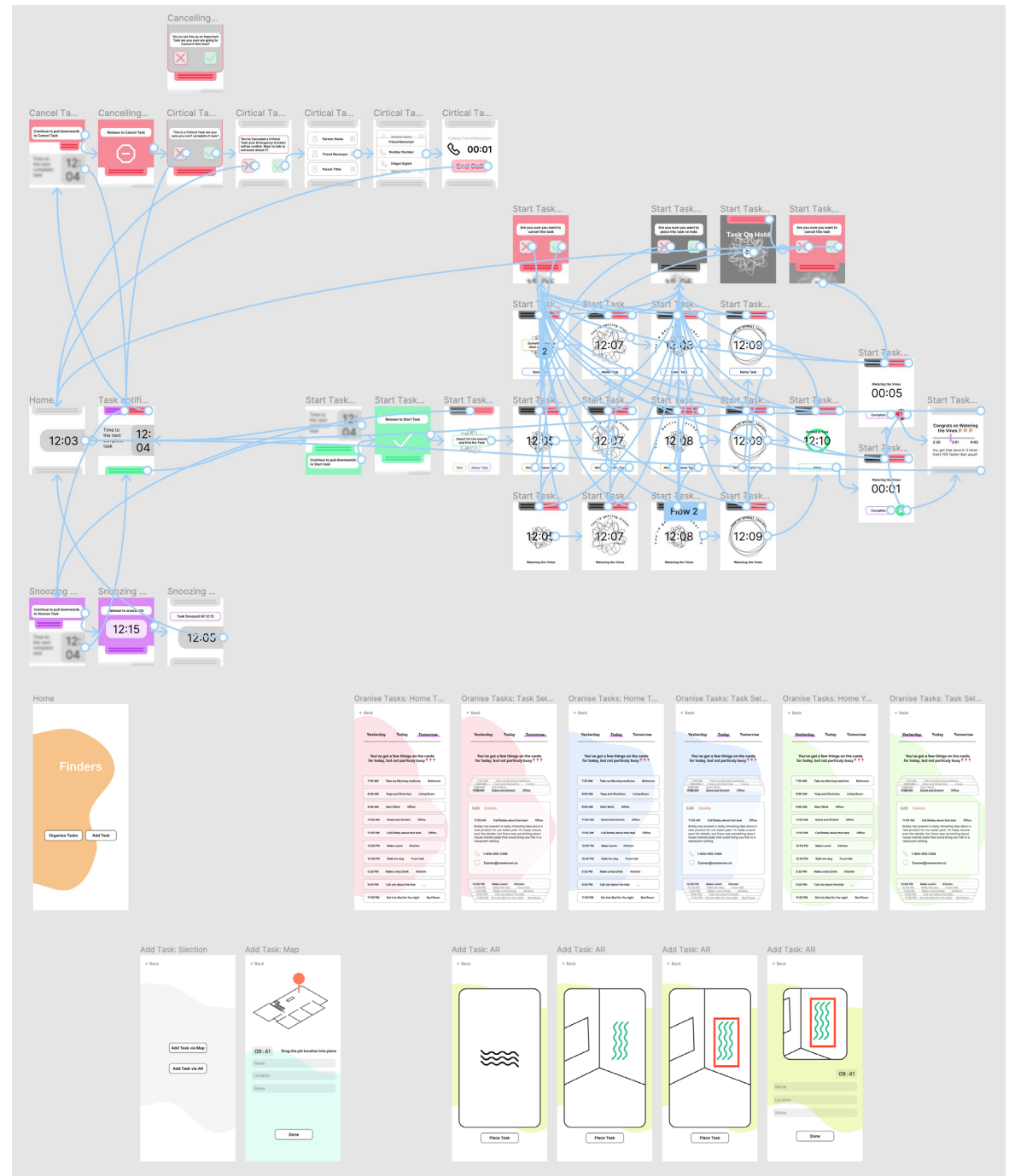


The Initial Prototype ◇

The Feedback from my Task One Submission asked an important question, “Would this work for anyone that isn’t me.” That is a good question and very important that designers don’t just make things they think are good but things that research says are useful, hopefully through the the following research process we will find this out.w

I already have a functional figma prototype and have decided to continue on with that and just expand it in reflection to user insights. I made some minor edits to the user flow of the prototype and decided to get it straight into user hands.

