

# Testable Hypothesis, Video, Demo

## Video Breakdown:

This video is meant to be 2-5 minutes in length, it will show the devices functionality/features. Then, relate how this solves the problem (accountability and encouragement of keeping a routine). Device assists busy engineering students by helping them create an organized routine. The device ensures and motivates them to complete various tasks throughout the day

- Morning scene 45 - 60 secs
- Daytime scene 45 - 60 secs
- Night time scene 45 - 60 secs
- Summary/Solution scene 45 - 60 sec
- Morning Scene:
  - **Before the task + Beginning of task**
  - Show the device displaying the **reminder notification** feature for a task that is approaching
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- Day Time Scene:
  - **During the task + Checking off a task**
  - Show the feature of the **focus page**
    - Eating Lunch (Melissa - cooking/eating)
    - Gym time (Giselle - doing a *massive* PR)
    - Studying (Dustin - dying under the stress of EE hw)
- Night Time Scene:
  - **Skipping a task + End of day summary**
  - Interacting with task page (shows possible things that can be done when selecting a task)
- Summary/Solution Scene:
  - Sharing a thing about how our device solves our proposed problem

Our video will show how our device assists busy engineering students by helping them create an organized routine. The device ensures and motivates them to complete various tasks throughout the day.

End-of-day summary helps to show how we solved the problem

# Testable Hypothesis:

- We want to prove that our device is awesome because it allows ugly engineering students to have a routine and not be stressed; something Giselle needs rn her mental health is deteriorating :D
- The testable hypothesis is something around what we can/will show on demo day
- We need to prove/show that the devices helps students stay on routine
- What will we measure
- We can measure the feeling of stress students have before and after using the device
  - Mood scale
  - Psychological survey on wellness? Before and after.
- Shows how our reminders and different features from our device encourage and motivate us to get things done and will continue to do so daily which allows for the routine building to happen it take 2 weeks to build a routine but getting into the habit by having these reminders will help out those *baddie* engineering students
- Leo: use it as an organization tool that helps students keep track of its task , a simple to use tool that will help organize tasks and remind students to finish them (quantifiable part is adding tasks and notifications for tasks)

## IDEA

HYPOTHESIS: our device helps keep users on task and on time compared to without the device.

TEST: If we keep statistics on time taken to start / did the user (us) start the task while using the device, compared to previous statistics we take of ourselves.

Over weeks 8 we keep track of our ability to schedule and follow up on said schedule by hand.

Over week 8 and 9 have a feature that keeps track of the amount of tasks done -> See milestones week 8

## RELATION TO DEMO DAY

Demonstrate the device by passing it around, people can select options one a sped up schedule, then we show the statistics at the end of what choice people made to the UI etc.

Read more into the process than the results, objectively

Feedback on goodback changes bad, future ideas,

The process of going through it is the result.

Trying out the user experience, logging features etc.

**THIS IS ABOUT GOING THROUGH THE PROCESS NOT PROVING THE RESULT**

- running test rather than how we feel
- T. H. show things on our day log/recon certain parameters or our success I am, does it really solve the problem

## Demo Day:

- Make tasks specific for demo day
- Create tasks there
- Remove tasks there
- Have a main task ECE 196 (4-7pm)
  - Double task (demo day presentation LOL)
  - Pass out devices and guide them on how to use it like how the TAs do in class with their own demos