FlowModoro Application (Side Project)

Duration: September 2022 - January 2023

My Role: User Experience Designer

Description: The FlowMadoro technique is a time management and studying process that I discovered, and have been utilizing, recently. I thought it would be helpful to design an application for this technique as an easy-to-use alternative compared to using the default clock applications on desktops or smartphones.

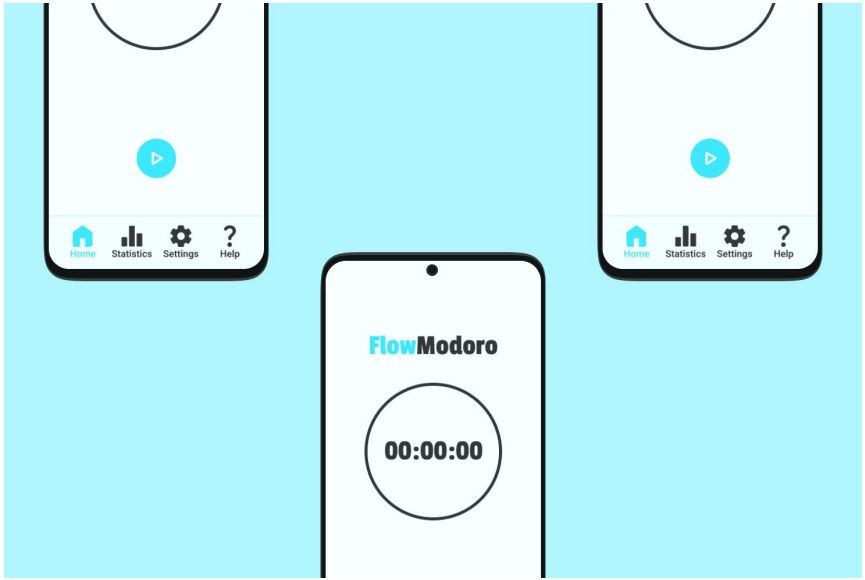


Image of FlowModoro Application

About FlowModoro

FlowModoro is a studying method based off of the Pomodoro technique. It consists of a work (flow) phase and a break phase.

Cycle:

1. **Start a stopwatch when you begin to work.**
2. **Pause the stopwatch when you are done.**
3. **Divide the amount of time you worked by 5 minutes. (Break = Work / 5 Minutes).**
4. **Start a timer set at the calculated time in step 3 and take your break.**
5. **Start over.**

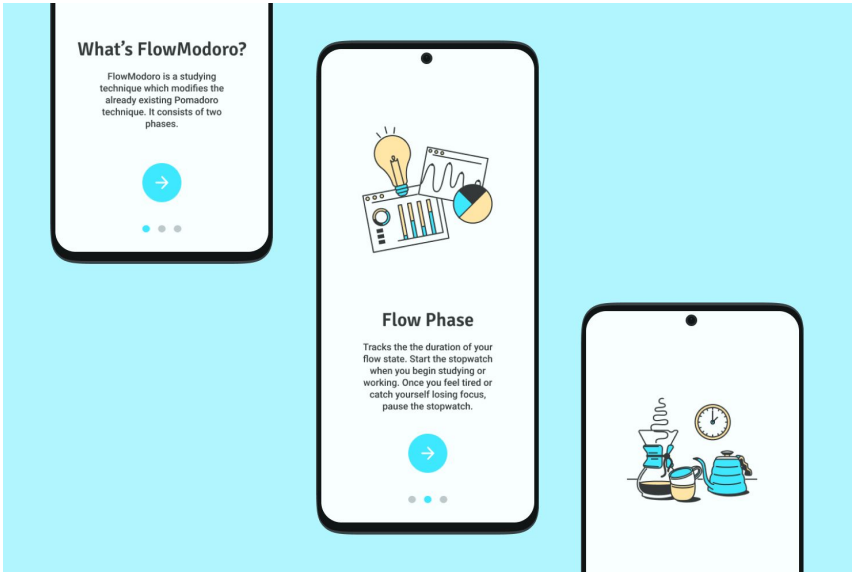


Image of FlowModoro Application Onboarding

Design Process

Brainstorming

Figuring out the direction of the project by discovering project goals and target users, along with creating user story maps.

