

P4: Lo-Fi Prototyping; Team Wellness

Make a copy of this document (File -> Make a copy...), complete it, and submit it via Canvas.

Suggested Timeline

You have three weeks to complete this assignment and we anticipate that it will only take you two (the other week is for a kind of spring break -- you should agree as a team when you are all going to take this break). We suggest you complete Part 1 in one week, and Part 2 in the next week.

Studios

April 2 - Paper Prototyping review

April 9 - Optional Paper Prototyping

In Class

April 11 - Class wide prototype testing swap

Due

April 11, 11am (bring your paper prototypes to class and we'll do a big exchange session)

Part One

Team Wellness

P2 How Might We:

How might we help people gain a deeper understanding of how their habits affect their wellness?

Concept (all members)

Felix: WellTrend is a mental and physical wellness app that identifies trends across a user's journal entries and external app usage. These trends could be qualitative or quantitative in nature and could be observed through journaling and Likert scales respectively. The app will follow up with the user about the trends it identifies and may ask for further information in the form of a targeted survey. The app will track the users' usage over time and so will be able to dictate if the user is trending in a positive or negative direction.

Michael: WellTrend is a mobile application that allows users to track physical and mental health trends through various quantitative and qualitative methods. These trends are created based on journal entries, Likert scale responses, and daily survey responses to ensure thorough and accurate findings. Users are also able to use external data from other applications, such as screentime, to consolidate information as they choose.

Phebe: WellTrend is an app available on mobile devices. This app will track qualitative and quantitative data through surveys, journal entries, Likert scales, and other information submitted to the app. Through this data we will determine wellness trends, and we will present the data in a simple and understandable way. Users will be able to set wellness goals for themselves, and the app will consistently check in with the user.

Jackson: WellTrend is an app that allows users to track and analyze their daily habits through customized data collection and analytics. Through the collection of surveys, journaling, screen time, and more the app can find trends in a user's daily lives to suggest improvements or reinforce good habits. WellTrend helps users become more conscious of their habits and offers the ability to deeply understand and improve them.

Diesel: WellTrend, a mobile app designed for mental and physical wellness, enables users to track both qualitative and quantitative data through surveys, journal entries, and Likert scales. By analyzing this data, the app identifies wellness trends and presents them in an easily understandable format, empowering users to set and achieve their wellness goals. Through consistent check-ins and follow-ups, WellTrend monitors users' progress and trends, providing valuable insights and support along their journey towards improved well-being.

Journey Map (all members)

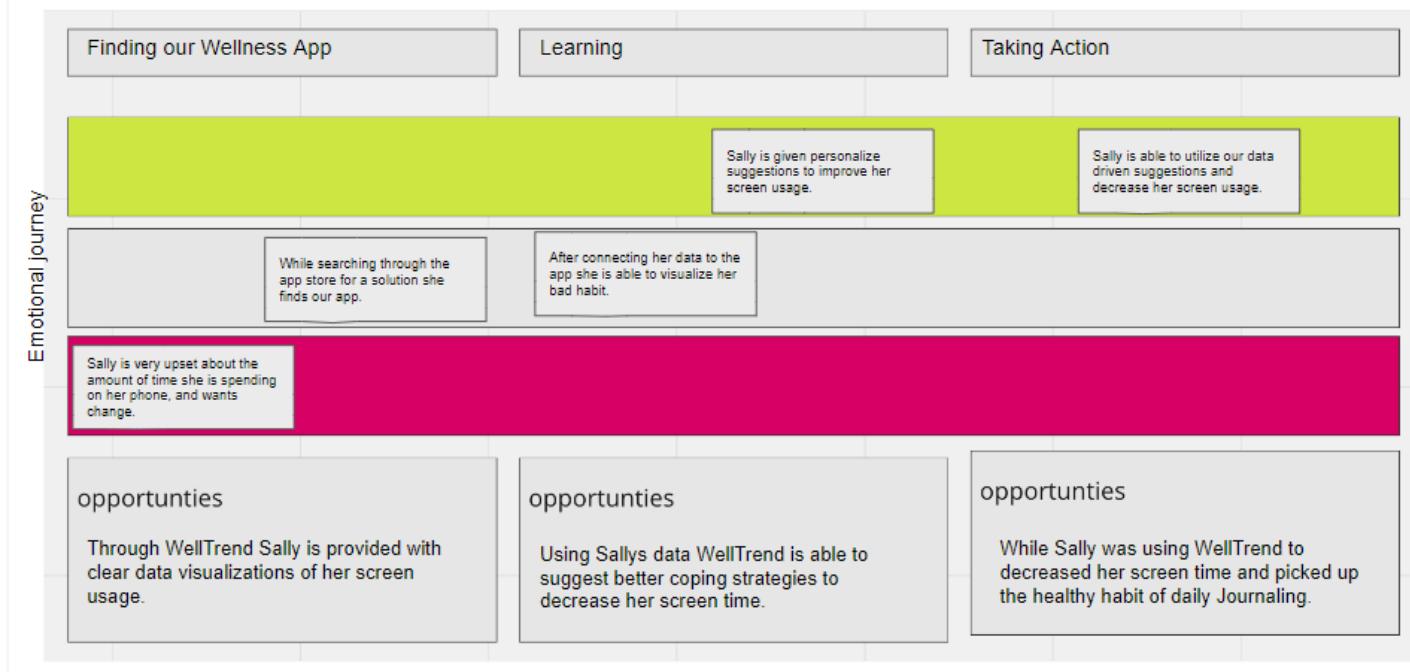
Use this template to create a journey map:

<https://docs.google.com/presentation/d/18X8JPuLo84UvPG8o7LMkVW3UUrGvE-4N9myIBnsZzQY/edit?usp=sharing>

Journey Map Slide

Persona Name: Screen Time Sally

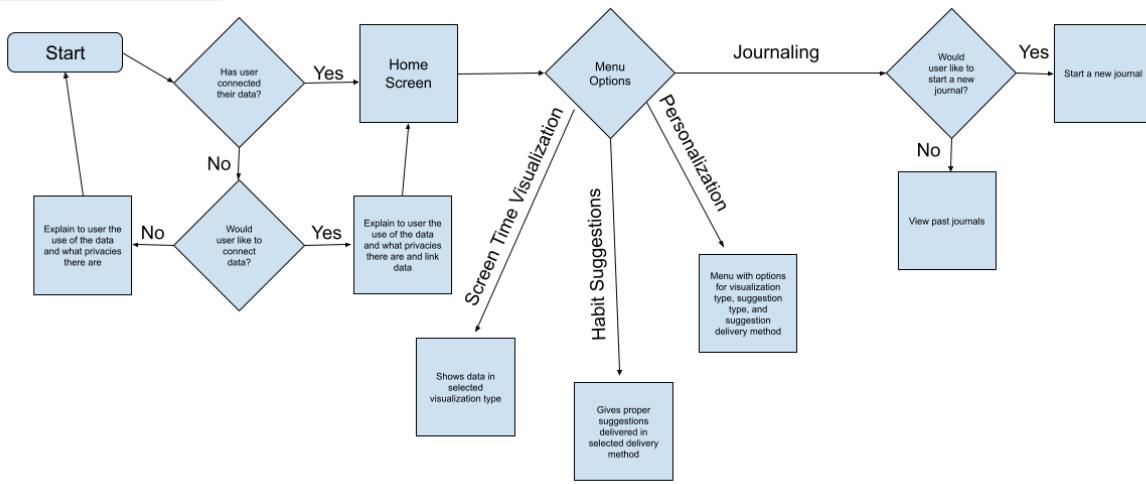
Scenario: Using our app to decrease screen time.



User Flow Diagram (all members)

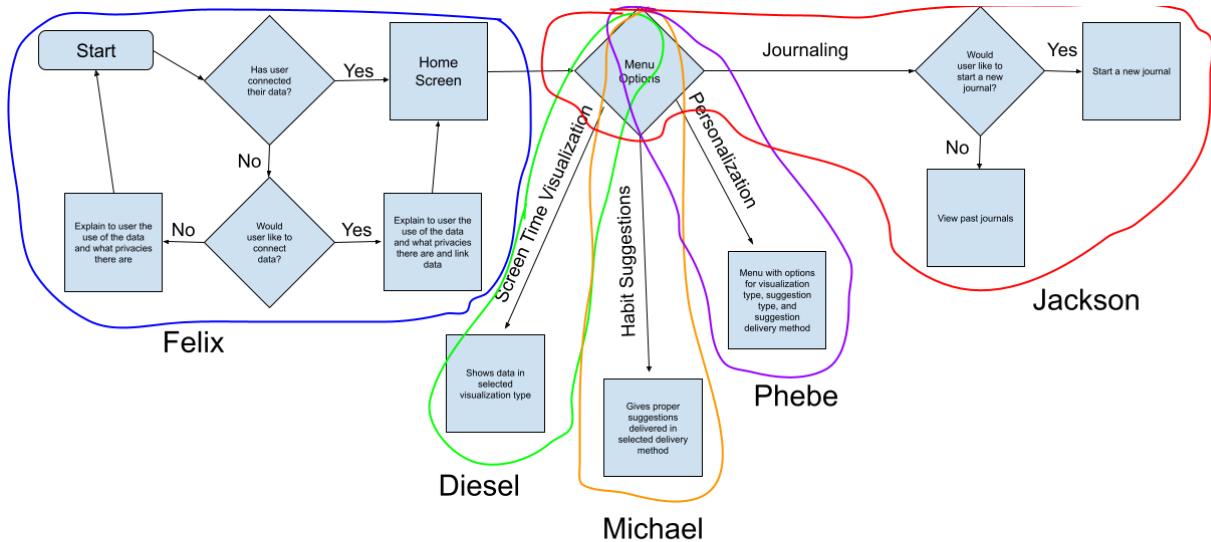
Create a user flow diagram of the journey you described above. The user flow diagram should describe all of the states, inputs, and outputs that the user will go through in order to accomplish their goal. You should have at least as many states as you do team members (and likely you will have more). Take a photo of your user flow diagram and paste it here. You are welcome to redesign or get creative with this template as long as what you make contains the same information.

