

Human Computer Interaction

Assignment 2



Intro

- Team members:
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Intro

- **A. Project title**
 - STRESS-BYE
- **B. Value proposition**
 - Stress-Bye: your time, your way
- **C. Problem/solution overview**
 - The name we choose for our project is: " stress-bye" and it specifies a smart organizer for employees who deal with stress and helps them to manage their time and maintain some time in a day for new habits and hobbies, therefore, The user can dedicate some time during the day to his favorite activities.

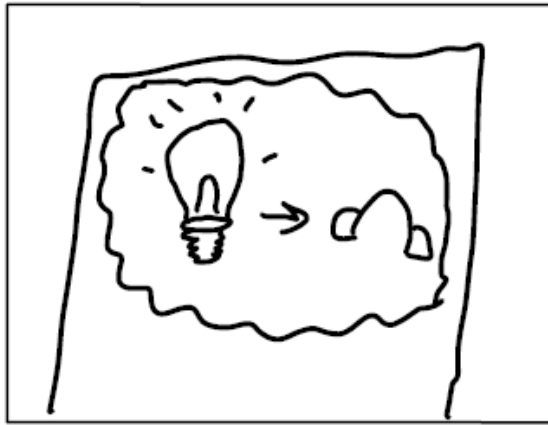
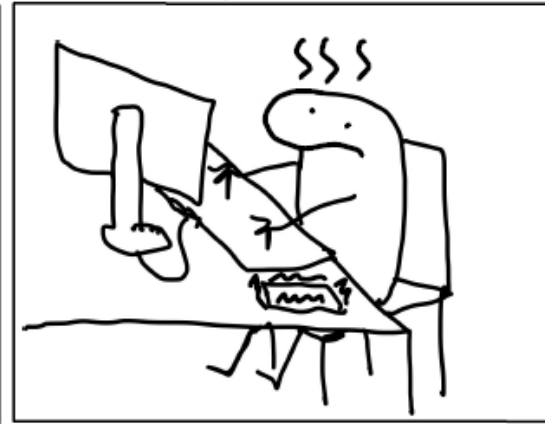
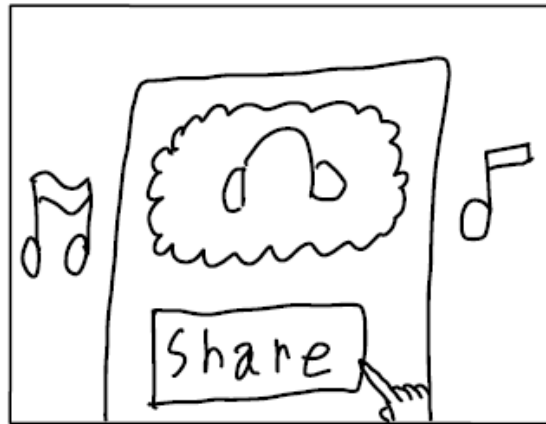
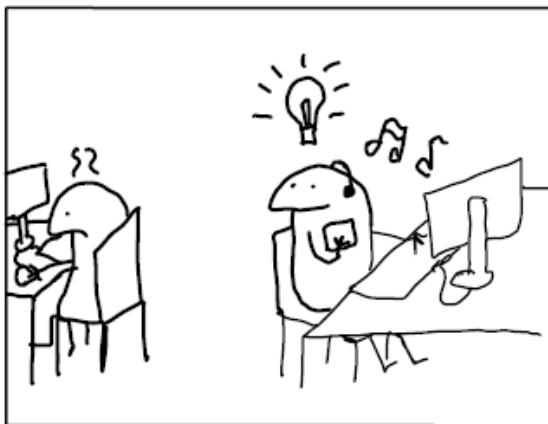
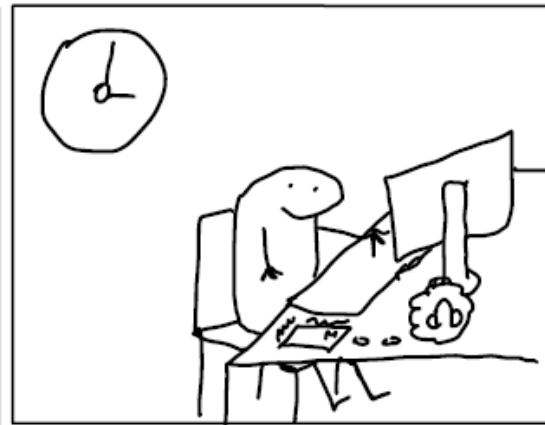
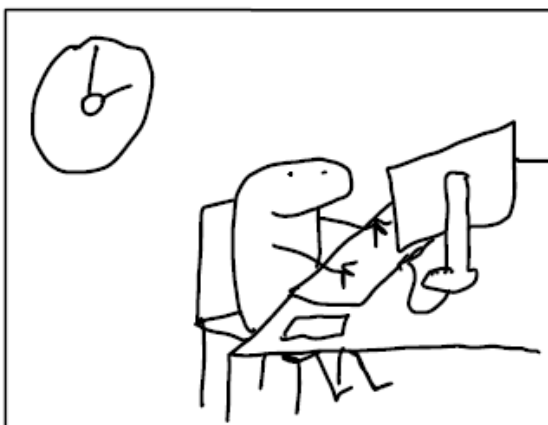
Tasks and storyboard