Low Fidelity Planning

Created site maps, user flows, and wireframes to have a general idea of the structure and flow for the product.

Finalizing the Design

Utilizing design systems, design principles, and inspiration from similar applications to build up fidelity and to finalize the design.

Challenges

Seeing as this is my first project on designing user experience, a ran into a few problems on my journey. The two most difficult obstacles were:

1. Providing contextual information to the user

2. Having a clear way to prompt the user for a break

Challenge 1: providing contextual information to the user

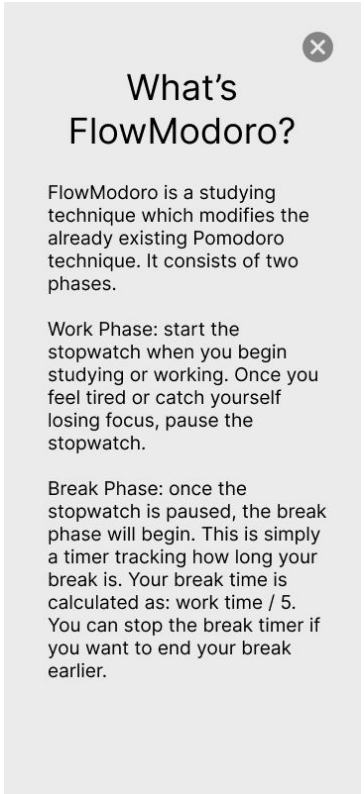
Since FlowModoro is not a widely known idea, I had difficulty presenting information about the application to the user. My initial idea was to have “Help Me” page that contained all the information. It turned out to be a giant block of text, which received negative feedback during user testing.

Solution: providing contextual information to the user

I decided to see what design systems were used by other applications that have obscure concepts. In the end, I discovered that some applications utilized a series of onboarding screens as a way to introduce their new users to the application. Thus, I decided to design my own onboarding experience for FlowModoro. The onboarding process is very helpful since it can be split into multiple pages. I used this idea to split up the giant blocks of text in the “Help Me” page into three onboarding pages, making the presentation of information less daunting for new users.

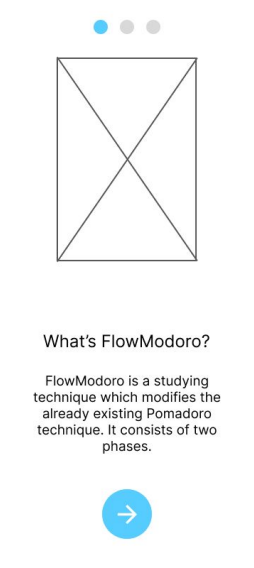
Challenge 1: First Iteration

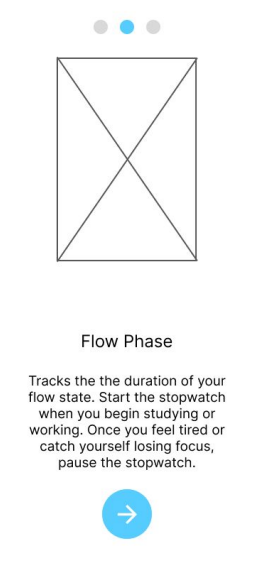
Wireframes: The “Help Me” page wireframe. A large block of text that the user finds boring to read.