Original Figma Prototype /



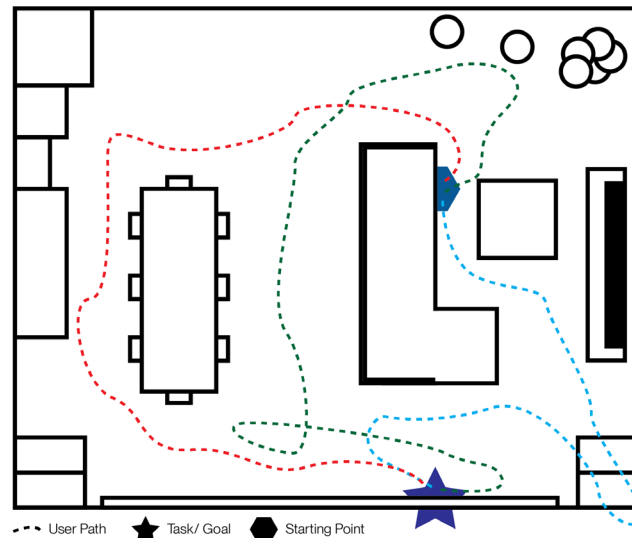
Testing Round One ♦

Using my existing prototype I set up two tasks to be completed

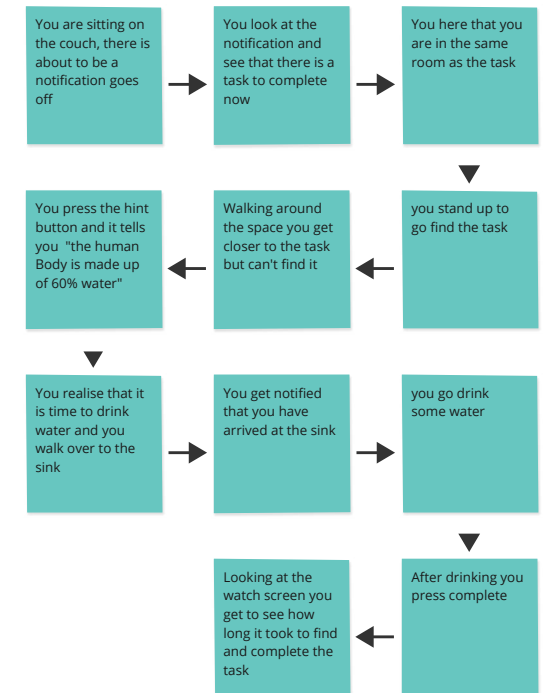
1. Water the Plants
2. Drink some Water.

I planned out the user journey through and created an Observations map and a simple interview for the participants to answer after both tests. I staged the user tests in my living room and simulated the user getting closer to the task by vocalising a beeping sound increasing in rate as they got closer to the task and decreasing as they moved away.

Observed User Path / Task 2 /



User Journey / Drink the Water /



Round One Testing Reflections ◇

With the user data I gathered from testing I decided to process it through an affinity diagram, grouping together themes and creating Insight statements based off of those themes. It became clear that the approach to gamification that was used in the prototype didn't translate well to the users. They want an experience that is fast and straightforward and doesn't add more effort to their day. Although, some users did find the approach helpful in testing, I would hypothesis that it would likely to become annoying over time. And so in future iteration I need to create a more straightforward and clearer way to communicate tasks and bring the user to them without cluttering that experience with unneeded gamification in places that make sense.



Insight Statements

I don't want a game.

I don't want a constant beeping in my ear.

I don't want more anxiety.

