

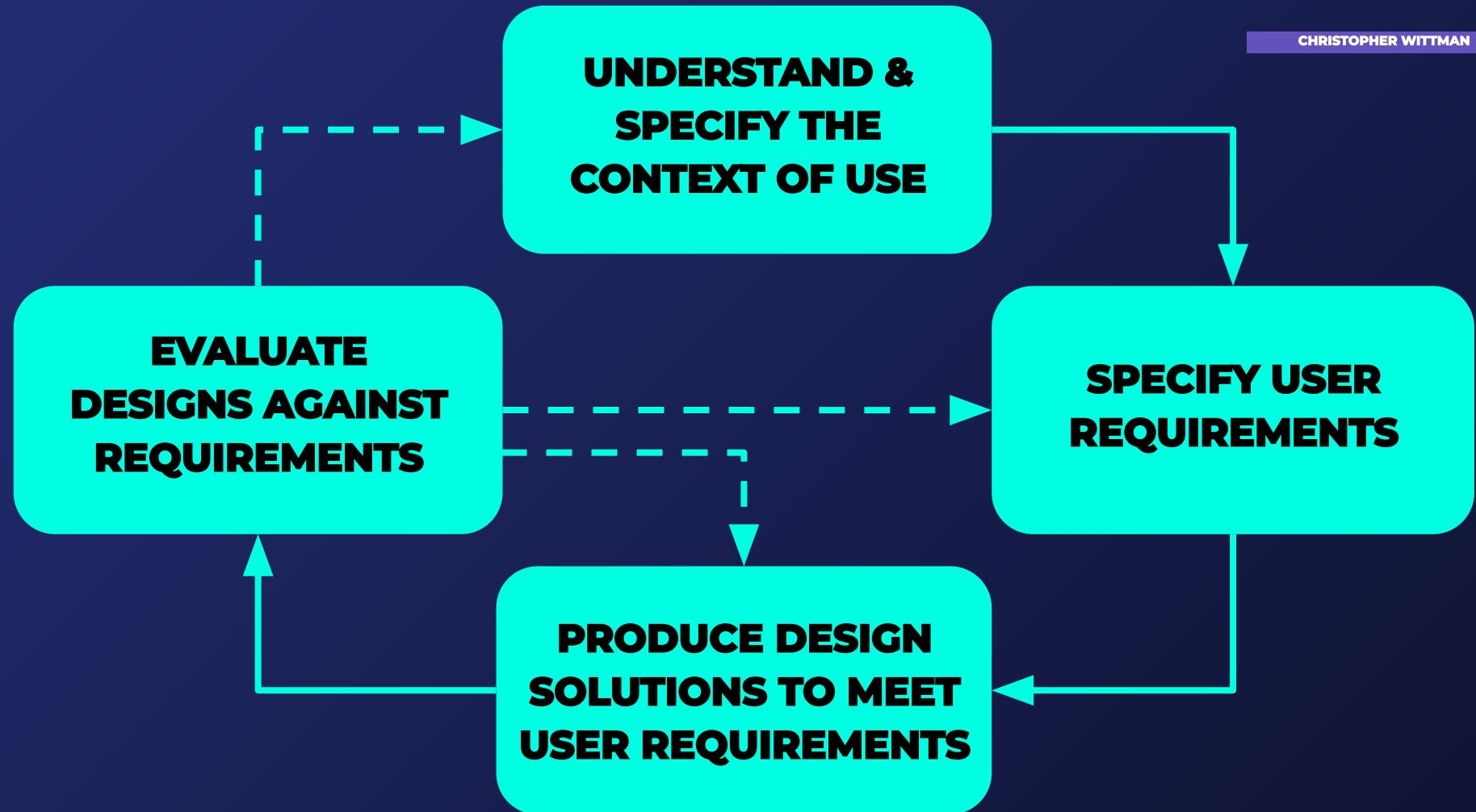
ROCKETIVITY

THE PRODUCTIVITY APP



HCD PROCESS

HUMAN CENTERED DESIGN



TEAMMEMBERS

WHAT ARE OUR GOALS?

ALL OF US



Multiple different ideas

- **Using the UX workflow to create a nice portfolio project**
- **Working efficient as a team on a realistic project**

PROJECTPLAN

WHAT SHOULD OUR APP DO?



ALL OF US



Project Plan: UX Research and Development									
Phase	Task Details			Timeline			Team & Status		
	Start Day	Deadline	Results	Start Day	Number of Days	Contact Person	Student (full name)	Status	
Ideation	08.10.2020	15.10.2020	Brainstorming	0	7	All		Done	Done
Research	15.10.2020	05.11.2020	SWOT Analysis (Competitors)	7	21	Linus	Kathi	Done	Done
	15.10.2020	05.11.2020	Persona	7	21		Christin	Done	Done
	15.10.2020	05.11.2020	Requirements for Application	7	21		Julian	Done	Done
	15.10.2020	05.11.2020	Additional Research	7	21		Chris S.	Done	Done
Conception	27.10.2020	15.11.2020	Wireframes	19	19	Christin	Kathi	Done	Done
	27.10.2020	15.11.2020	Low-Fidelity Prototype	19	19		Chris	Done	Done
	05.11.2020	22.11.2020	Purified Qualitative Data			Niklas	Julian	Done	Done
Evaluation	05.11.2020	22.11.2020	Purified Quantitative Data	28	17		Chris S.	Done	Done
	05.11.2020	22.11.2020	Report of Strengths and Weaknesses of Concept	28	17		Elias	Done	Done
	05.11.2020	22.11.2020	Concept Adjustment Recommendations	28	17		Christin	Done	Done
	12.11.2020	29.11.2020	Documentation of changes			Milly		Done	Done
Conception	12.11.2020	29.11.2020	Advanced Prototyping File	35	17		Megan	Done	Done
	19.11.2020	06.12.2020	Design Assets	42	17	Megan	Tim	Done	Done
Visual Design							Malik Ali	Done	Done
							Milly	Done	Done
							Chris	Done	Done
	27.10.2020	13.12.2020	Usable Application with "real" Data	19	47	Tim	Milly	Done	Done
Implementation	03.12.2020	20.12.2020	Results from User Tests	56	17	Julian	Niklas	Done	Done
	03.12.2020	20.12.2020	Recommendations for Adjustments	56	17		Elias	Done	Done
							Chris S.	Done	Done
Documentation + Presentation		17.12.2020	Final Presentation	70	28	Chris S.	Milly	Done	Done
		Open	Individual Documentation			Everyone on his/her own		Done	Done

IDEATION

WHAT SHOULD OUR APP DO?

ALL OF US

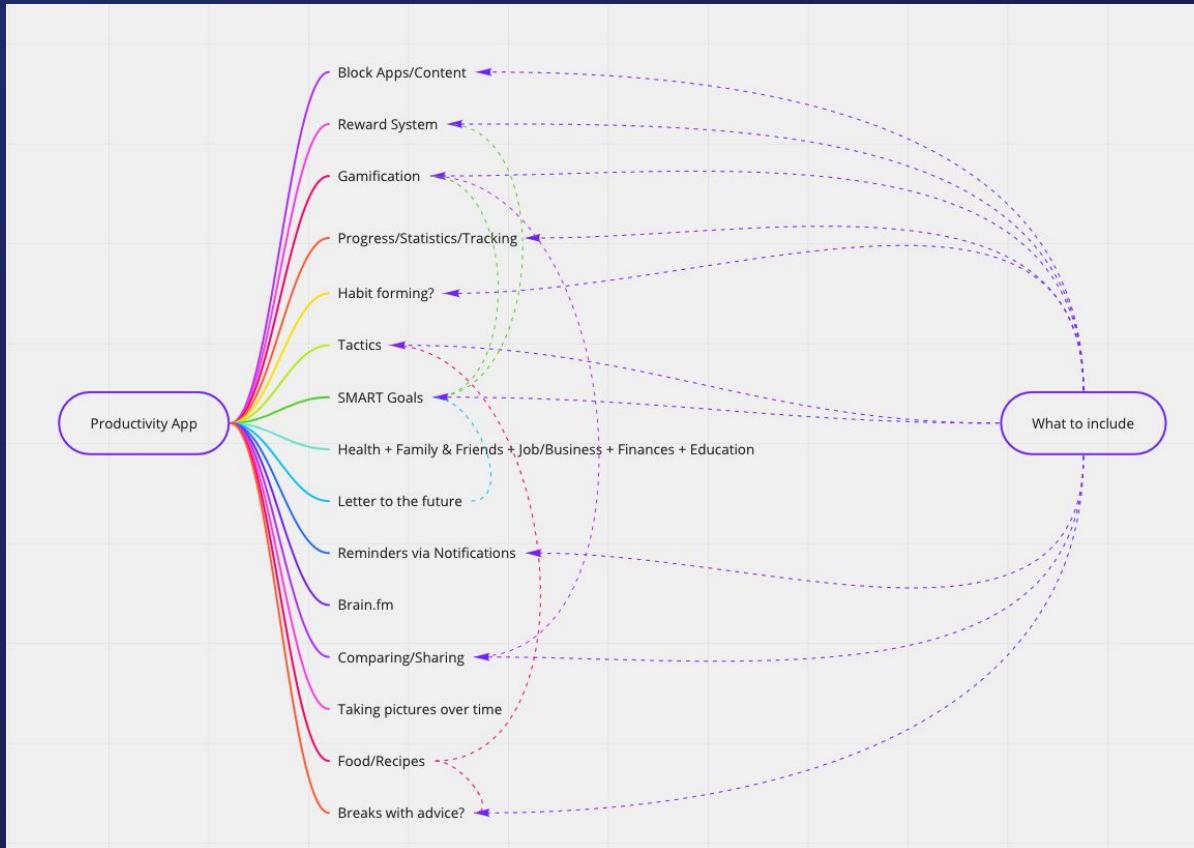


Multiple different ideas

- **Cooking Application**
- **Corona Application**
- **THI Application**
- **Accommodation Plattform**

Productivity Application

CHRISTOPHER WITTMANN



P.MANAGEMENT

WHAT IS OUR PLAN?