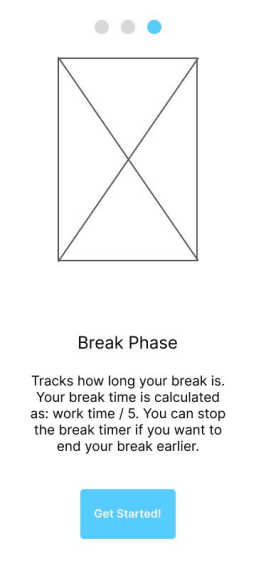


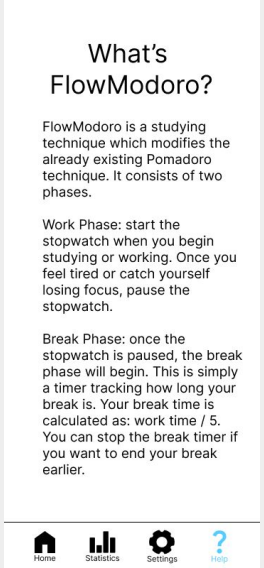
Challenge 1: Second Iteration

Wireframes: Onboarding wireframes split the “Help Me” page in the first iteration into three, making it less overwhelming for new users to read. Progress is also presented to let the user know how far they are in the onboarding process. The “Help Me” page is kept in case the user wants to revisit the onboarding information again. Users showed less confusion and hesitation to read the information in the onboarding process, compared to the “Help Me” page in the previous iteration.



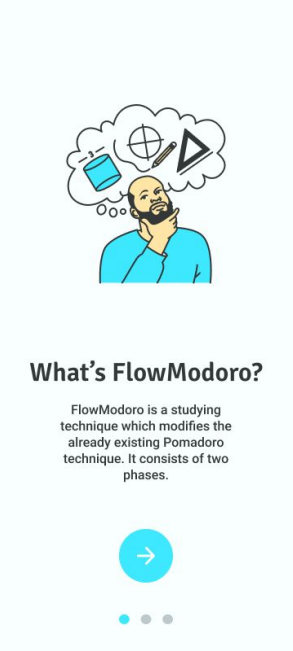


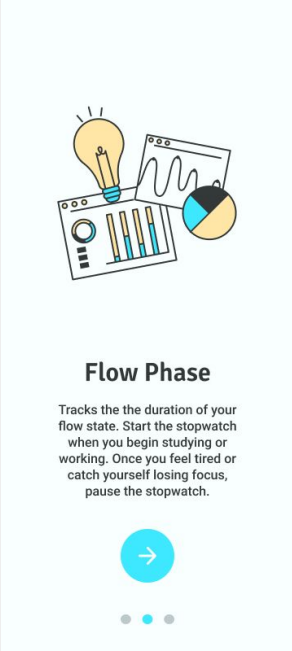


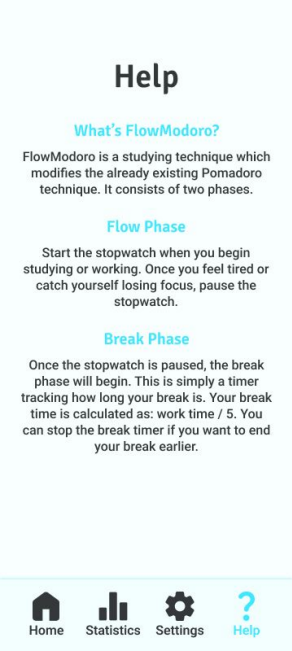


Challenge 1: Finalized Design

High Fidelity Design: Stylized the onboarding pages. Reorganized the “Help Me” section with better hierarchy, making it more convenient for the user to read.







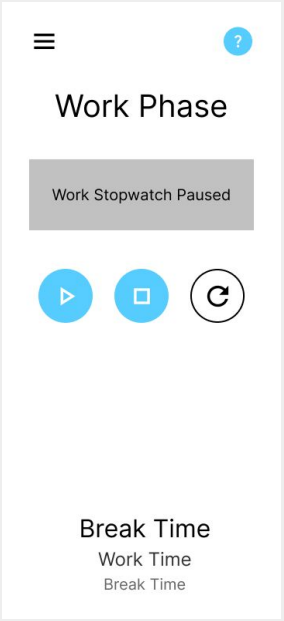
Challenge 2: have a clear way to prompt the user for a break

After a user wants to stop working, they have to press a button to start a break timer. I experienced great difficulty to prompt the users to start their break. The first design received user feedback stating that the layout was confusing. Subsequent fixes yielded mixed results as well. Almost all of my buttons used icons instead of text as labels. Since there is no real universal symbol for taking a break, I had to think of alternative ways to present the break button to the users.