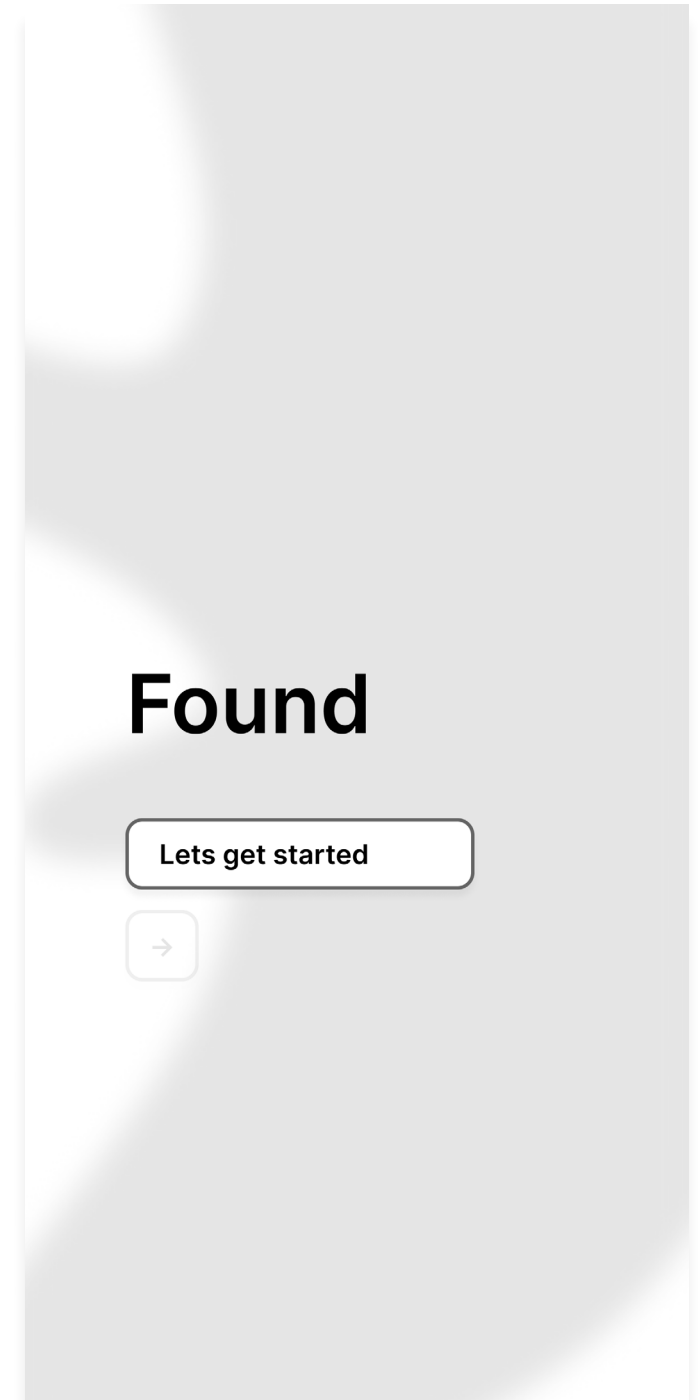
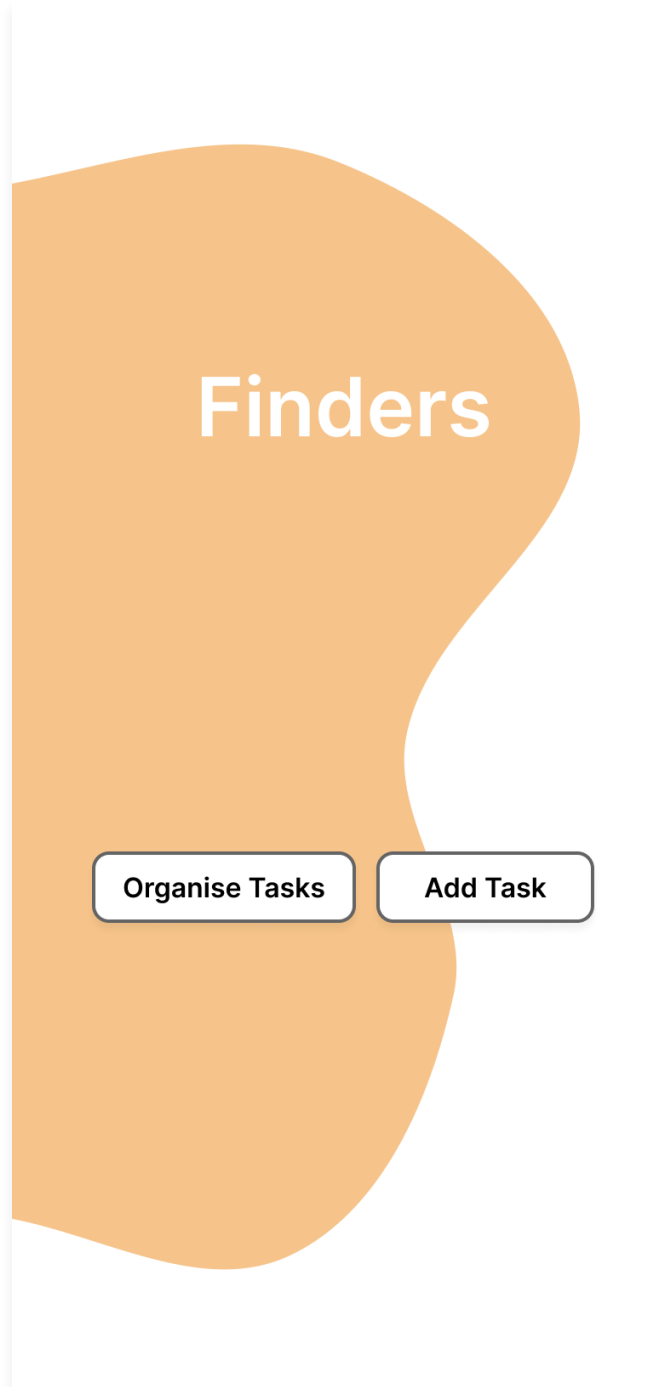
I want something that is easy and straightforward to use.