ALL OF US



Tools

CHRISTOPHER WITTMANN



miro

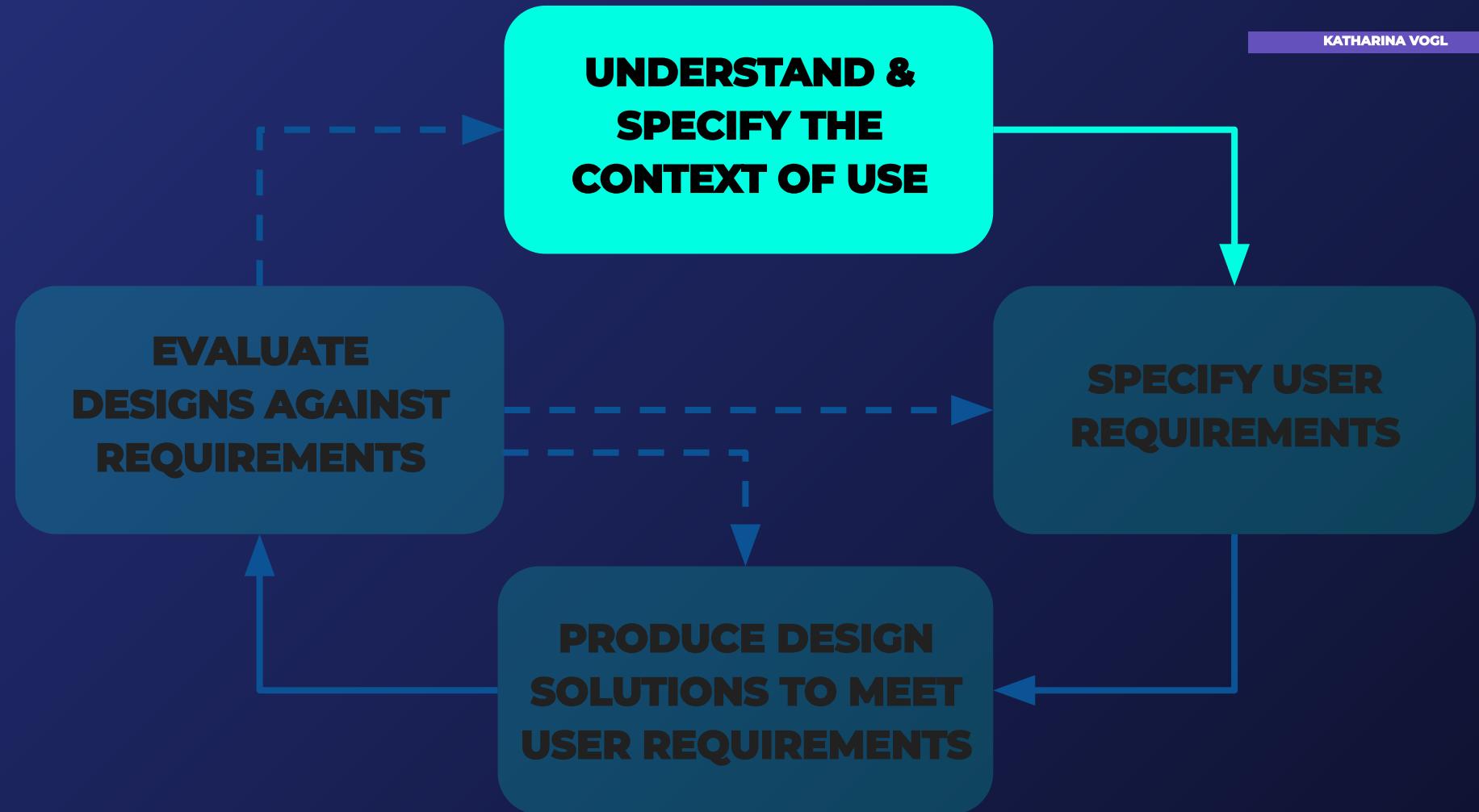


Weekly Meetings

- **Preparations beforehand**
- **Presentations**
- **Summaries**
- **Project Plan Adjustments**

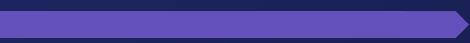
Time Management

- **Time Plan was adjusted multiple times**
- **Deadlines were held to the end of the project**
- **Better communication with the smaller teams**



RESEARCH

UNDERSTAND & SPECIFY THE CONTEXT OF USE



LINUS
APPEL

JULIAN
STILPER

KATHI
VOGL

MARIE-
CHRISTIN
REINER

CHRISTIAN
SUTTER

KEVIN
DIAZ

Elias
Kwaka

How to Begin When You Don't Know Where to Start



QUESTIONNAIRE

QUANTITATIVE USER RESEARCH



**SPECIFIC SET OF
QUESTIONS FOR
EVERY USER
GROUP**

**GERMAN AND
ENGLISH
VERSION**

Abschnitt 3 von 8

Productivity Apps

Beschreibung (optional)

How often do you use productivity apps? *

- Constantly
- Often
- Rarely
- Never

**QUESTIONS HAVE
BEEN CHOSEN BY
THE
INFORMATION
THEY PROVIDE**

**TWO USER TESTS
BEFOREHAND**

Used productivity apps

(N = 25) Multiple answers possible



Trello (6)



Calendar (6)



Notes (4)



ToDo (4)



Teams (4)



Dropbox (3)



Forest (2)



Evernote (2)



Other

DS Note, Streaks, Timetree,
Enpass, Confluence, Slack,
Intellect, Andyo etc.

Likes

(N=25) Multiple answers possible

KATHARINA VOGL

EASY TO USE AND QUICK TO LEARN



COMPETITIVE ANALYSIS

ANALYSIS OF FOREST AND STREAKS

Forest App

Main goal

- helps users to get more productive by minimizing phone distraction

Design

- vivid, illustrative, graphical, colourful

Functions

- set time you want to be productive and not use your phone
- look up statistics (by day, week, month, year)
 - shows when (exact day, week day, daytime) users were productive and what they did (by using tags)
- play different sounds (rain, beach, etc.) for better concentration
- plant a real tree by using ingame coins
- timeline with all actions and achievements
- set own statements to stay motivated or for successful concentration time

Gamification

- extensive
- users can plant one tree for every timespan in which they are using the app
- over time they can grow their own forest
- by using the app users can collect coins which are used to buy different types of trees (so users could use tree 1 when they learn spanish and tree 2 when they work on a university project)
- comparing progress with friends
- planting trees together with friends (e.g. when going out for dinner and both don't want to get distracted by their phones)
- users can unlock achievements

What is good

- easy to use, very clean
- save favorite combinations e.g. tree xy for 15 minutes of learning spanish (for clear statistics)
- statistics (only the tag, not the time) can be adjusted in case of mistakes
- comparing with friends and achievements can be big motivation

What is not that good

- app either blocks the whole phone or nothing (can't make exceptions e.g. for mails or calendar)
- too much gamification can take up time and is also kind of a distraction

Streaks App

Main goal

- helps users to get more productive and form habits by creating to-do-lists which have to be done every day (or every time period)

Design

- low-key, simple, actually not very pleasant, colours are adjustable

Functions

- create different tasks with selection of days (when they have to be done), repetitions (how often per day)
- view statistics of each tasks (by week, month, year, alltime)
 - days in a row, calendar, weekday, daytime
- set timer for tasks (e.g. for 20 minutes of learning)
- group tasks on different dashboards

Motivation

- users stay motivated by completing tasks over multiple days and achieving a streak (in order to keep that streak they have to continue completing the tasks the next day)

What is good

- users can create reminders for their tasks (e.g. do workout mon-fri at 6 p.m.)
- minimalistic (app does not distract from the goal)
- users can redo actions and adjust task results of past days
- selection of different type of tasks
 - e.g. normal tasks are 'successful' when selected
 - e.g. negative tasks start as done and are 'not successful' when selected
- compatible with health app, apple watch, desktop

What is not that good

- complicated to use at first
- design looks cheap (keeping in mind that the app costs 5,49€)
- statistics are hard to read (only graphs, no numbers)

