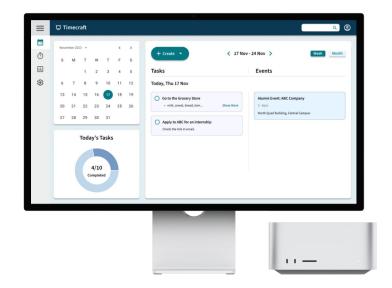
Final interactive digital prototype

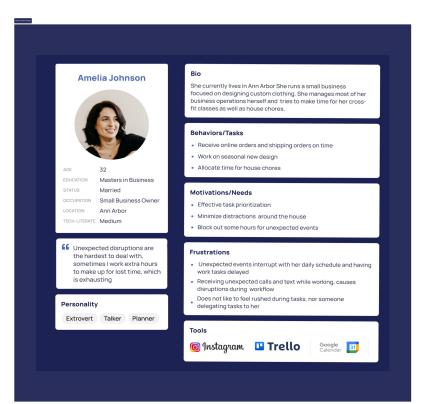




Problem Statement

People who primarily work from home face challenges for them to manage their time effectively. The struggle with time management is caused by distractions within the home and the consistent need to multitask, which effects overall productivity.





- Uses current schedule builders/ task management applications
- Completes tasks by setting a daily schedule
- Gets distracted from unexpected events, distractions in the home



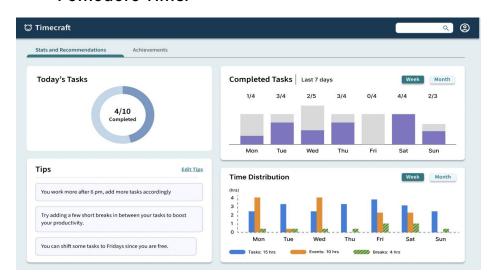
- Gets distracted from social media and taking longer breaks
- Struggles with procrastination
- Faces challenges to build a consistent schedule

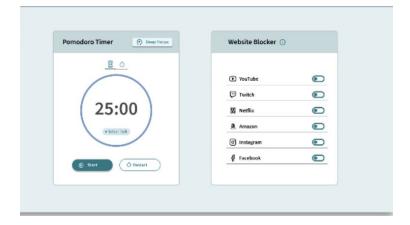
User Persona Key Functions



Key Functions:

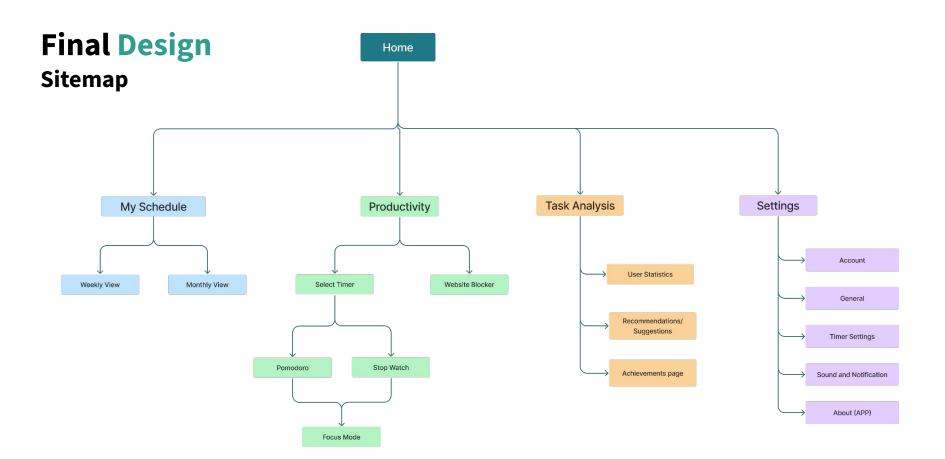
- Add tasks and events onto the user's dashboard
- Radial Progress Graph: Displays completed tasks
- Website Blocklist: Blocks external websites
- Task Analysis Page: Displays charts of time spent on tasks
- Pomodoro Timer