- **a. List of the simple, moderate, and complex tasks**
 - Simple task: Setting a reminder for one of his/her habits
 - Moderate task: Setting a future plan to maintain a new habit in free time(entering a new habit in everyday routine)
 - Complex tasks: Sharing his experience and knowledge about managing time and reduce stress, help himself and other people

Tasks and storyboard

- **b. Storyboard: why you chose it, which are its strengths and weaknesses, and how well it achieve the identified goal/user need**

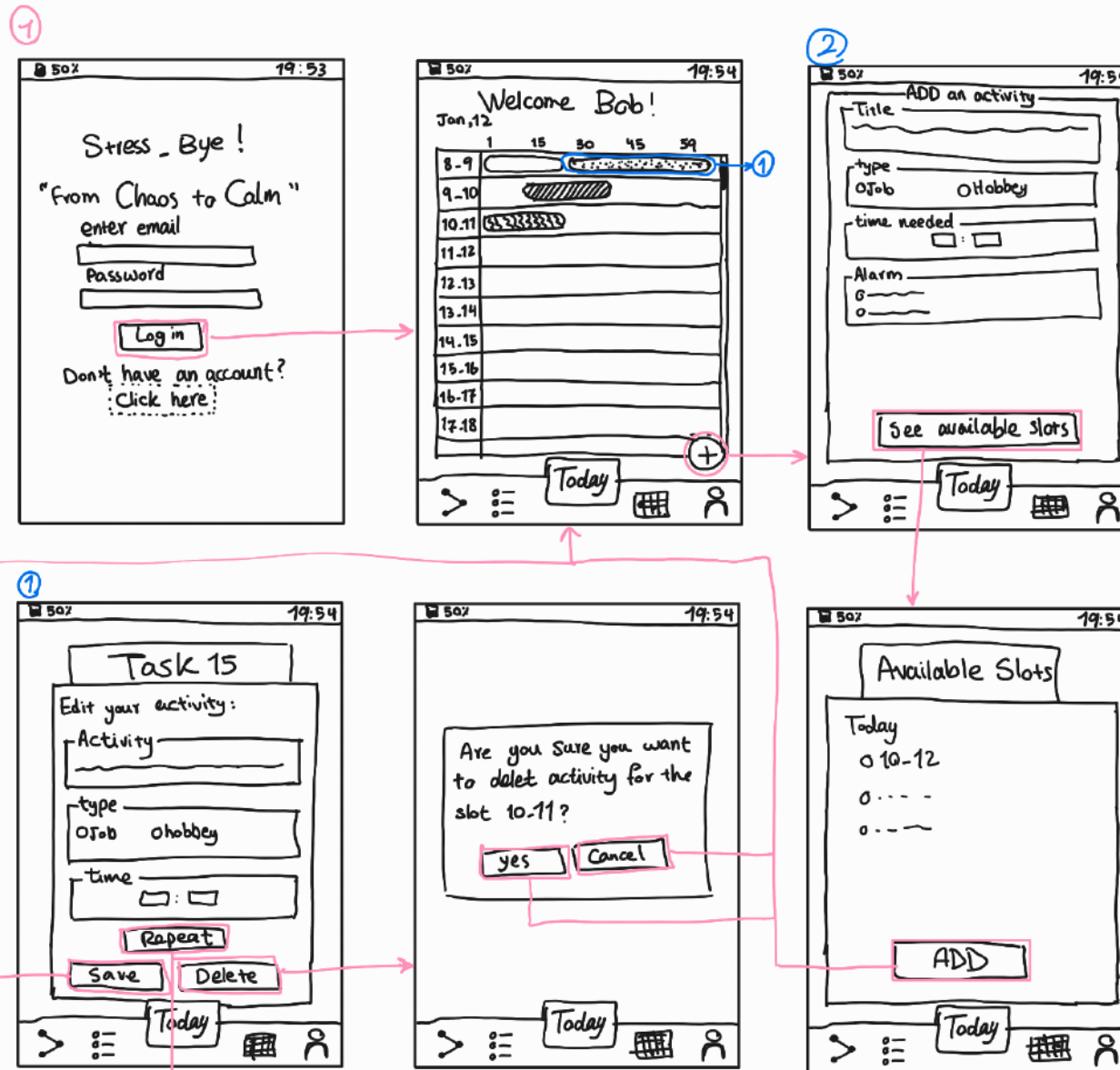
This story board shows two tasks: complex task and simple. It simply shows the need of user and how he can achieve it using the application. He can set a daily alarm and he can also share his experience and some specific routine with other people.