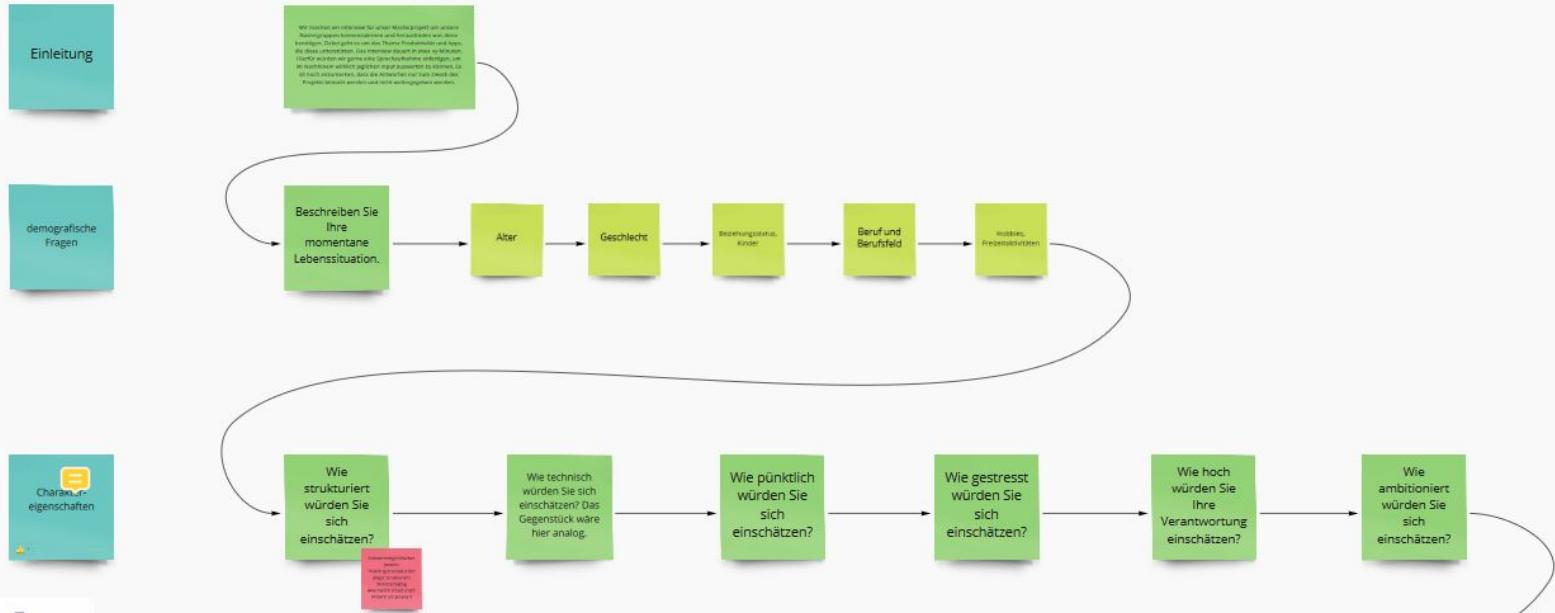
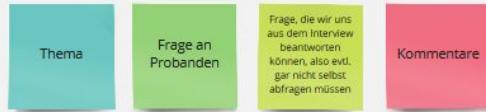
LINUS APPEL