I want something that helps me manage my life.

I want a tool, not a toy.

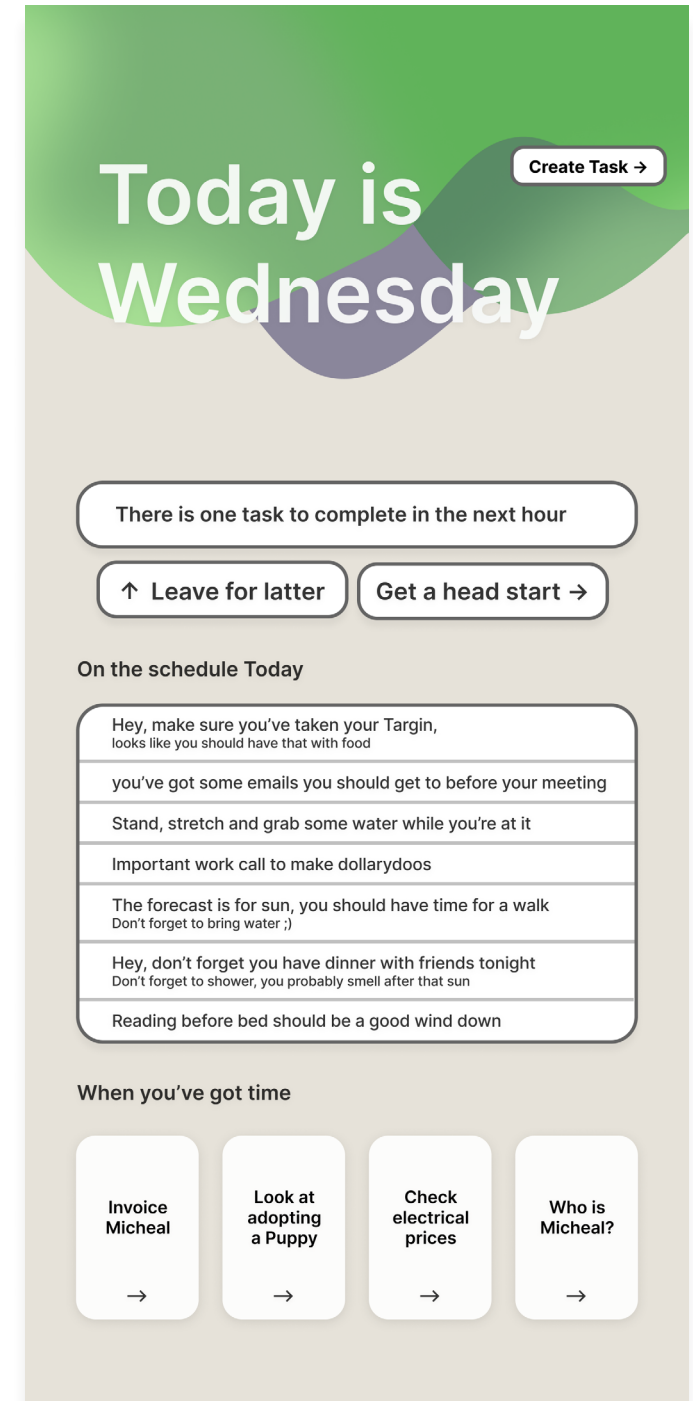
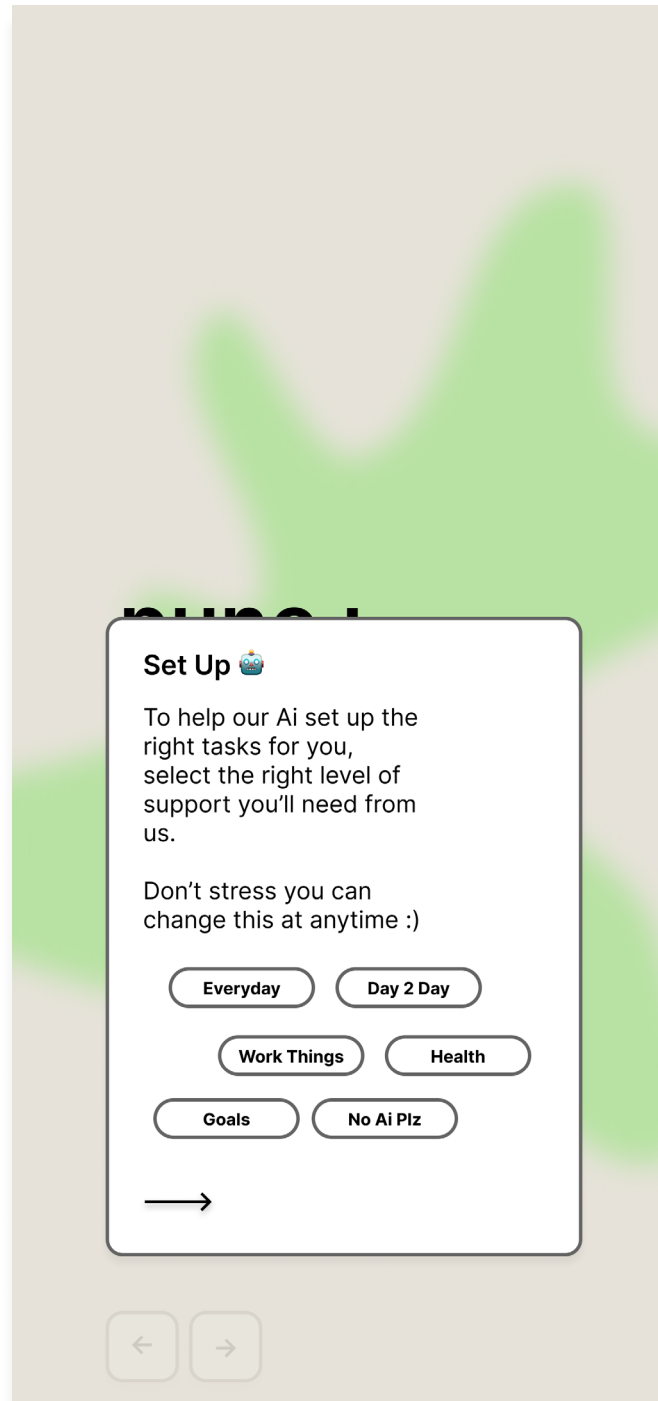
Found Walkthrough ♦

I wanted to reference some of the design choices from Finders but bring them up to a higher fidelity in Found. Ultimately, I should have kept it lower since that severely slowed down the production time of the iterations, especially with the drastic changes from Finders in form factor. Yet, I think it looks pretty good for a Mid-High fidelity prototype.



