Otter –

“It's a nice interface, it comes naturally, just like regular signups”

“If it doesn't search, would you manually touch it?”

“It's a nice interface once it has been set up yet, so I'm just imagine I'm setting it up”

“Please Bluetooth connection and setting up could have been a bit clearer.”

“Maybe get rid of the scanning and put like completed scan or ongoing scan- and have an ongoing scan going with” - “Maybe a bit more clarity with that might have been helpful.”. – Initially I thought it would automatically connect when you turned the Bluetooth on”

“Having the name under a box with the wearable was a nice tough, - maybe a bit of a fading text within the text box to have an example name – would provide more clarity”. – “it was just a bit unclear to where you put in the name – a floating box underneath the name was a bit disjointed”.

“Smooth – streamlined in how it approached it – 5 user satisfaction”.

\*Wearable being accessibility for free\* - “Ok that will be nice”.

“Very streamlined – so nice process – 5 user satisfaction”

“I like suggested messages because I don’t feel like typing”.

“I’m going to put the top message because there is a bit more emotions”.

“Messages were different on the mock up – different to the one before”

“Again good process, beside the minor consistency error in the mock up- perfectly fine, a good process”

“Suggested messages are a lot more convients – do you think conieveinec should be the thing we are trying to solve for? Or do you think suggested messages loose sonceirty

there only there as an option. So if the person is struggling and the family member knows of them, and they need that sincerity, then there is that input option. If other member is unaware of it, and then just do send that suggested message. There is some sincerity to it.”

“Maybe specify at the saw that once you have put that set amount of money, it will walk after 24 hours.” - So maybe a screen before you send in bank details have a pop up that says, After this money has been sent, you'll be locked out for 24 hours.”

“Ease to gamble becomes secondary- ease isn’t something we necessarily want” – usability yes – ease no.

“Have more pop up boxes may be difficult, because people accustomed to cycling through the boxes – it might become more redundant as I overlook it.”- “By getting this app your making a commitment to the structure you’ve implemented in that case, so they should inherently be able to accept the text popups”

“Family members should be able to limit at 6 hours”.

“Show pair, or is it to go back to the home screen?” Bluetooth clarity is off.

“Again another nice precoes, what you would expect a typical set up, maybe include options to see last paired devices.

“$0 remaining wasn’t clear – was there meant to be money left on there”

“Options for more frequently used”

“Tick is on the left hand side where as now its on the right – a little bit more of consistency would be nice”

“More clarity – information screen: how to get to the different menus and lock out”

“Having a flashy busser or something wont be as effective as the vibration because they could just go back to gambling and ignore that message , I like the vibration as it draws there attention in, in to their heart rate.” – discression. “also might increase heart rate – but it would be more possitve then negative – especially if the stress and negative feedback loops are really detrimental”.

“You would typically continue on if it was a little pop up – vibration would help”

“Time spent wouldn’t have an effect”

Family “brings prominence to play in the effect of gambling on everyone else effect of all that only other members of the family” – “the second and third messages have been received at the same time, you know?”

“Its nice and I like the functionality” – Not 3 most reasons messages – three most recent people – so they know its effecting more people as opposed to a single person.

“Theres a lot of wasted space – text could be larger”

“Create account was as effienent as it could be”

“Would there be an option to input a name if we know its self-regulated – it’s a bit redundant putting the name In twice”.

“If we are already limiting money – I don’t really see the purpose of having money goals – its nice to have as an option though”

“Id prefer to only set one goal – money without time”.