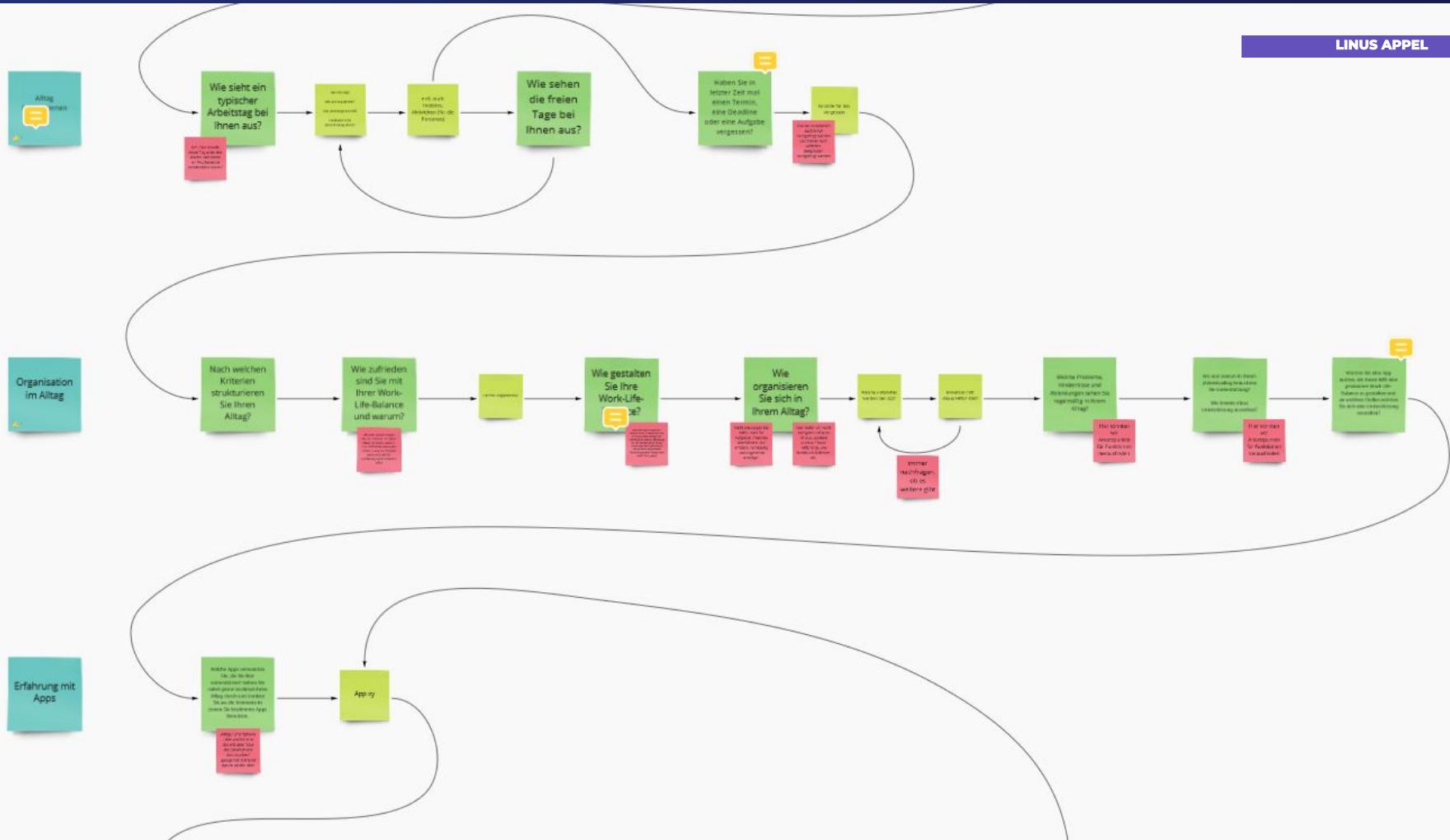
USER INTERVIEWS

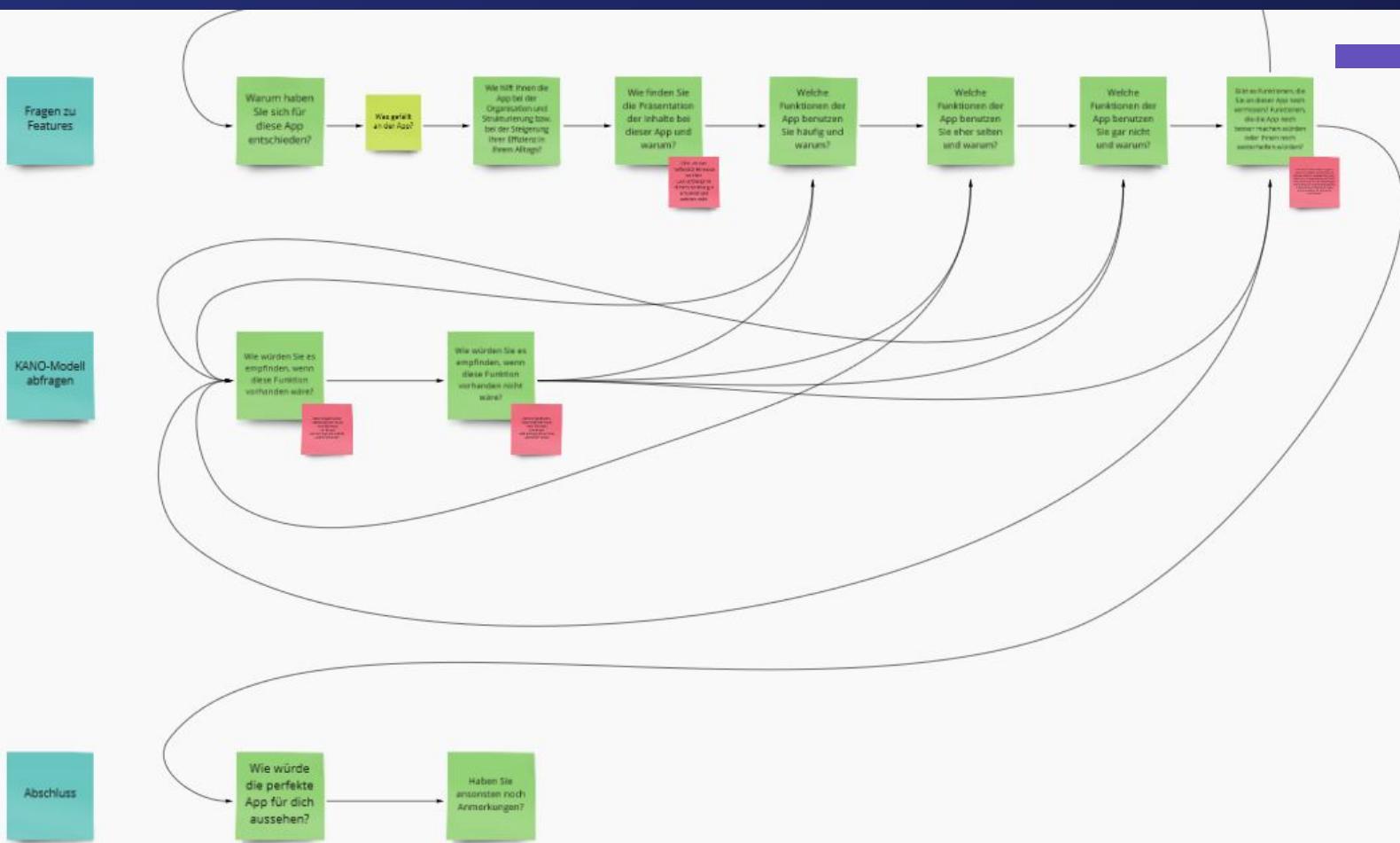
QUALITATIVE USER RESEARCH



Leitfaden Vorschlag







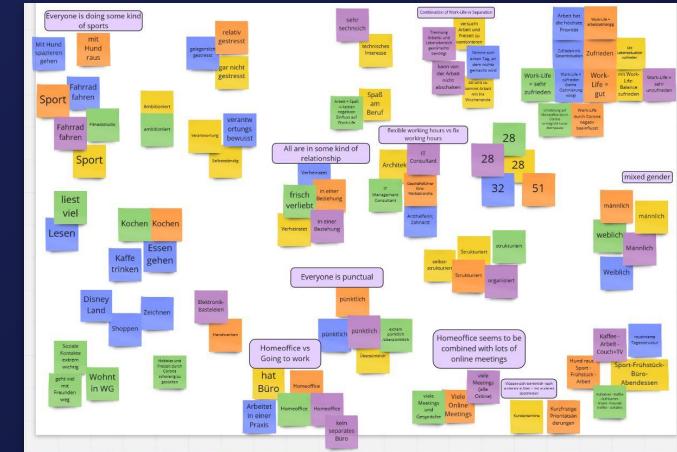
ANALYSIS & RESULTS

AFFINITY APPROACH



KATHI
VOGL

MARIE-
CHRISTIN
REINER



TARGET GROUP



KATHI
VOGL

MARIE-
CHRISTIN
REINER

Type of characteristics	Characteristics	1st	2nd
Demographic	Age	21-30 years	
	Gender	Male	Female
	Marital Status	has a partner	single
	Level of education/Job	employed	studying
	Field of activity	in the technical field	
Usage-specific	In which scope will the product be used?	Personal/Everyday tasks	Business tasks
	preferred depth and width of information	Minimum, passive information	
	Devices	Smartphone and PC	
Psychological	Problems	Lack of knowledge about size and complexity of tasks	frequent interruptions/distractions
	Motivation	to become more efficient	to become more effective

PERSONAS



KATHI
VOGL

MARIE-
CHRISTIN
REINER

CHRISTIAN
SUTTER

SUZANNE: Life-Work-Balance (Separating Work & Life - Life is Priority)



Suzanne is working in Home Office and therefore has trouble separating private life and work. Her unstructured work leaves her with too little time for private activities, and her work efficiency is severely impacted by at-home distractions.

Consultant

32

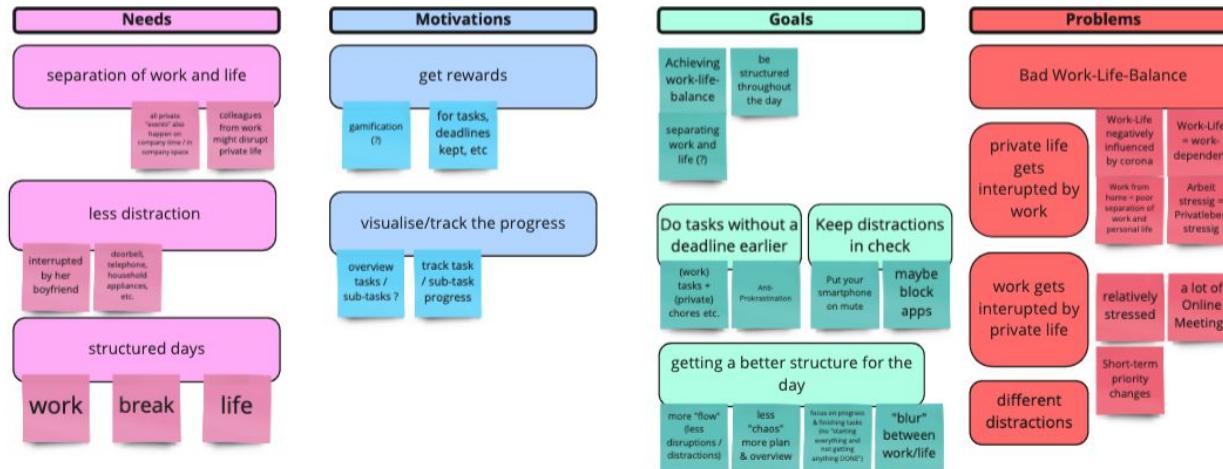
female

in a relationship

responsible

relatively stressed

private life = highest priority



MARTIN: **Work-Life-Balance** (Integrating Life into Work – Work is Priority)


Martin does a lot of client work – he has a lot of appointments and deadlines, and forgetting either of them is an absolute no-go. He needs to stay on top of everything that's currently going on in his (work-) life. His work is a priority for him to the point that he often forgets to take a break, eat or drink enough. Weekly planning gets difficult because he needs to be flexible due to shifting priorities and changing appointments. Martin wants to include his wife in his day-to-day planning and hopes to live more while he works.



REQUIREMENT ANALYSIS



LINUS
APPEL

KEVIN
ALEXANDER
DIAZ

User groups

- 20 to 60 years old (most likely students or employed)
- has experience with the technology (e.g. smartphone, PC)
- people with low motivation
- people searching for new challenges
- people with bad organisation skills or no time for structured organisation
- people with a lot of tasks or complicated tasks which include several steps
- people who need a efficiency boost to achieve their goals (maybe fear of failure)
- people who aren't happy with their current performance at work, university or everyday life
- people with thoughts of competition

Goals

- increase the productivity of the user
- make it easier to achieve goals by giving the user steps or a process to guide
- helping with organisation of different tasks
- reminding the user to do tasks accordingly to his timetable to ensure goals will be achieved

Tasks

- Login into application
- create, change and delete goals and tasks
- create/select steps or milestones for a specific goals
- sharing the progress (e.g. social media, e-mail)
- overview the tasks, own progress (in single tasks) and progress of other users
- set deadlines for goals and tasks
- check off done tasks

Requirements

- The user must be able to know, which tasks he is currently working on (e.g. making changes or creating/deleting a task)
- The user must be able to log in and log out
- The user must be able to see the current progress of each task
- The user has to know which tasks are important or urgent at the moment
- The user has to get feedback if he makes any input
- The user must be able to do input to manipulate goals and tasks

- The user must be able to select deadlines, titles, descriptions, etc. for their goals
- The user must be able to see the single steps of a goal
- The user must be able to share goals or progress with others (through different platforms)
- The user has to know/see which content is blocked
- The system has to provide the user with recommendations, motivation and SMART goals
- The user must be able to recognize the gamification and rewards and what can be done with it

Functional requirements:

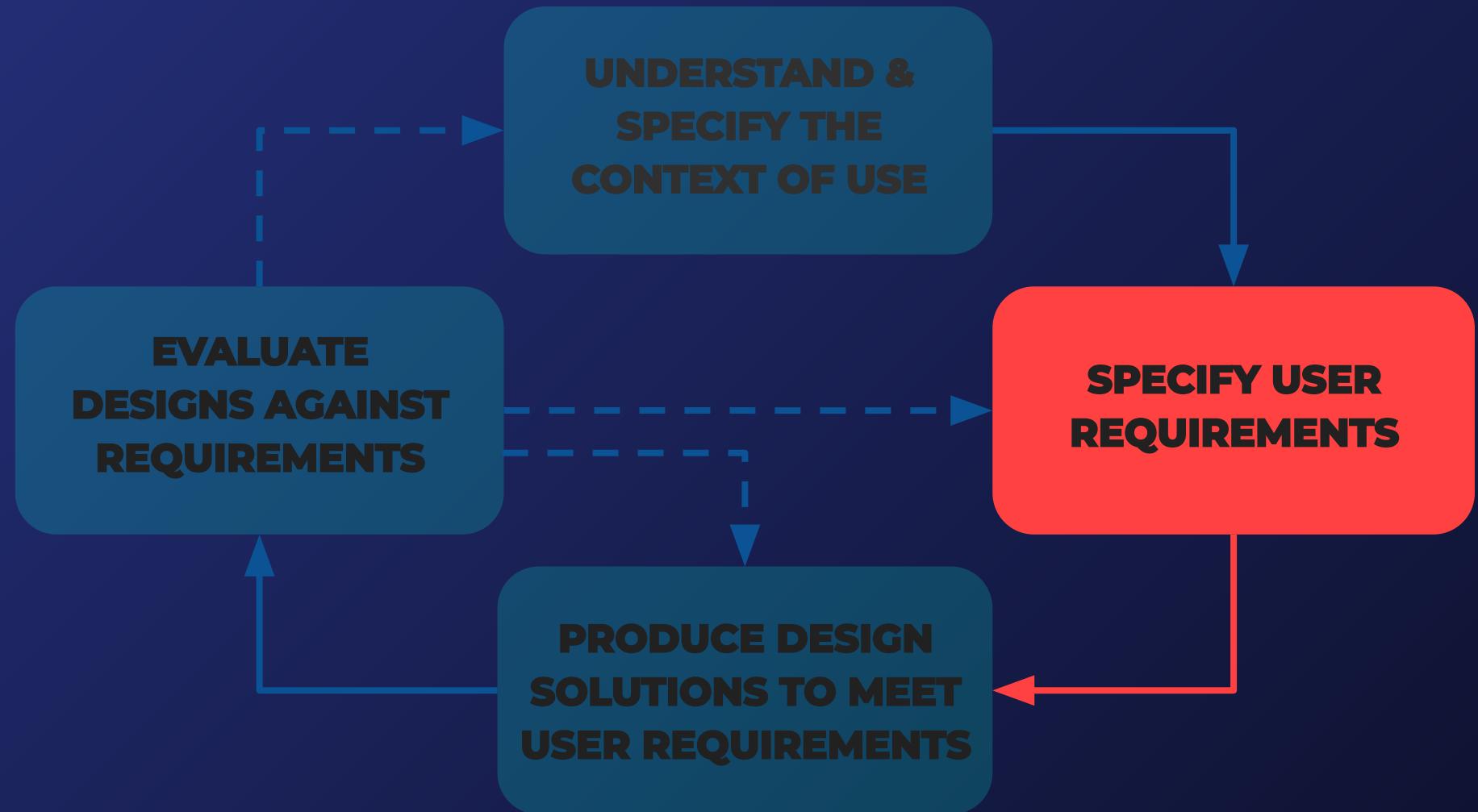
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- The user must be able to log in and log out
- The user must be able to see the current progress of each task
- The user has to know which tasks are important or urgent at the moment
- The user has to get feedback if he makes any input
- The user must be able to do input to manipulate goals and tasks
- The system has to help the user when using the app or a function for the first time
- The user must be able to select a specific goal/task
- The user must be able to select deadlines, titles, descriptions, etc. for their goals
- The user must be able to see the single steps of a goal
- The user must be able to share goals or progress with others (through different platforms)
- The user has to know/see which content is blocked
- The system has to provide the user with recommendations, motivation and SMART goals
- The user must be able to recognize the gamification and rewards and what can be done with it