P4 Flow Diagram



Divide Flow Diagram into Sub-Flows (all members)

Split your flow diagram into as many smaller flows as you have team members, draw these sub-flows over your flow diagram, and assign each subflow to a team member. Include an image of these flows and assignments here.

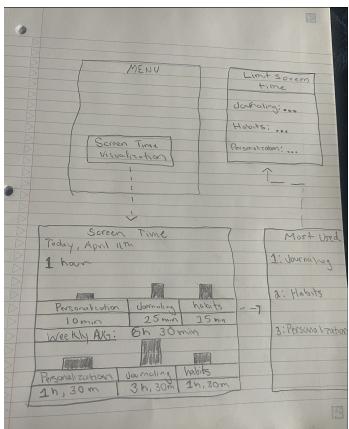


Part 2

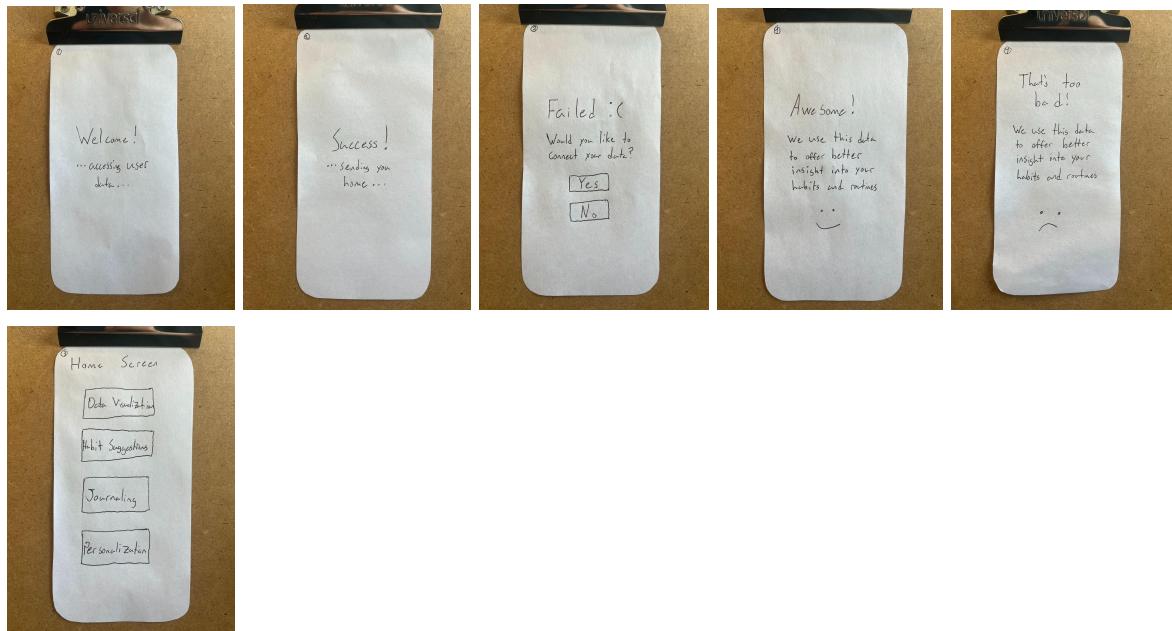
Wireframes (one set per member)

Each member should create testable wireframes for each step in their sub-flow. Please photograph all wireframes and paste them here. Your wireframes should be considered “high-fidelity” wireframes.

