Augmenting Devices to be Less Addictive

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The Problem?

Staying up way too late

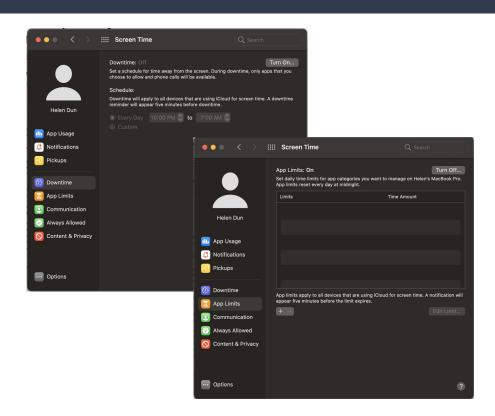


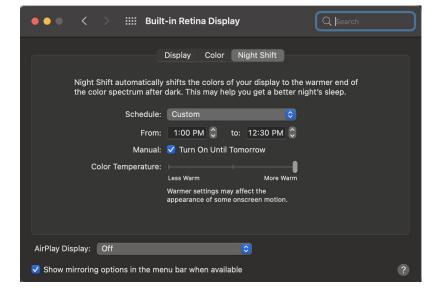






Research





Research

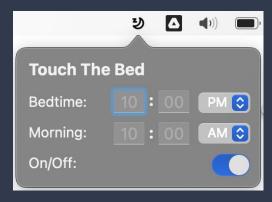


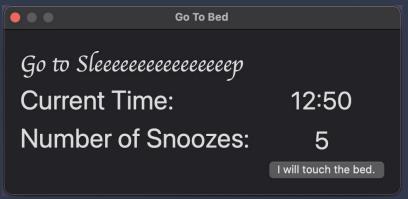
Thumbnail by Youtuber Max K. Alexander https://youtu.be/N5-pO7Bkh81





The Solution





Touch The Bed Application

- 1. Simply runs in the background
- Detects night time activity and activates
- Pings user to go to bed every so often
- Disrupts cue and routine steps of the Habit Cycle
- 5. Makes device-use annoying

Experiment

Week 1

Don't use application Record natural behavior

Week 2

Use application Record augmented behavior

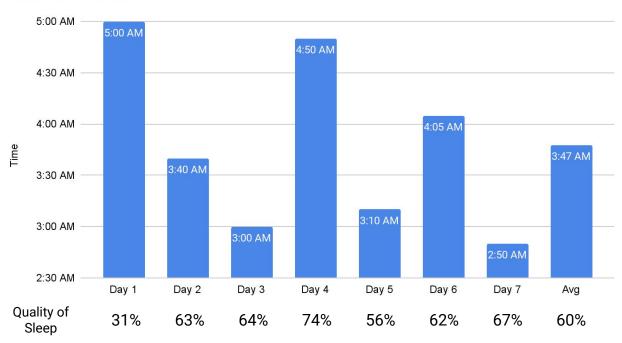
Hypothesis

Actual bedtime will be earlier during Week 2.

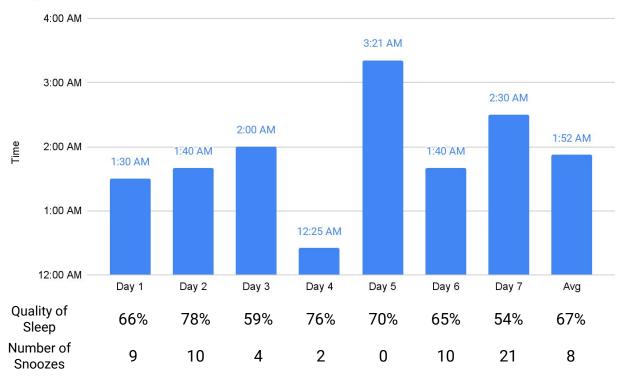
Every day, record the following:

- actual bedtime
- 2. length of time on smart device
 - a. for play
 - b. for work
- number of times hit snooze
- quality of sleep (using Sleep Cycle app)

Natural Bedtime



Augmented Bedtime



Conclusion

Average Actual Bedtime

Week 1: 3:17 AM

Week 2: 1:52 AM

85 minute difference

Average Quality Of Sleep

Week 1: 60%

Week 2: 67%

Average of 8 Snoozes of the App Per Day

Hypothesis:

Week 2 better average bedtime

than Week 1

Null Hypothesis:

Week 2 did not have a better

average bedtime than Week 1

Paired 1-Tailed T-Test:

0.02224

Conclusion

Because the p-value is smaller than 0.05, the null hypothesis is rejected and the experiment confirms the hypothesis that the application causes an earlier bedtime.

Challenges

- Deciding how often the application should create a pop-up
- Recording actual bedtime (especially for Week 1)
- Coding the application

Threats to Validity

- Creator Motive
 wanting my application to be successful
 might have inflated the results
- Long-Standing Duration
 the user may begin to habitually turn off
 the pop-up and not even notice it
- Hectic Schedule
 my schedule between Week 1 and Week 2
 varied drastically

Thank you!