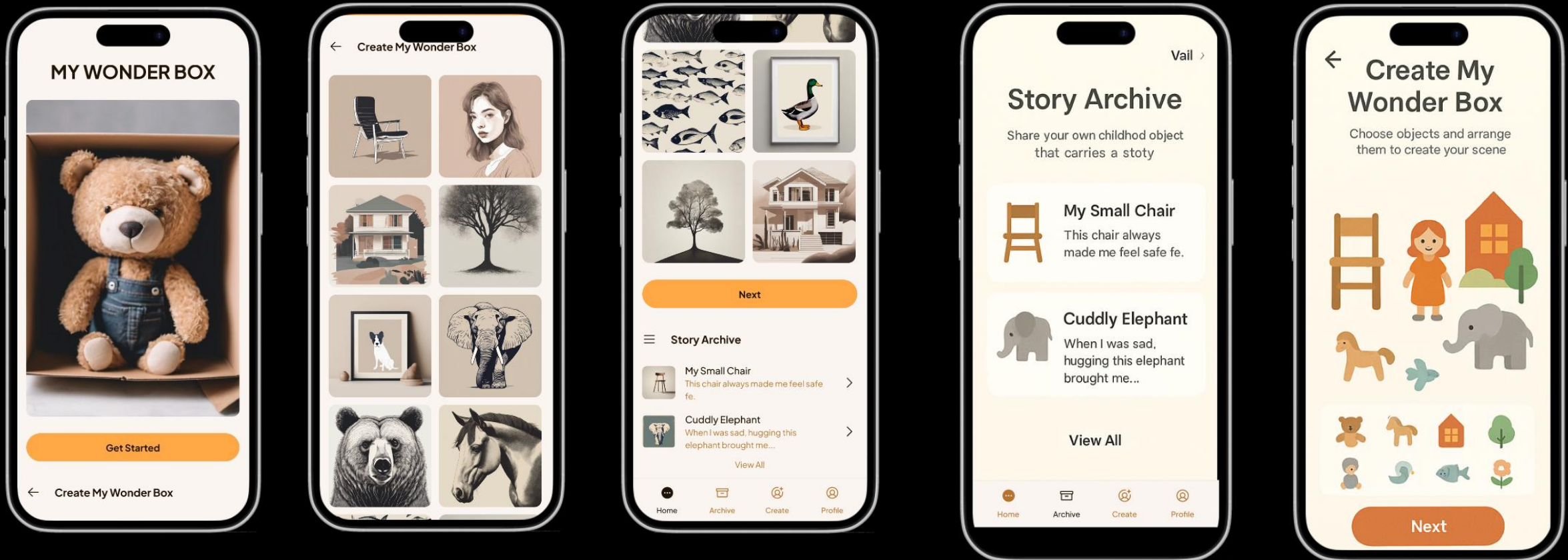


Launch the app → Go to the home page

Click "Create Scene" → Select objects → Combine and edit → Name and save

Click "Write Story" → Enter text or record

# OUTCOME



Users can continue to browse other people's stories, view emotional maps or explore owenfeld content

Click "Publish" → The story enters the story archive