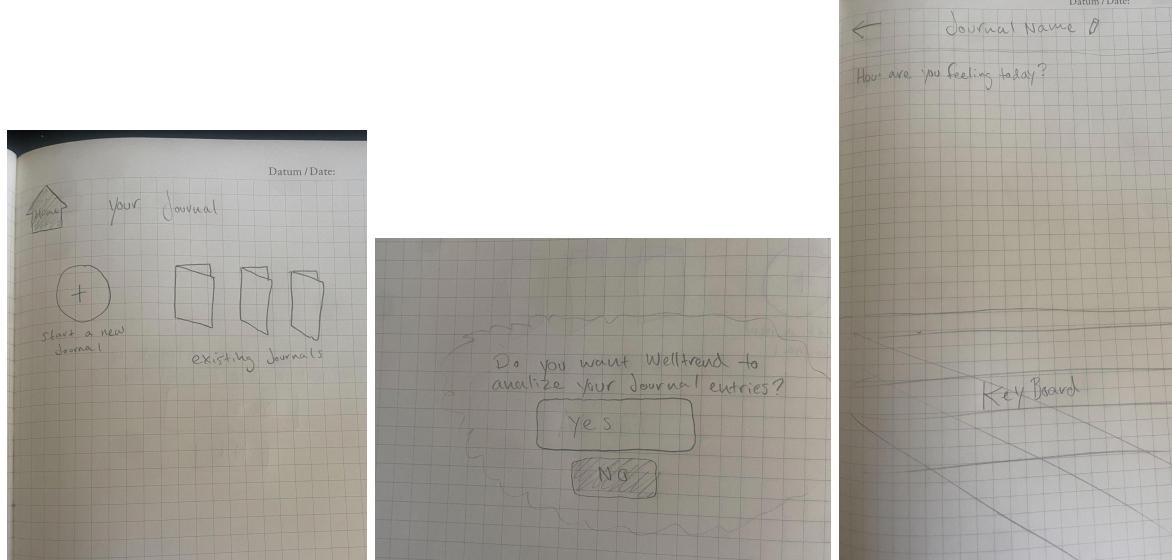
Diesel (Screen Time Visualization):



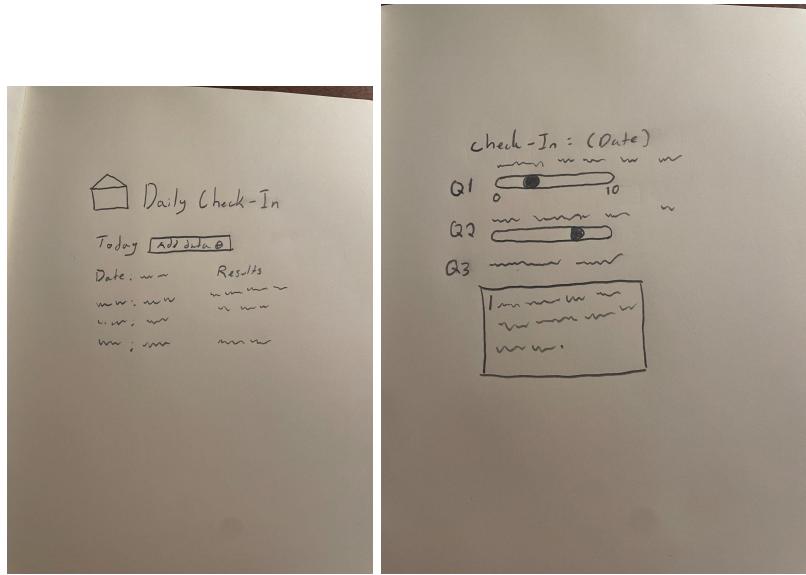
Felix (Data Authentication):