KANO Model based on proband's questionnaire # 1

- Attractive features: Team goals and Notifications
- Performance features: To-do, team planning and work events
- Basic features: Focus mode, health tips, comparison to other users, gamification and social network

Use case based on Persona





1st CONCEPTION

PRODUCE DESIGN SOLUTIONS THAT MEET USER REQUIREMENTS



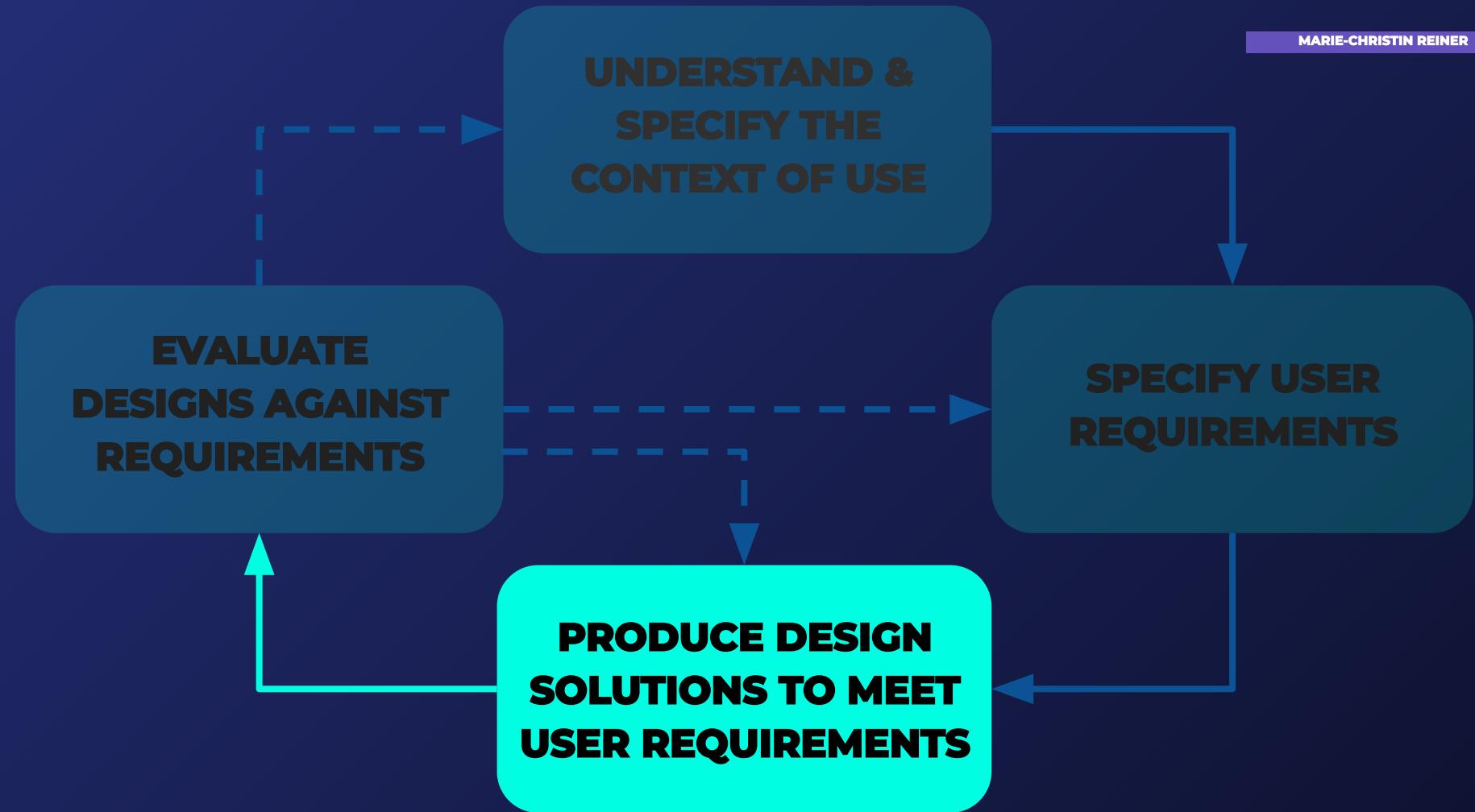
MARIE-
CHRISTIN
REINER

MILLY
ATTREE

KATHI
VOGL

CHRISTIAN
SUTTER

CHRISTOPHER
WITTMAN



1st PROTOTYPE

ITERATION



MARIE-
CHRISTIN
REINER

MILLY
ATTREE

KATHI
VOGL

Functions for the first prototype

- **To Dos**
- **Appointments**
- **Deep mode**
- **Aqua alert**
- **Reminders**
- **Notes**
- **Vision board**
- **Progress Overview**