Found Walkthrough ♦

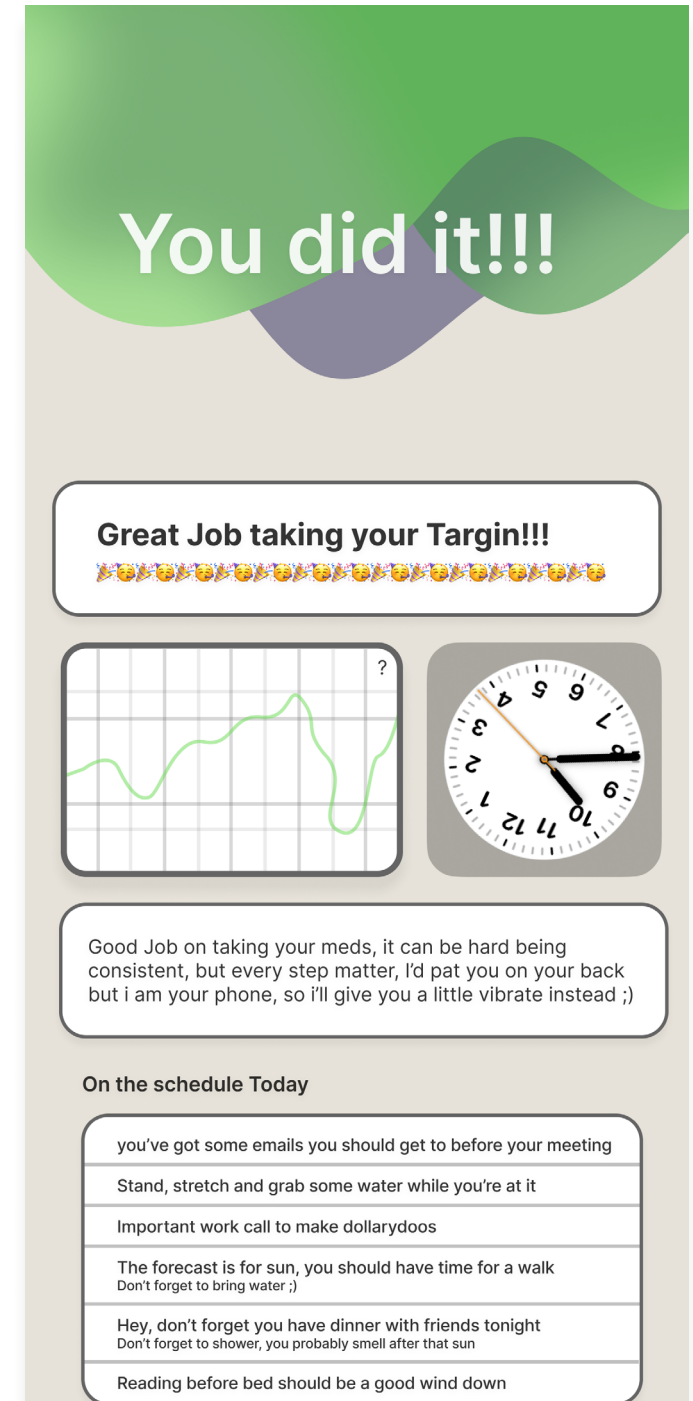
Bringing in the AI generation of tasks that was a suggestion from my user testing really helped to shape the way that the user interacts with the Application. Rather than forcing the user to have to use all the cognitive effort to create and manage all task, the AI system does that first and then the user can edit it to their desired effect.



Found Walkthrough ♦

I also decided to move away from a watch based experience to create a tool that better fits into everyday life and isn't something that gets in the way. With a similar vibe, I decided to switch to a system of vibrations and location tracking near field like beacons to direct the user too the task rather than relaying on sound, which my user testers was very dubious about. This system could almost be thought of as an apple Find My Task can of system.