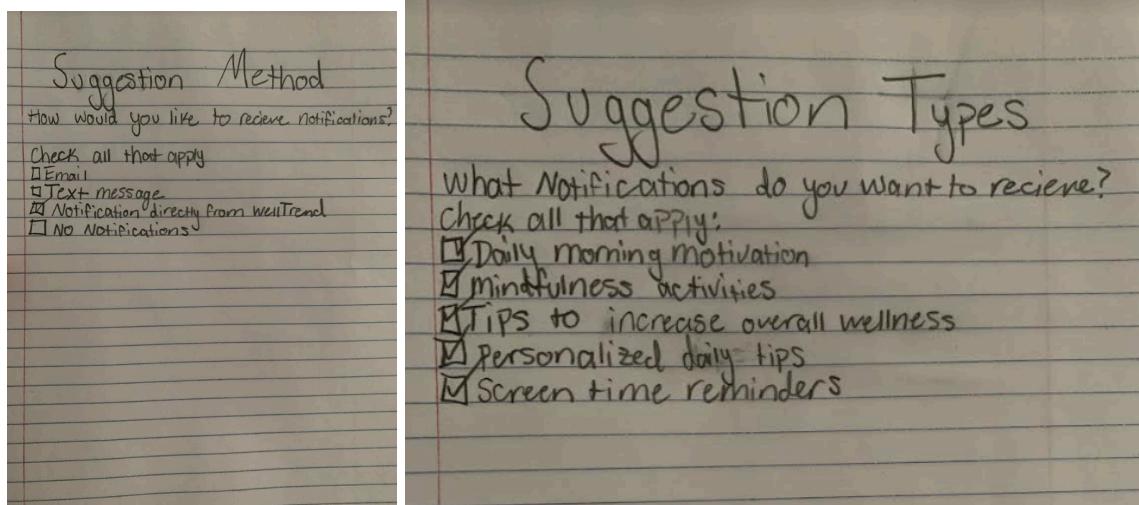
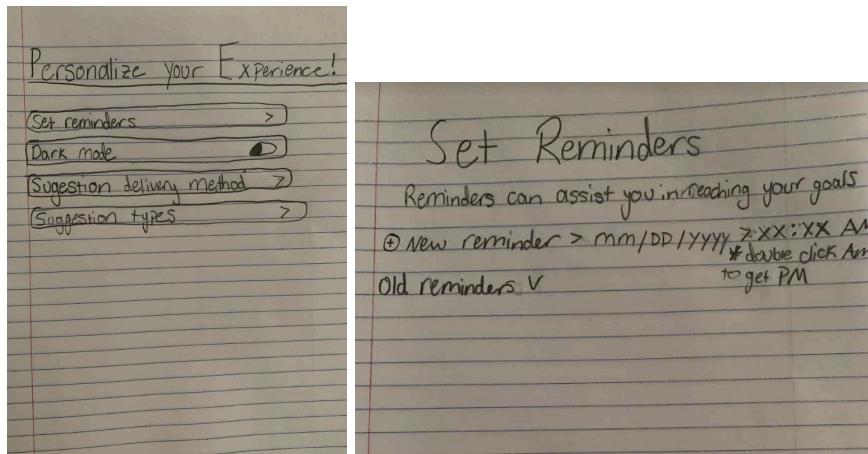
Jackson (Journaling):



Michael (Daily Check-In)



Phebe (Personalization):



Test your Wireframe (once per member)

Each member of your team should “test” their wireframes with another person (who is not on their team) following the principles outlined in the [NN paper prototyping video](#). After testing you should be able to identify “pain points” on your interface where your user was confused or new ideas they suggested. Each member should write 2-3 pain points identified from their test.

Diesel:

1. Make updates for the user on their screen time. Allow them to see get notifications for their weekly average but not daily
2. A more detailed description on the screen time. Maybe not have the data visualization on the homescreen but in the settings section.

Felix (Data authentication):

1. More clarity needed on how data will be accessed and utilized; should include or offer some sort of User Agreement or Privacy Tools.
2. Test user would like to be able to access the journaling function within the app, even if they choose not to share their data.
3. Verbiage could be less harsh: change “Failed :(“ to “Oops! We need your permission to access your data.”

Jackson (Journaling):

1. Add more clarity for the user agreement. Let the users know how their data will be used.
2. The edit button for the journal name wasn't very clear adding a prompt for naming the journal could solve this problem.

Michael (Daily Check-Ins)

1. Add more clarity, like other prototypes, on how to add, edit, and access data. Give the user the ability to change data throughout the day.
2. Make a clear share button to forward data to and from the app, as well as send it to email, files, etc., depending on user preference.

Phebe (Personalization)

1. Give more personalization options. Could choose different color schemes based on what brings them calmness.
2. Add more clarity on how to set reminders. Ability to turn on old reminders.

Statement of Work

Please describe who contributed to which parts of your project.

Jackson Giemza: Created the journey map, and the journaling wireframe/testing.

Felix Estes: Created the user flow diagram as well as divided into sub-flows. Created and tested wireframe for data authentication sub-flow.

Diesel: Wireframe for the data screen time visualization. And supported my teammates!

Michael: Daily Check-In's prototype

Phebe: Wireframe for personalization, and I supported my teammates.