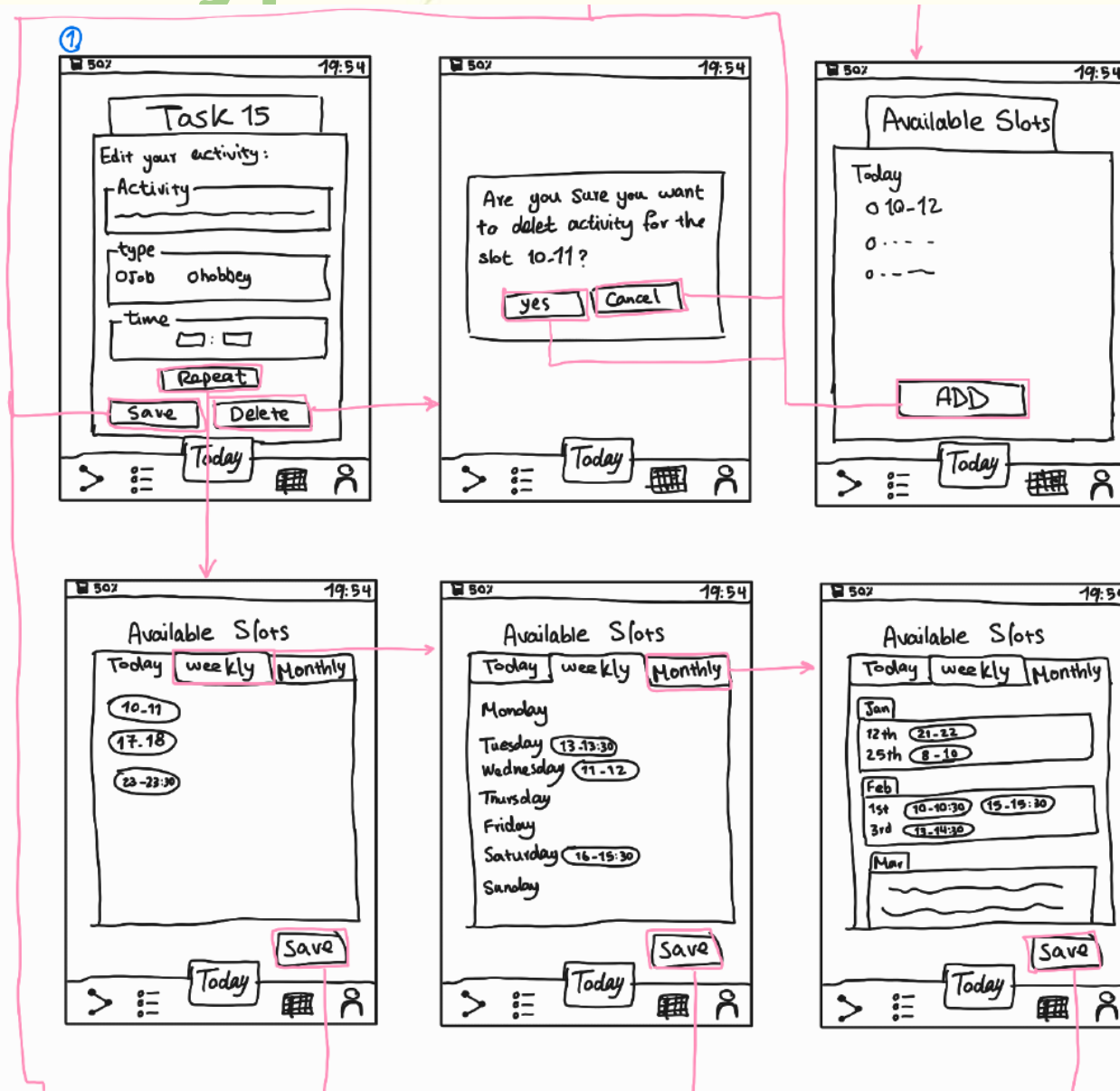
Modalities exploration

- **a. Overview of the alternatives you considered**
 - Smart Phone
 - Smart watch
 - Tablet
- **b. Present the two selected alternatives and the motivation**
 - Selected alternatives are “Smartphone” and “smart watch”. As the main point of this application is receiving alarms and being on time, these two alternatives are appropriate for receiving the alarms. And also it is easy and fast to access the plans and routines.

