

When To Prompt

Throughout the entire day, there is a gap of around 1 hour (depending on the measurement mentioned below), defaulting from 10 in the morning to 8 in the evening. (10 hours in total, however, have the user choose from when to when)

Benefits:

1. Avoid prompting at users' rest time
2. A relatively loose time intervals would not pressure the user too much.

Things to measure here:

1. Reaction Presence: Whether recipient will react to an interruption

Benefits:

1. Interrupting user at their leisure time, since they are in leisure time, they may be ok with taking 1 minute to enter data
2. Attention Focus: The user is likely already focused on their phone

Things to measure here:
Sentiment: Recipient's attitude
when receiving interruption

Time to reaction: How long does it take for recipient to react after being prompt

	<p>Prompt when the user is on certain types of applications (social media and leisure apps such as games or other video platforms)</p>
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<p>Prompt when the user first picks up the phone.</p> <p>E.g. when user turn their screen on after closing it for a while.</p>
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How To Enter Data

Both of these are available at the same time, user can enter data either way.

Clicking the prompt takes user to a pop-up window with input fields

Clicking the prompt takes user to the main interface/main page of the app

Or

A pop-up at the time the user picks up the phone, whilst the user not clicking on the prompt of another app. This happens regardless of whether the user clicks the prompt of the app or not.

This takes user to a pop-up window with input fields