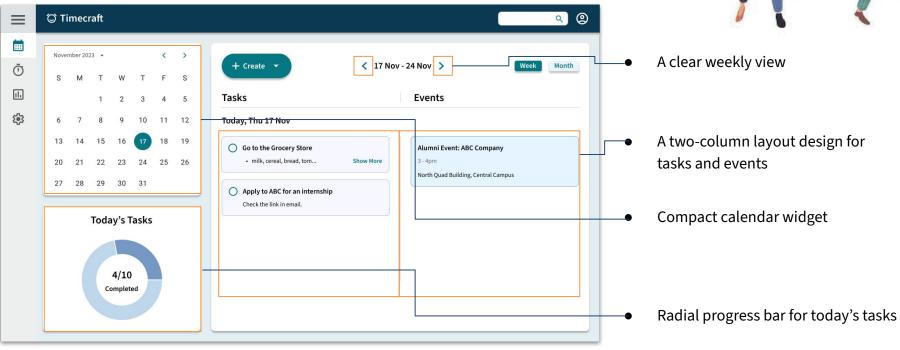
How does this meet the user's needs?

- Users overall expressed how easily they get distracted - the pomodoro timer and blocklist will help the user to focus on one task at a time
- The radial progress graph and a checklist displays the user's progress of their tasks and their completed tasks
- Tasks Analysis helps users to see visually see where their time is going