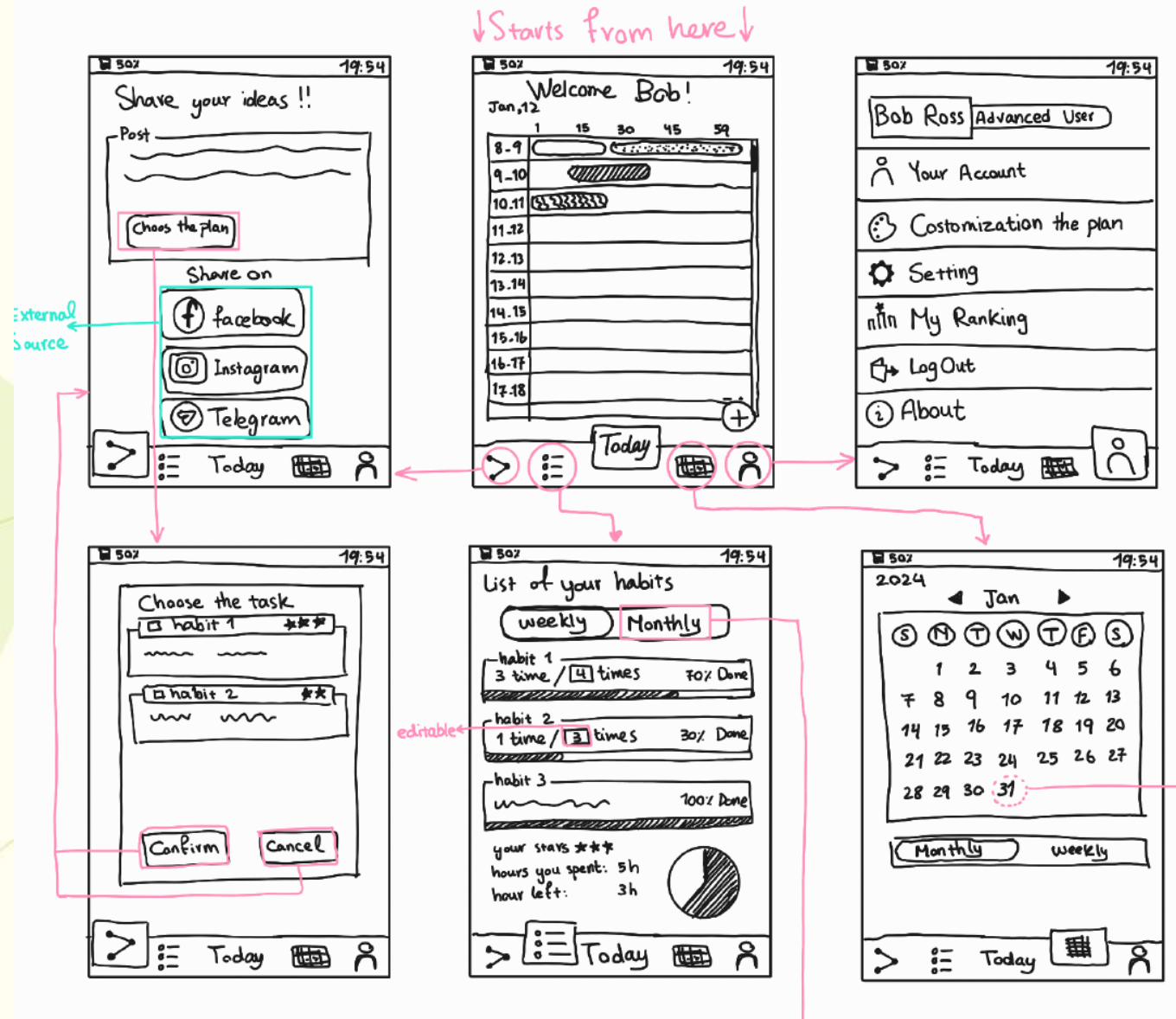
Paper prototype #1



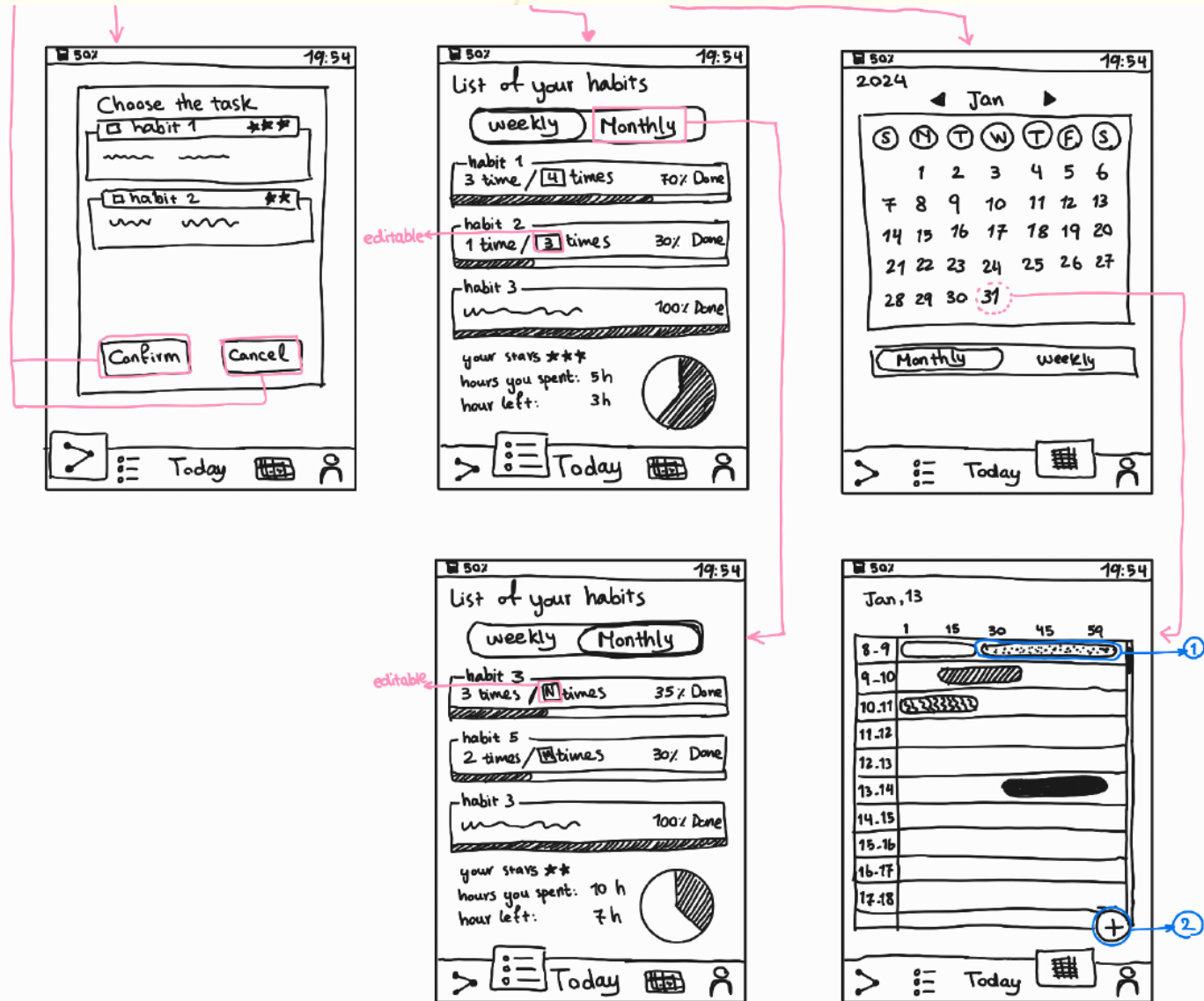