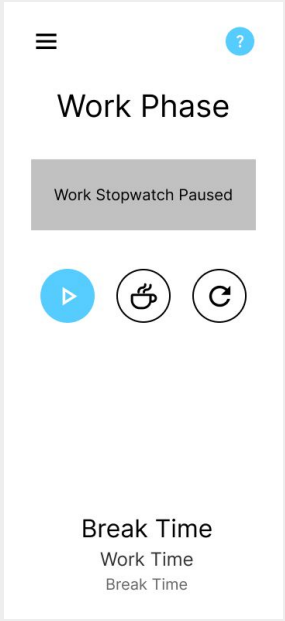
Solution: have a clear way to prompt the user for a break

Initially, I used the stop icon as the break button. Users have to stop their work to take their break, so naturally they would have to stop the work phase. Users were confused about this setup. I ended up experimenting with other icons like a coffee cup or a ball which may symbolize taking a break, but they yielded mediocre results. Finally, I resorted to using text label instead. Text labels might not be as simplistic as an icon, but they provide clearer information. Users showed less confusion with this change.

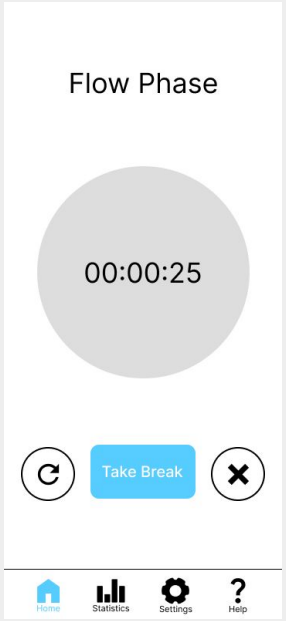
Challenge 2: Wireframing



First iteration: Stop button used as a break prompt. Multiple highlighted buttons and general vagueness confused the users.



Second iteration: Stop button replaced with a coffee symbol. Users responded with mixed understanding.



Third iteration: Icon for the break button replaced by a text label. Users found it easier to comprehend.

Challenge 2: Finalized Design

Break button is noticeable and easily understandable. Side buttons reduced in size and uses neutral colors to make them appear less prioritized compared to the break button.

What I Learned

1. Foundational knowledge of Figma

2. Utilizing design systems instead of reinventing the wheel

3. Improving design and building fidelity through iterative improvement and user feedback

Resources

Links to all of my Figma files for the FlowModoro application

Planning:
https://www.figma.com/file/qpDby7xdF9rP2iiEbeGcSQ/FlowMadoro-Planning?node-id=0%3A1&t=tzfyrnc5hPxtc4gM-1

User Flow:
https://www.figma.com/file/1AdclWmyvqwZuPwoFyfaKL/FlowMadoro-User-Flow?node-id=0%3A1&t=VKdOTIaBC7VJk8xC-1

Site Map:
https://www.figma.com/file/uMWheXquB0x0IHKW5cmfsb/FlowMadoro-Site-Map?node-id=0%3A1&t=TQZLD7pHbLGqxkwW-1

Wireframes:
https://www.figma.com/file/lD0ZHppr7OdbifeJx9X29u/FlowMadoro-Wireframe?node-id=43%3A410&t=wPFZAz6MPuaTfhGv-1

Higher Fidelity Design:
https://www.figma.com/file/vGMsTrImresFJ9sj9JJSIe/FlowMadoro-Visual-Exploration-and-Experimentation?node-id=3%3A73&t=e6HWL1GrgaeONcQK-1

Completed Design:
https://www.figma.com/file/dFHGPO0ntj6fvnFRVY9TDy/FlowMadoro-Design-Final-Version?node-id=1%3A2&t=gd4I0nOt5Yak0tEu-1