<Status bar>

User Login

mi.0375@thi.de Email

***** Password

CONTINUE

Or Create a new account

<Status bar>

Create an Account

User Name

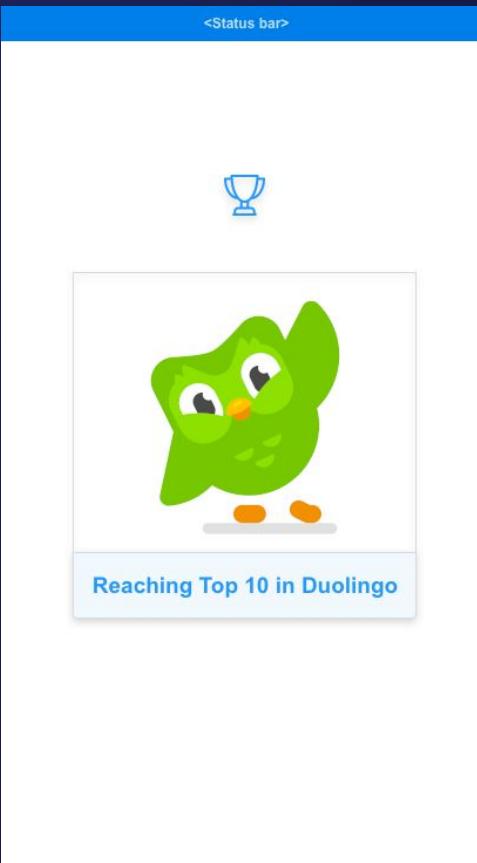
Email

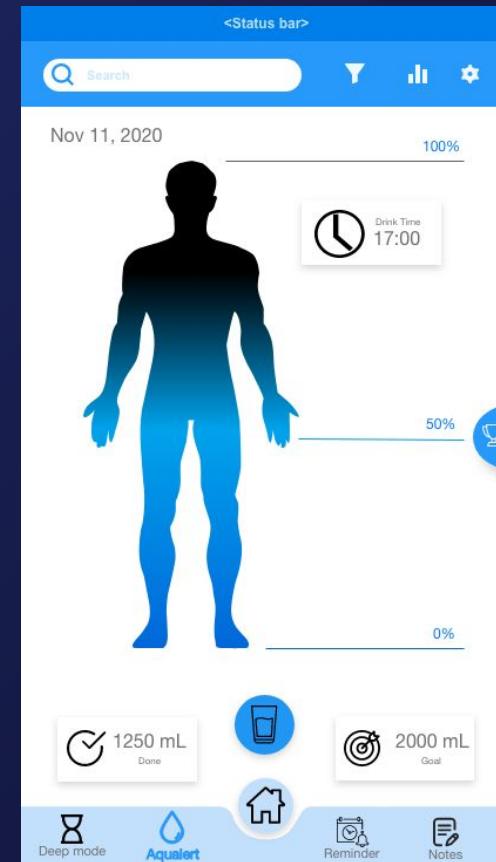
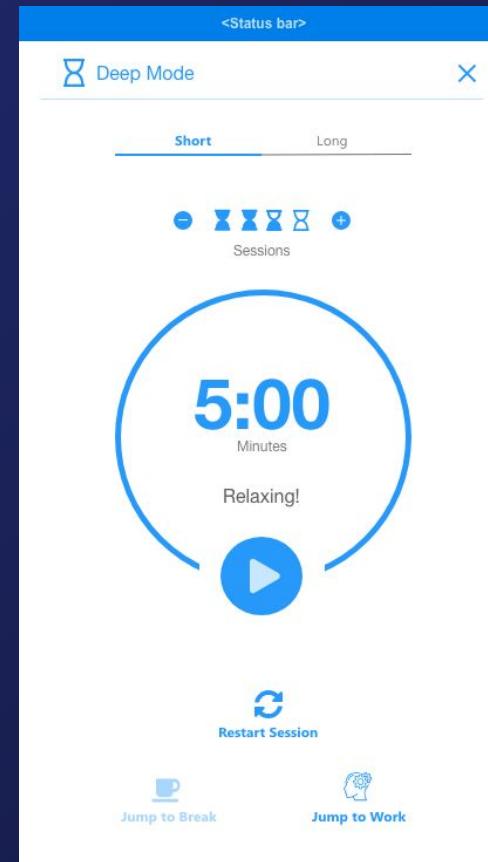
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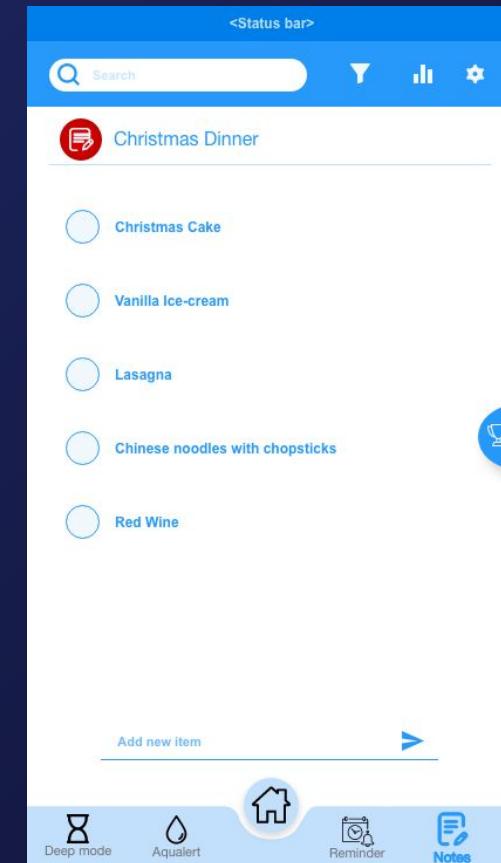
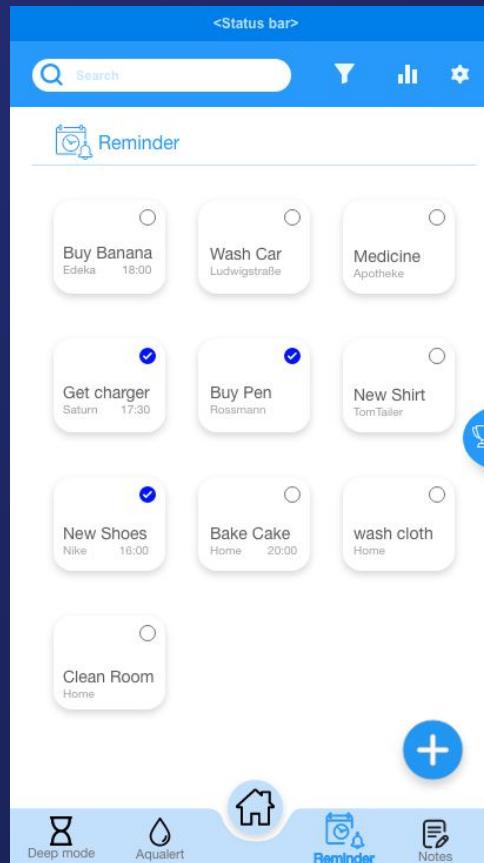
Confirm Password

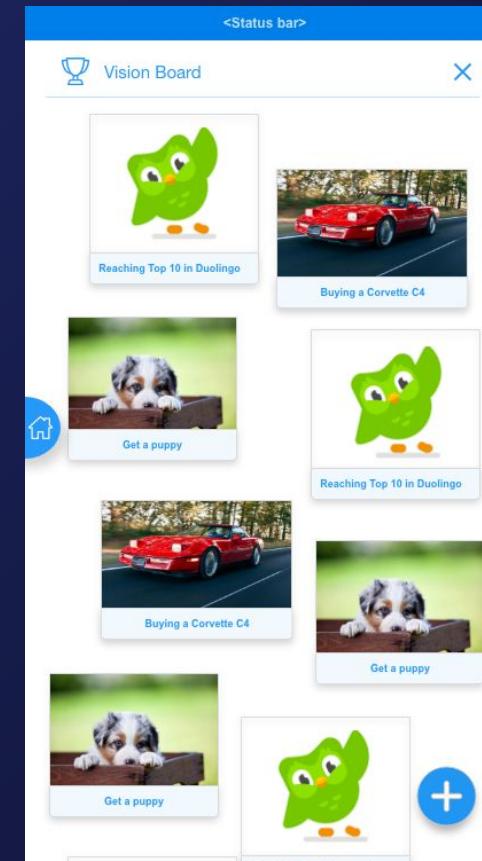
By creating an account you agree to our
Terms of Service and Privacy Policy

CONTINUE









Feedback from the group meeting

Keep it simple & focus on a very low fidelity prototype:

- **Reduce the screens to the really main functions**
- **Reduce the information on the screens**

2nd PROTOTYPE

ITERATION



MARIE-
CHRISTIN
REINER

MILLY
ATTREE

KATHI
VOGL

CHRISTIAN
SUTTER

CHRISTOPHER
WITTMAN

GOALS

SECOND PROTOTYPE

VISUAL HIERARCHY & PRIORITISATION

VISUAL HIERARCHY
&
PRIORITISATION

AFFORDANCES
&
SIGNIFIERS

VISUAL HIERARCHY & PRIORITISATION

AFFORDANCES & SIGNIFIERS

**INTERACTION
MODELING**

**VISUAL HIERARCHY
&
PRIORITYISATION**

**AFFORDANCES
&
SIGNIFIERS**

**INTERACTION
MODELING**

**UNSTYLED
“WIREFRAME”
LOOK**

BASIC

TERTIARY

SECONDARY

PRIMARY

NIEHAUS

WIREFRAMES

SHOP**BRANDNEU****BRANDS****SALE****BLOG & MORE**

Suchbegriff eingeben



YOU ARE HERE: Home / Men / T-Shirts / ADIDAS D-Trefoil Tee

Produktbezeichnung



LOVE ME.



Q ZOOM

Weitere Farben



Weitere Ansichten



Farbe
lightbrown

Größe
46

Bestell passend
• Größentabelle

89,99 €

Preise inkl. MwSt. und zzgl.
• Versand- und Portoosten

In den Warenkorb legen

YOU ARE HERE: Home / Men / T-Shirts / ADIDAS D-Trefoil Tee

BOXFRESH Sparko IV Leather



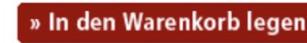
LOVE ME.

 ZOOM

WEITERE ANSICHTEN

**Farbe**

lightbrown

Größe46 Bestell passend
» Größentabelle**89,99 €**Preise inkl. MwSt. und zzgl.
» Versand- und Portokosten » In den Warenkorb legen



PRIMARY

Progress Bars
+ Add Button

SECONDARY

Done Tasks
Tags

Tertiary

Date

CHRISTIAN SUTTER

Tag Woche Monat

November 2020

FRI 1 Nov 2020, 19:00

ToDo's

33% Haushalt

Haushalt Privat

Badezimmer putzen

Geschirr spülen

Kühlschrank putzen

WED 14 Nov 2020, 06:30

50% Einkauf

90% Weihnachten vorbereiten

100% Urlaub planen

Appointments

Zahnarzttermin 21.11.2020 15:00 Zahnarzt Meyer

Geburtstagsfeier Maria 22.11.2020 11:00 Marias zu Hause

Tasks Reminders Notes Aqualert

ASSUMPTIONS

<Status bar>

Search Filter Chart Settings

Day Week Month

Today
Do., 22.Oct

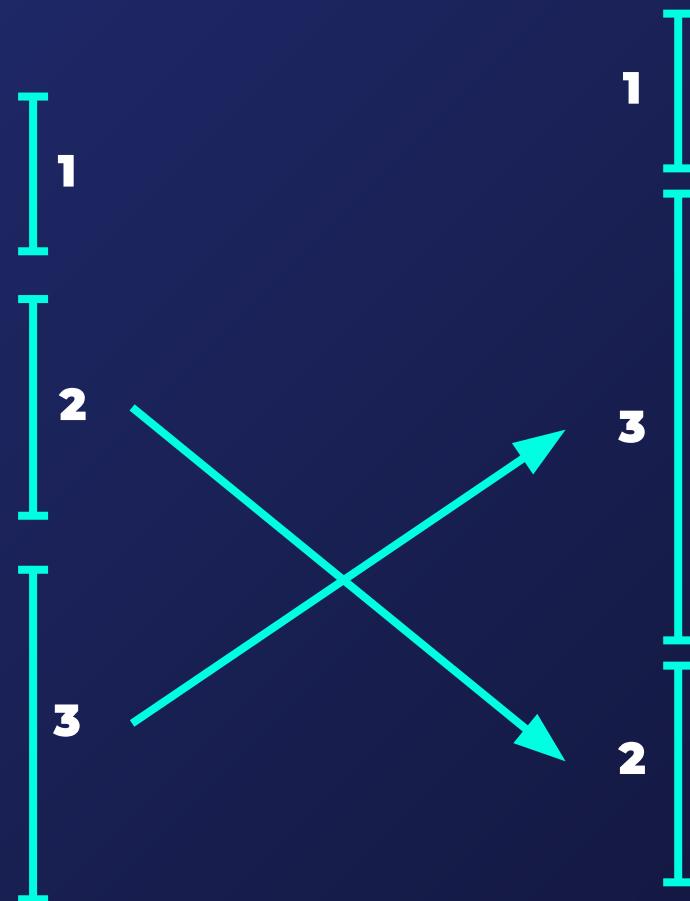
Appointments

- Appointment Date, Time ,Place, ...
- Appointment Date, Time ,Place, ...