Paper prototype #1



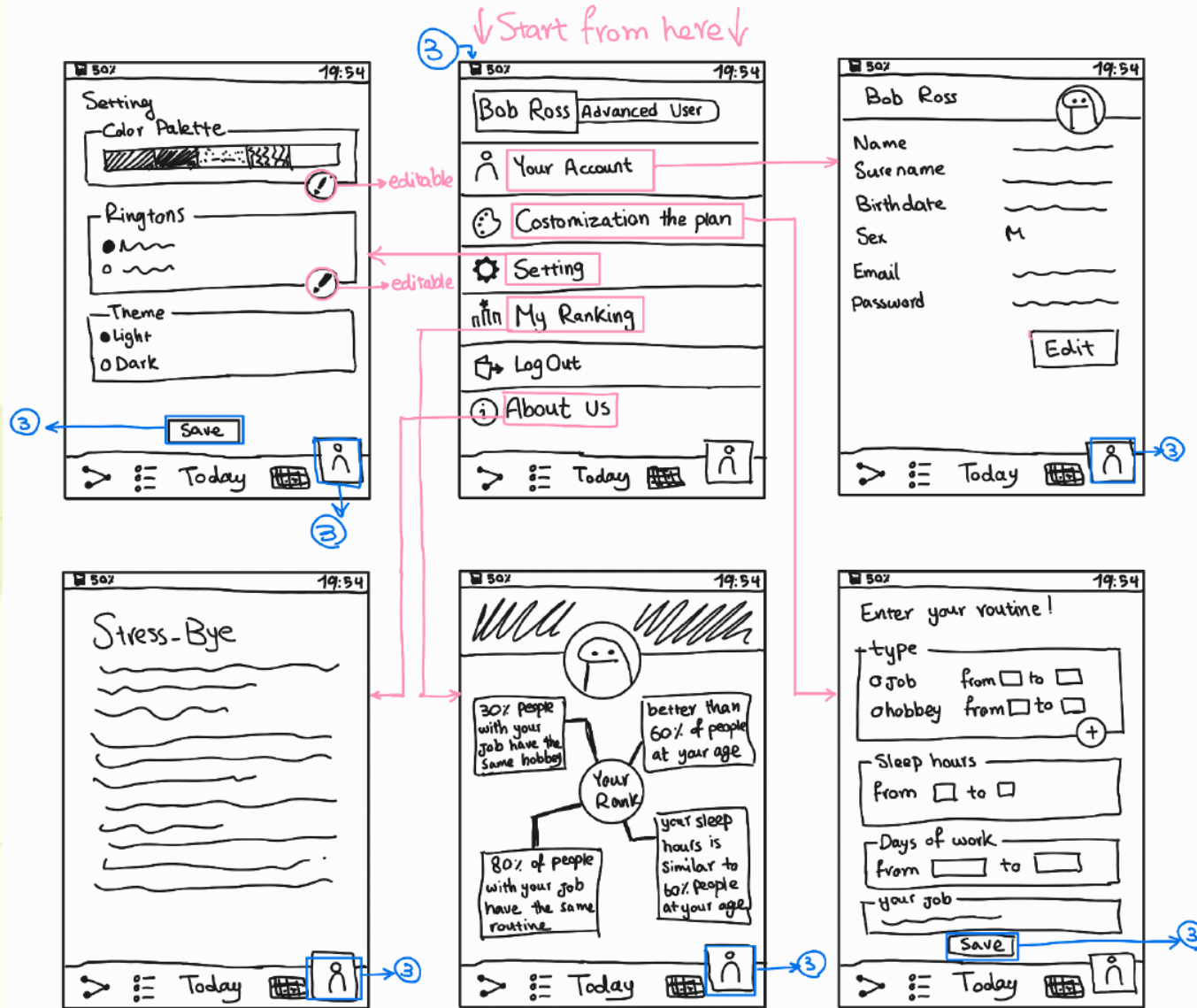