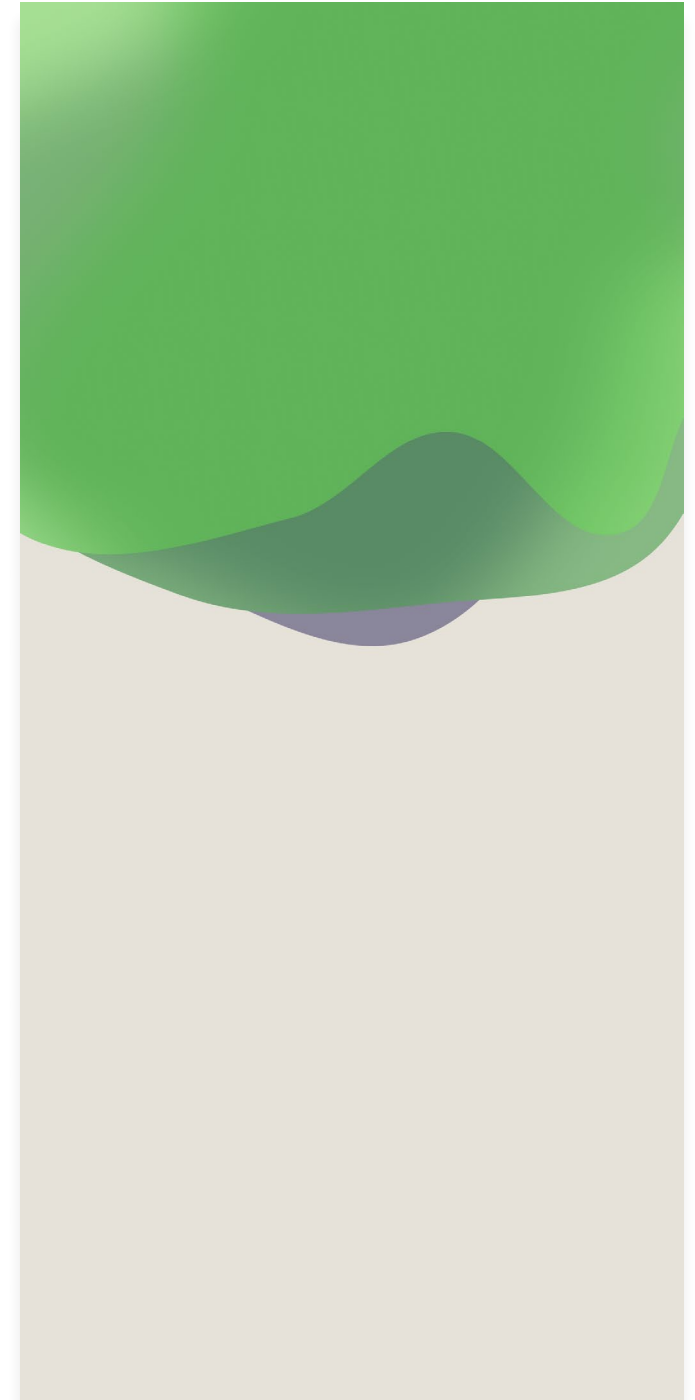
Thinking about how to gamified the right elements I decided to create the tone of the experience to be extremely positive and almost exaggerated in the amount of positive feedback it gives back to the user. To help motivate them to keep using the experience and work on their goals of be better organised.



Plans for further User testing and General Reflection on the process ◇

Through time blow outs in the actual creation of the iteration and through a general lack of planning and outside factors outside of my control, I wasn't able to do user testing again unfortunately, I had plans to use a AirTag and the find my app to help "Wizard of Oz" my way into a more functional prototype and get the some of the same users back as well as different ones to get a diverse range of user data and feedback. I Would have conducted interviews again and Affinity Diagramming ignorer to extract usable insides, while also doing one or two Co-Design sessions with the user testers who use calendars or task tracking apps to see what they would like in they design and how they would like to see it functioning and integrated into their lives.

More fidelity is nice and fun, and animations are good too, but if they really don't aid in the gathering of user insights then they are not essential at the early phase of designing and building prototypes. Next time when user testing I need to be more focused of creating a minimum viable product to be tested rather than get distracted by making something fun and pretty.



<https://www.youtube.com/watch?v=yqEjX9Q8ZeM>