To Do's

- House Cleaning Day 25%
- Car Wash 35%
- Grocery Shopping 20%
- Electronic buy

Deep mode Aqualert Reminder Notes



CHRISTIAN SUTTER

Tag Woche Monat

November 2020

To Do's

- 33% Haushalt FRI 1 Nov 2020, 19:00
- Haushalt Privat
- Badezimmer putzen
- Geschirr spülen
- Kühlschrank putzen
- 50% Einkaufen WED 14 Nov 2020, 06:30
- 90% Weihnachten vorbereiten
- 100% Urlaub planen

Appointments

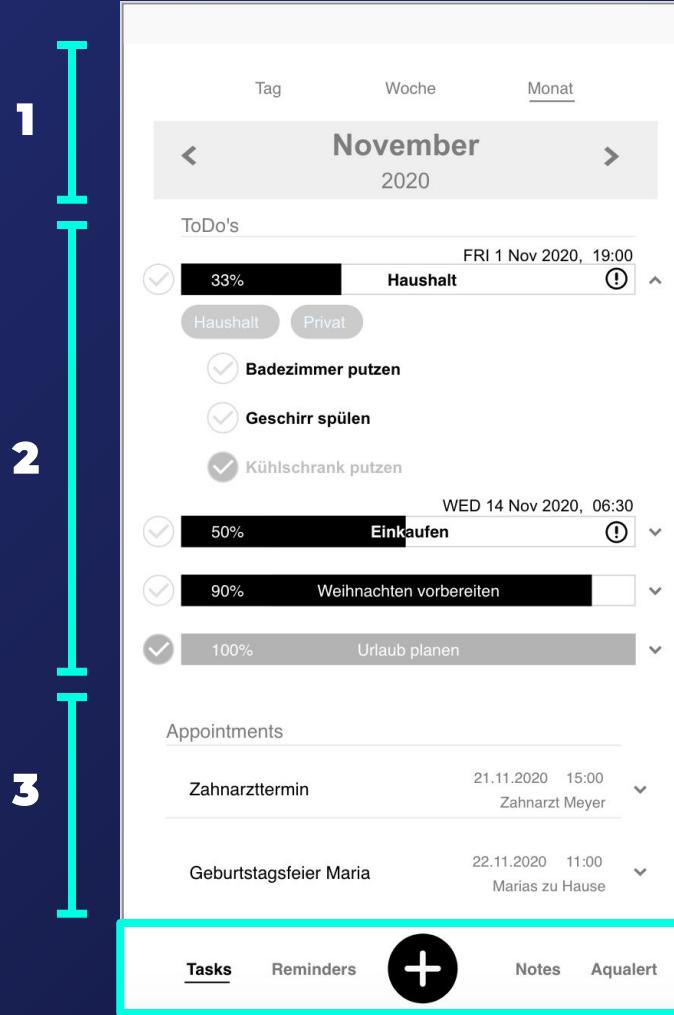
- Zahnarzttermin 21.11.2020 15:00 Zahnarzt Meyer
- Geburtstagsfeier Maria 22.11.2020 11:00 Marias zu Hause