“Fun facts encourage people to log in more often”

*App*

|  |  |  |
| --- | --- | --- |
|  | **Feedback** | **How to Fix** |
| **Connect the wearable via bluetooth** | Tapping the Bluetooth icon | Don't tap it, add icons |
| **Make a family account** | Add a template name (placeholder or actual) | Fill the empty textbox |
| **Send message** | Make sure the right message corresponds with the right option | Mock-up - make the 'predetermined messages' linked up to the right one |
| **Transfer money** | Should people be able to save deets | Checkbox |
| **24 hour lockout** | Why 24hr? | What's the proof? |

*Wearable*

|  |  |  |
| --- | --- | --- |
|  | **Feedback** | **How to Fix** |
| **Connect the wearable via bluetooth** | Size wise too compact      'Pairscreen'    What if we get the wrong device?? | Increase font size, reduce info    Bring heading centre    ---- |
| **Get money out** | What if I don't gamble this amount, and the tick | Fix the tick placement, and change the denominations of money as options |
| **How much money remaining** | "remaining" | 'Remaining' to 'remaining' |
| **See activity of Spending** | What if my money goal is more important? | Make money goal bigger than time |
| **Mindfulness** | Ahhh | How do we explain its soft vib |

*Self-Regulation*

|  |  |  |
| --- | --- | --- |
|  | **Feedback** | **How to Fix** |
| **Connect the wearable via bluetooth** | Tick and cross | Left to right tick |
| **Device Pair** | No need for name twice | e-mail and password for phone    Name for wearable |
| **How much money remaining** | What's my most recent transaction | Most recent to top instead of bottom |
| **Find the goals** | What if I want to track how I progress with achieving goals longer term | Toggle: See Miguel's Phone |
| **Past and current activity** | I think more activities can be presented | Most recent to the top |

**App**

**Connect the wearable via bluetooth**

       Tapped bluetooth icon to try and connect, change 'scan word' to rescan if it's based on an error

**Make a family account**

       Empty text box - Add a template name (placeholder or an actual name ) to replace floating box

**Transfer money**- check to save details - potentially allow for setting to decide whether they want to save deets, (if preventing ease of use) is what we're going for

**Send message**

-        Make sure the right message option corresponds in the right 'confirm' message

~~-        Improve sincerity. Use an archive to base the suggested messages off past messages~~

-        ~~Popup to add additional money potentially, before they hit 0 (counters the proximity bluetooth money transfer)~~

~~-        Change activity page – 10/10 change time and dates (mockup issue)~~

**24 hour lockout**

       Is 24 hours really necessary? - find evidence

**Wearable**

**Connecting the wearable**

-        Sizing wise it’s a bit too compact - increase font size, reduce information

-        Back screen ‘pairscreen’ – off the first pairing - how apple watch works - bring heading cenre

-        Add way to choose the right device - pick certain iphone

       ~~Option to see last paired devices, scrollable on the wheel - future iteration~~

**How much cash out**

       ~~How do I go back after commiting to transfer on my phone~~

**Get money out**

       The tick is on a different side

       Change the increments for money out to more typically used denominations - $1 , $2, $5, $10 ect

       Is it swipe form home screen for the three dots? - yes swipe

**How much money do you have left?**

       Uncapitalise 'remaining;

       ~~The number is a small size~~

**What does the message say**

       Make the message impact more, more message boxes after the message is received to remind them that they have a message they haven't interacted with - 3,2,1 acknowledge

       ~~Vibration when the message is received~~

**See activity of spending**

       ~~Circle didn't represent 1/2 (was a bit off)~~

       The money should be the bigger goal not the time - make time the outer ring, money inner ring

**Mindfulness**

       Look at the nature of vibration

**Self Reg**

**Bluetooth pair**

       Accept is on the left - should be on right

**Device pair**

       No need for name twice - remove name from account, just do email and password

**Setup account**

       No need for name twice

**Goals to aspire to**

       Can you do one without the other

**How much money**

       ~~It might dissuade people using the app if they lose their streak~~

       Have the most recent transaction at the top - put most recent activity at top (ie:10pm-9pm-7pm)

**Transfer money**

       ~~Is there a way to have an 'are you sure' before you transfer -~~

**How much money did you send over**

       ~~I think the prompt should immediately come up when you press the button on the phone~~

**Get cash out**

       Should be different if it's just one other?

**Find the goals**

       ~~The money is on the outside / make the money and time position consistent~~