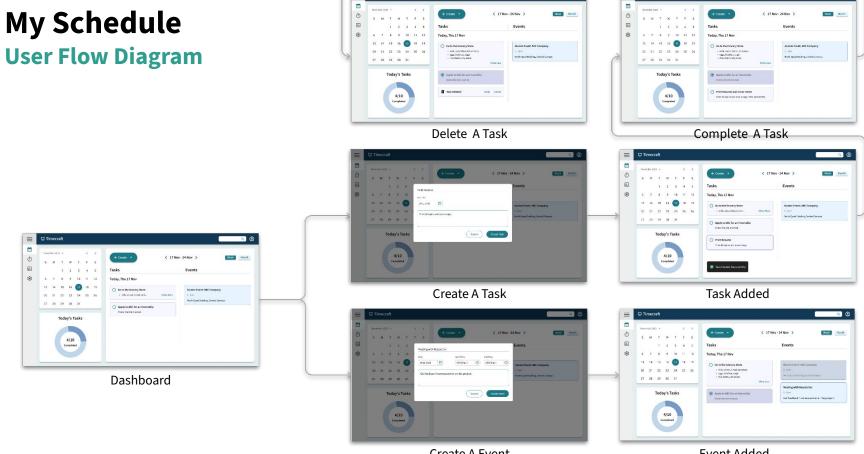
What we are excited about

My Schedule Design





My Schedule

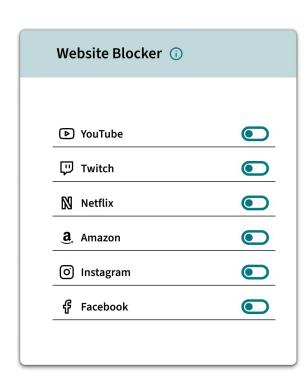


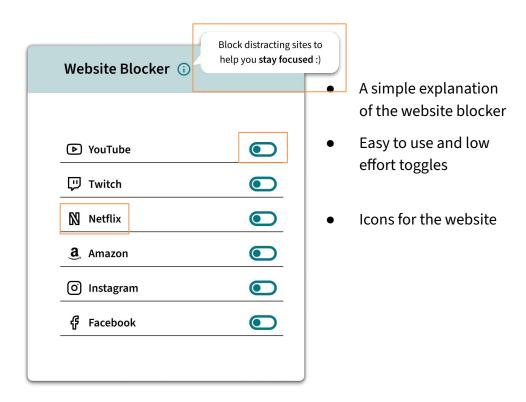
Create A Event

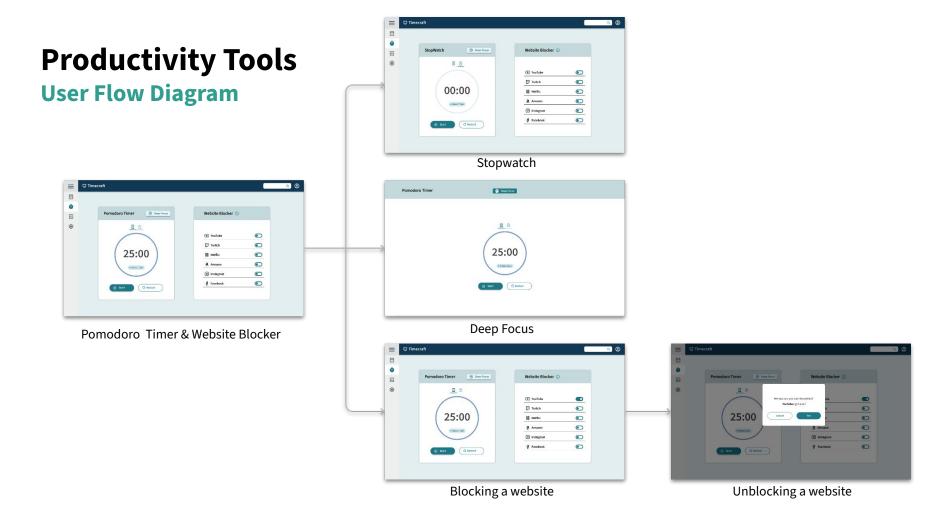
Event Added

What we are excited about

Website Blocker







What we didn't implement

• Schedule Builder

- Complex process while building the dashboard and implementing the functionality
- Creating a schedule builder would have made the process even more complex
- On the roadmap for the next steps

Monthly View

- Plan to add a monthly calendar
- Users from user interviews and usability test viewed their weekly tasks than monthly tasks

Settings Page

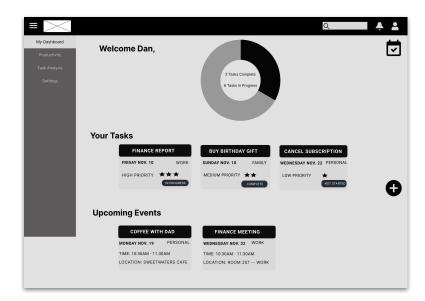
- Settings page is very standardized across web apps
- Prototype should focus on the "high-risk" features

Tools and Approaches

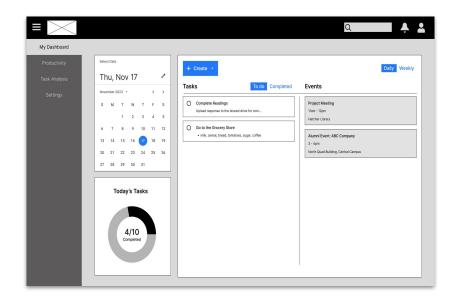
Approach	User Interview	Usability Testing	Prototyping
Pros	Direct feedback	Real user interaction	Early feedback
	Deep insight on user frustrations and needs	Observational data	Design Iteration
Cons	Can be biased	Controlled setting	Limited functions
	Time & Cost	Scope Limitation	Time consuming

Change 1

My Schedule



- **Stage 1:** Our design started with showing the user their progress first, and then creating a horizontal view of tasks and events.
- This design was inspired by current time management apps, such as, trello and todoist

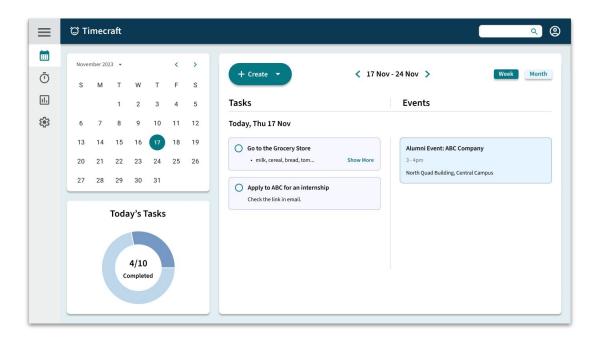


- **Stage 2:** The team decided to implement a new design with a simplified view.
- Change was implemented to keep the same layout as the task analysis page, along with supporting the aesthetic and minimalist design heuristic