Paper prototype #1



Paper prototype #1



Paper prototype #1



Paper prototype #1

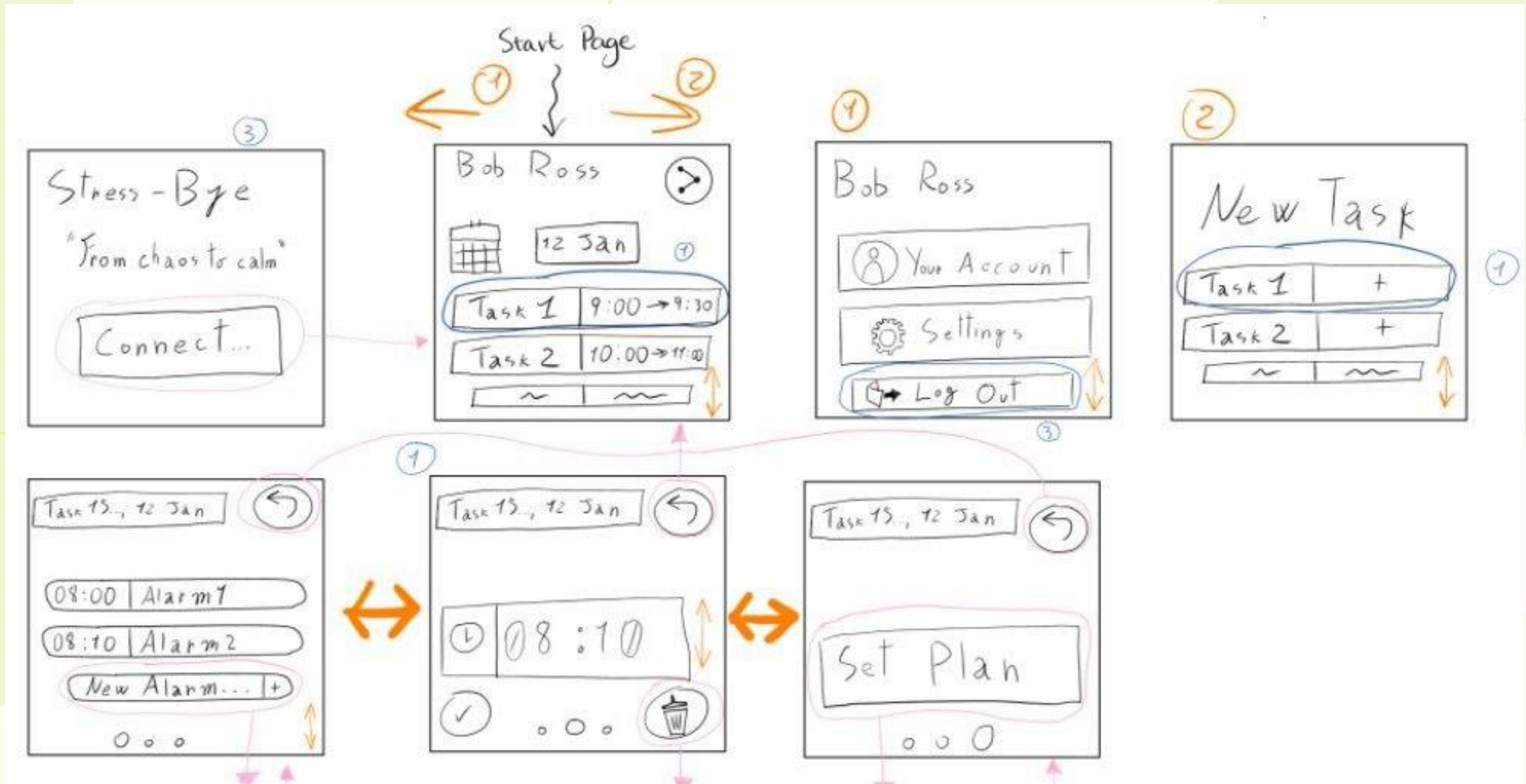
Notification (out side of application)



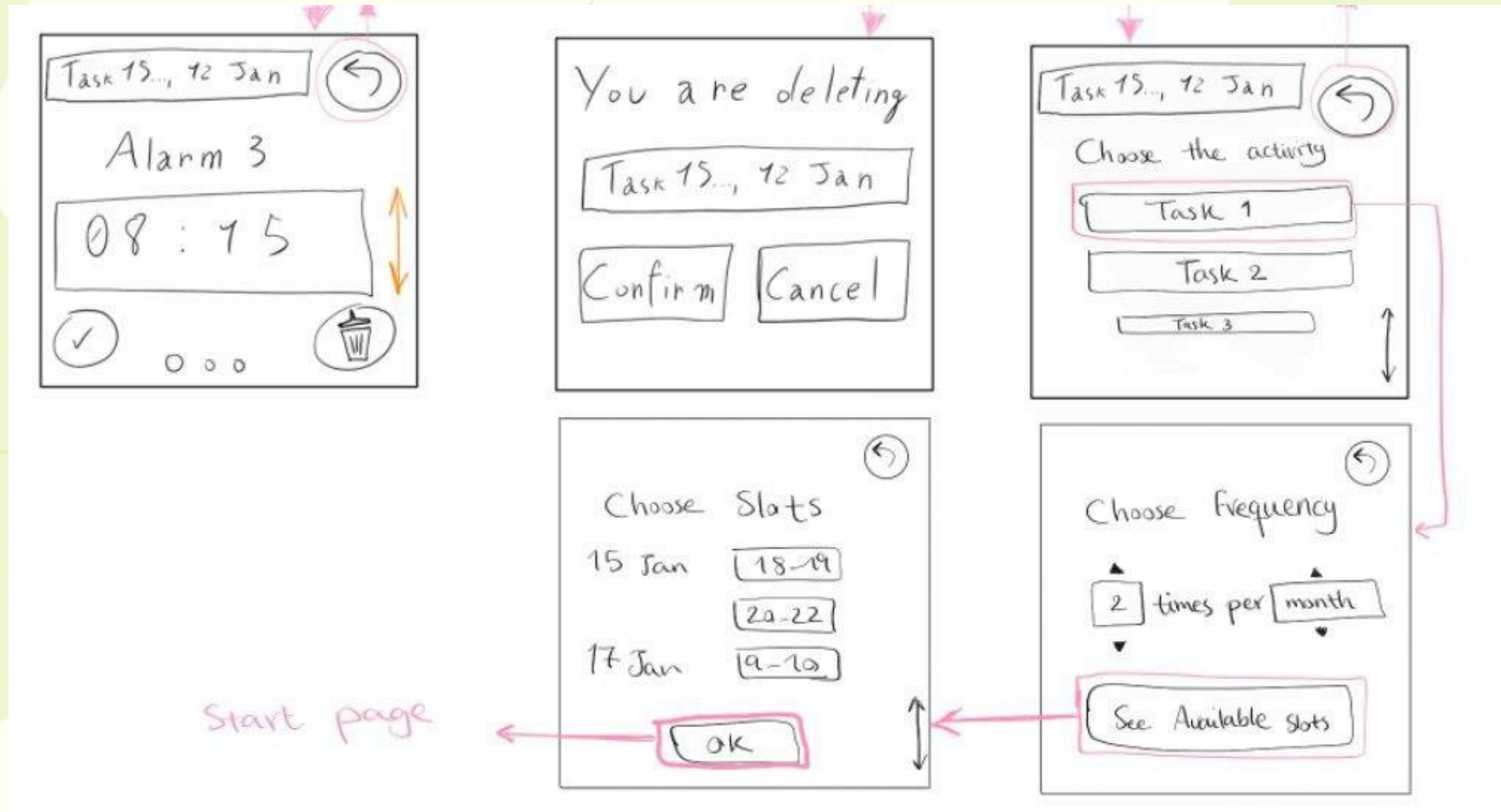
Paper prototype #1

- **b. How does it connect to the storyboard and the three tasks?**
 - Using this prototype, a person can do simple, moderate and complex task. He can see his plans and set new routine, he can see an overall view of all task he has to do. And also he can share his plans and routines with others.

Paper prototype #2



Paper prototype #2



Paper prototype #2

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