Change 1

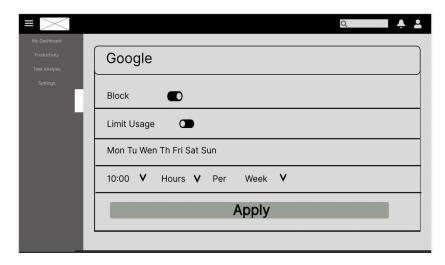
My Schedule

- Default view is Weekly view, instead of Daily Views
- Supports Heuristic 4: Consistency and Standards
 - More users are familiar with viewing tasks/events from weekly perspective
 - Users can view all of their tasks for multiple days in one view
 - Users can click to view their tasks for each week, which minimizes the amount of clicks for the users



Change 2

Productivity



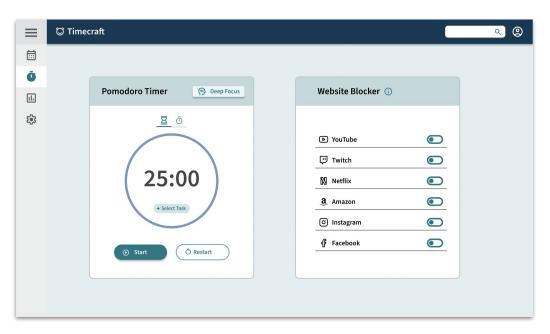
• **Stage 1:** Creating a two separate pages for productivity and website blocker



- **Stage 2:** Our team came into agreement to combine the timer and the website blocker list
- The Timer and Blocklist both serve the same purpose, which is for the user to be productive
- Adding the productivity tools under one tab will help users understand the purpose of the website blocklist.

Final Design

- **Usability Problem:** Users were not able to distinguish the timer and the website blocker.
- **Design Change:** Splitting up the Pomodoro Timer and Website Blocker tab completely



Impact Report

Positive Impacts

- The simple UI and functionality of the application aids in making users feel less overwhelmed while managing their time.
- Users will be able to manage their time more efficiently by actively tracking their tasks and events which in turn would increase productivity.
- The gamification module encourages users to use the application more frequently through positive reinforcement.
- Providing Analytics and Statistics offers valuable insights into habits.

Negative Impacts

- Users can misuse the application to create false data which will downplay the role of data analytics.
- Not being able to complete daily goals might lead to feelings of guilt and stress.

Demo

- Flexibility: Task creation, edit, and marked as complete
- Notification right after the users clicked throughout the process
- Tasks and Event content to be specified in sections
- If more time allowed, more interactive features and contents could be added throughout the dashboard to align with the overall structure of navigation, so that the users can be free-control

Contribution Report

Loren Berry	Created the functionality of the navigation icons for high fidelity wireframes, created the first stages of the dashboard wireframes, helped the development of the user flow diagrams, and site maps. Conducted user interviews and usability test to collect data for target stakeholders. Developed an affinity wall to organize data from user interviews.		
Reuben Crasto	Created low and hi fidelity screens for the dashboard (my schedule), task analysis and achievements pages, Impact slides for final presentation, designed the logo and branding, name for the class application. Conducted user interview and usability testing to collect data.		
Anhua Wu	Created the productivity page and settings for the wireframe and prototype. Assisted in the re-design of dashboard. Implemented reusable components like navigation bar, buttons and task card for the hi-fi prototype. Conducted user interview and usability testing to collect data.		
Boyan Wu Managed the statistics pages of the final prototype, create demo, user flow video and contribute the final presentation, initial build on the blocklists function and typography. Promoted task conducted user interview and usability testing to collect data.			

Thank You For Listening!