Tasks **Reminders** + Notes Aqualert

**TASKS ARE THE
MOST IMPORTANT
FEATURE**

**TO DO MORE
IMPORTANT THAN
APPOINTMENTS**

**AQUALERT IS A
MAIN FEATURE
AND SITS IN TAB
BAR**



**DONE TASKS DO
NOT DISAPPEAR
AND MOVE TO
BOTTOM**

**REMINDERS AND
NOTES ARE
FEATURES SEPARATE
FROM TASKS**

**TASKS ARE THE
MOST IMPORTANT
FEATURE**

**TO DO MORE
IMPORTANT THAN
APPOINTMENTS**

**AQUALERT IS A
MAIN FEATURE
AND SITS IN TAB
BAR**



**PERCENTAGE
USEFUL FOR USERS**

**DONE TASKS DO
NOT DISAPPEAR
AND MOVE TO
BOTTOM**

**REMINDERS AND
NOTES ARE
FEATURES SEPARATE
FROM TASKS**

SCREEN SHARING



EVALUATION

EVALUATE DESIGNS AGAINST REQUIREMENTS



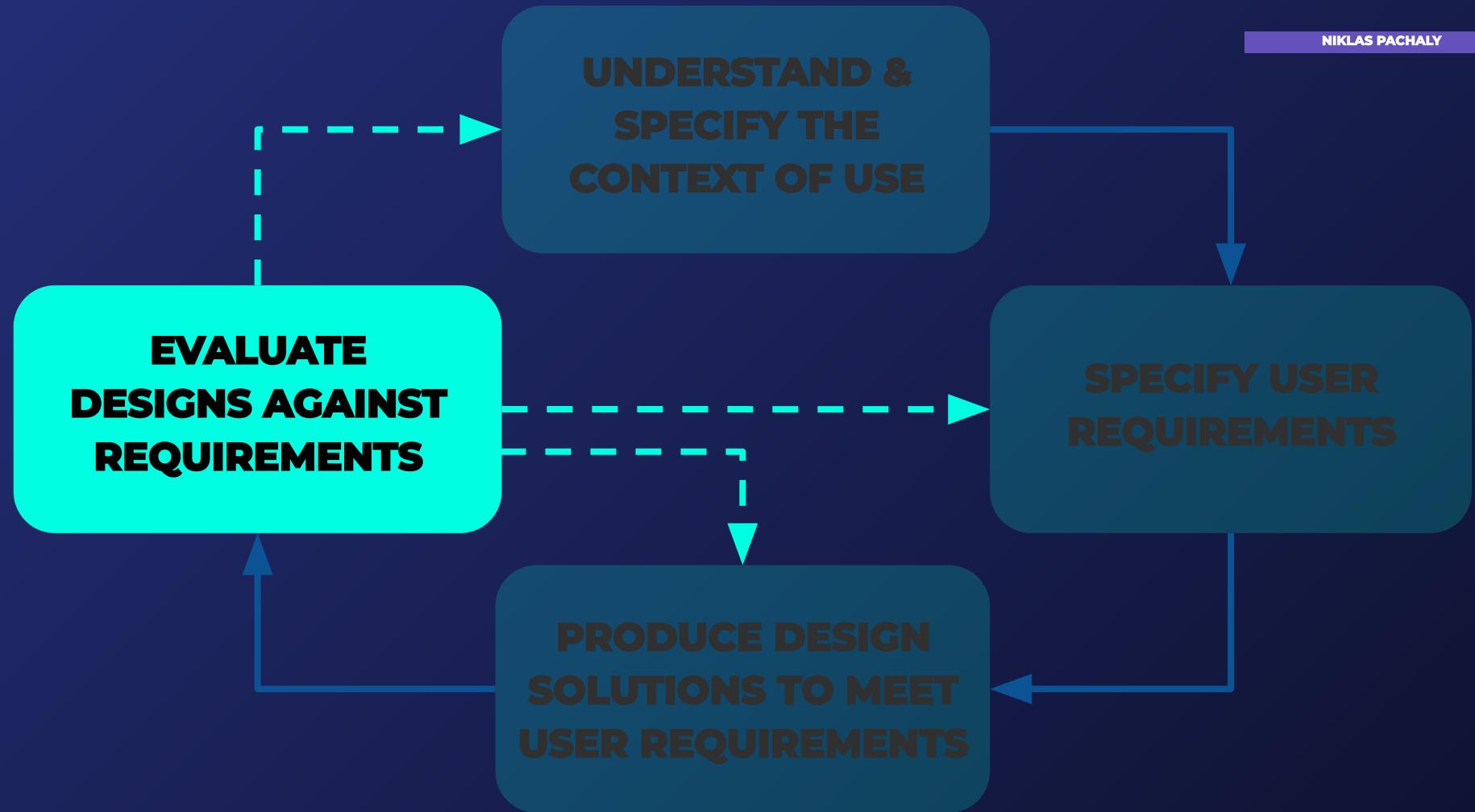
NIKLAS
PACHALY

JULIAN
STIPLER

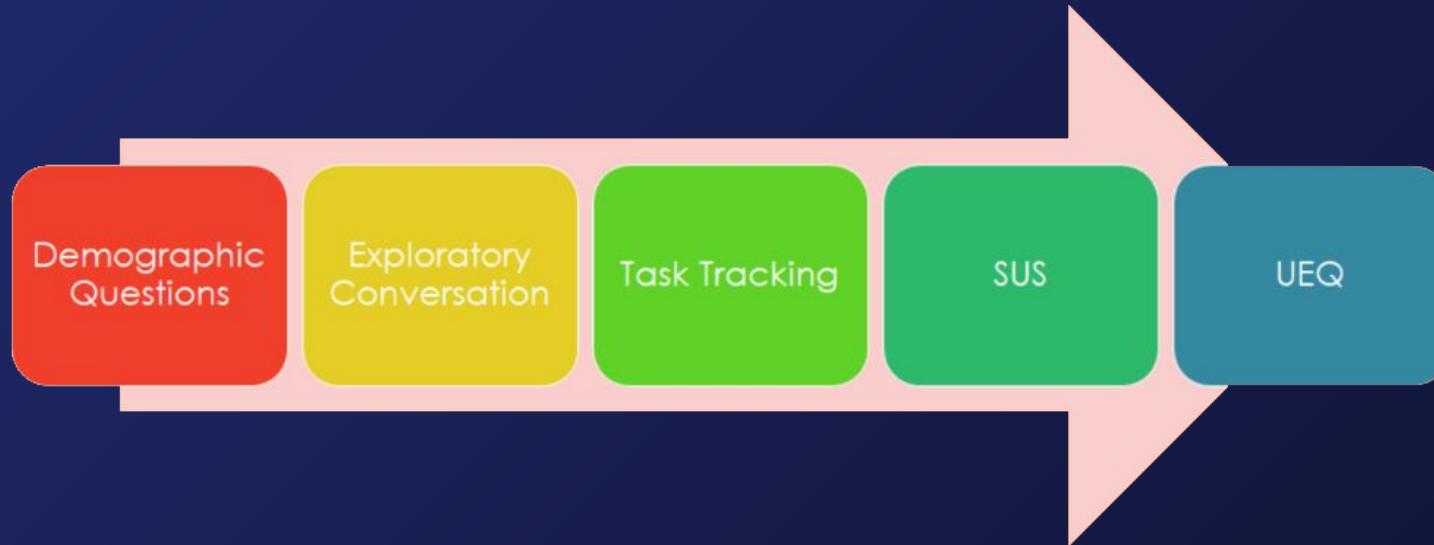
CHRISTOPHER
WITTMAN

CHRISTIAN
SUTTER

ELIAS
KWAKA



The Study Design



1st EVALUATION

RESULTS



NIKLAS
PACHALY

JULIAN
STIPLER

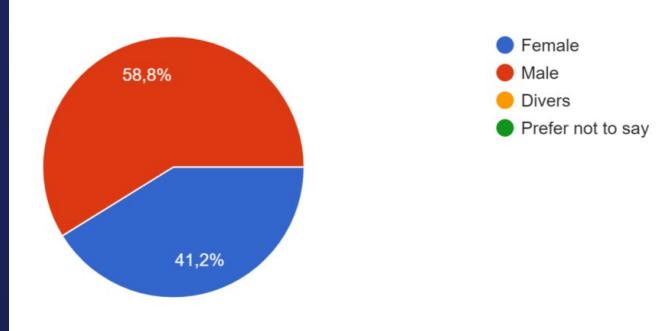
CHRISTOPHER
WITTMAN

CHRISTIAN
SUTTER

ELIAS
KWAKA

The Average Participant

- Age: 29 (Average)
- Tech Affinity: 3/6 (Average)
- Gender:



Exploratory Conversation

First impression :

- Very busy , too much text
- Unclear what the main purpose is and where to focus on
- Dates are too small / don't stand out

Opinion on Layout:

- Very busy , not enough white space
- Current month should be moved to the top
- Current date unclear
- Too many ways so interact

Exploratory Conversation

Expectations:

- Push messages as reminders
- Setting reminders for important tasks or medication
- Countdown if a task is almost due

Add/Delete Functions:

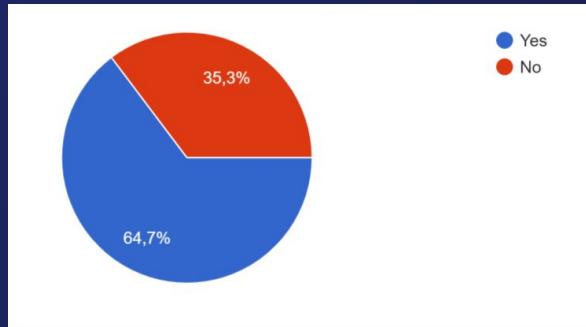
- Add: award system trophies for progress
- Add: Long term Goals
- Delete: bars with percentages

Task Tracking: ToDo's

Comments:

- Drop down arrow should be removed (Progress bar as button)
- Current date unclear
- Moving a solved task to the bottom was irritating

Daily Use:



No:

- Too much effort
- Already have similar apps

Yes:

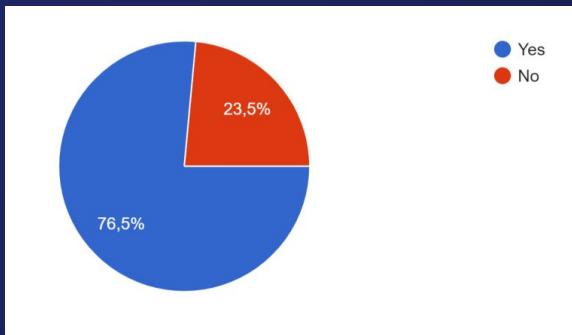
- Keeps me organized
- Easy to use

Task Tracking: Reminder

Comments:

- Where is the difference between reminders and tasks
- Will an appointment appear as reminder

Daily Use:



No:

- Too similar to other functions
- unnecessary

Yes:

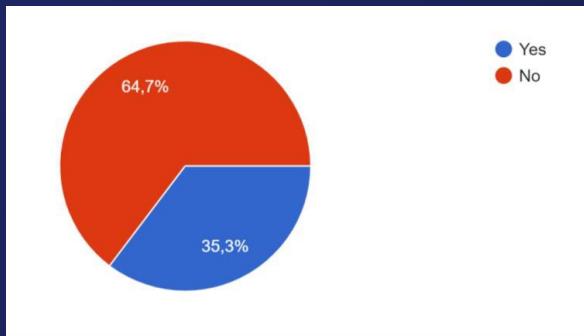
- Nice for work
- Could work well with push messages

Task Tracking: Aqualert

Comments:

- Different types of drinks needed
- Constant reminders to drink more

Daily Use:



No:

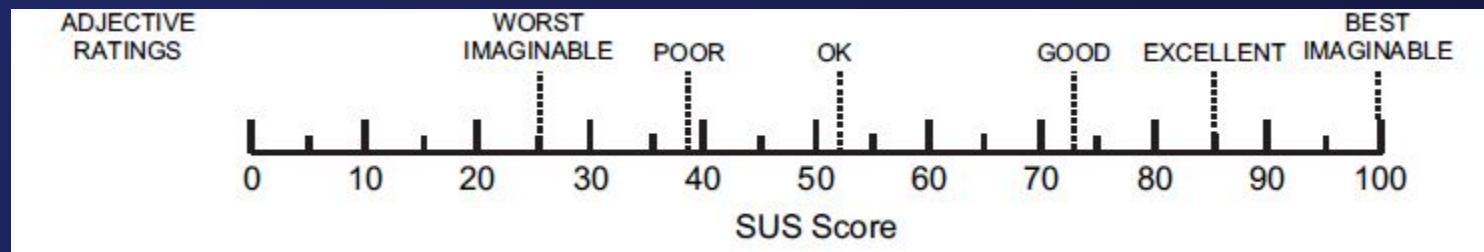
- Doesn't fit to other functions
- Too much effort

Yes:

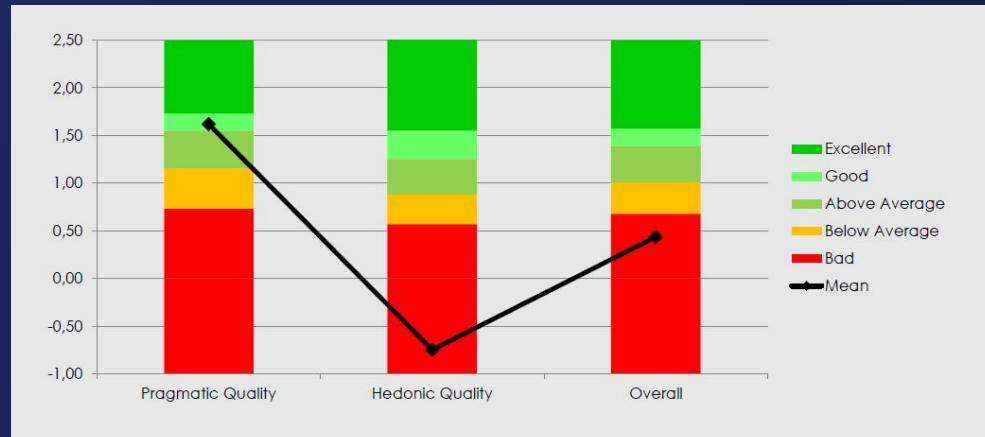
- Could be useful during work

System Usability Scale

- SUS Score: 67,5



User Experience Questionnaire

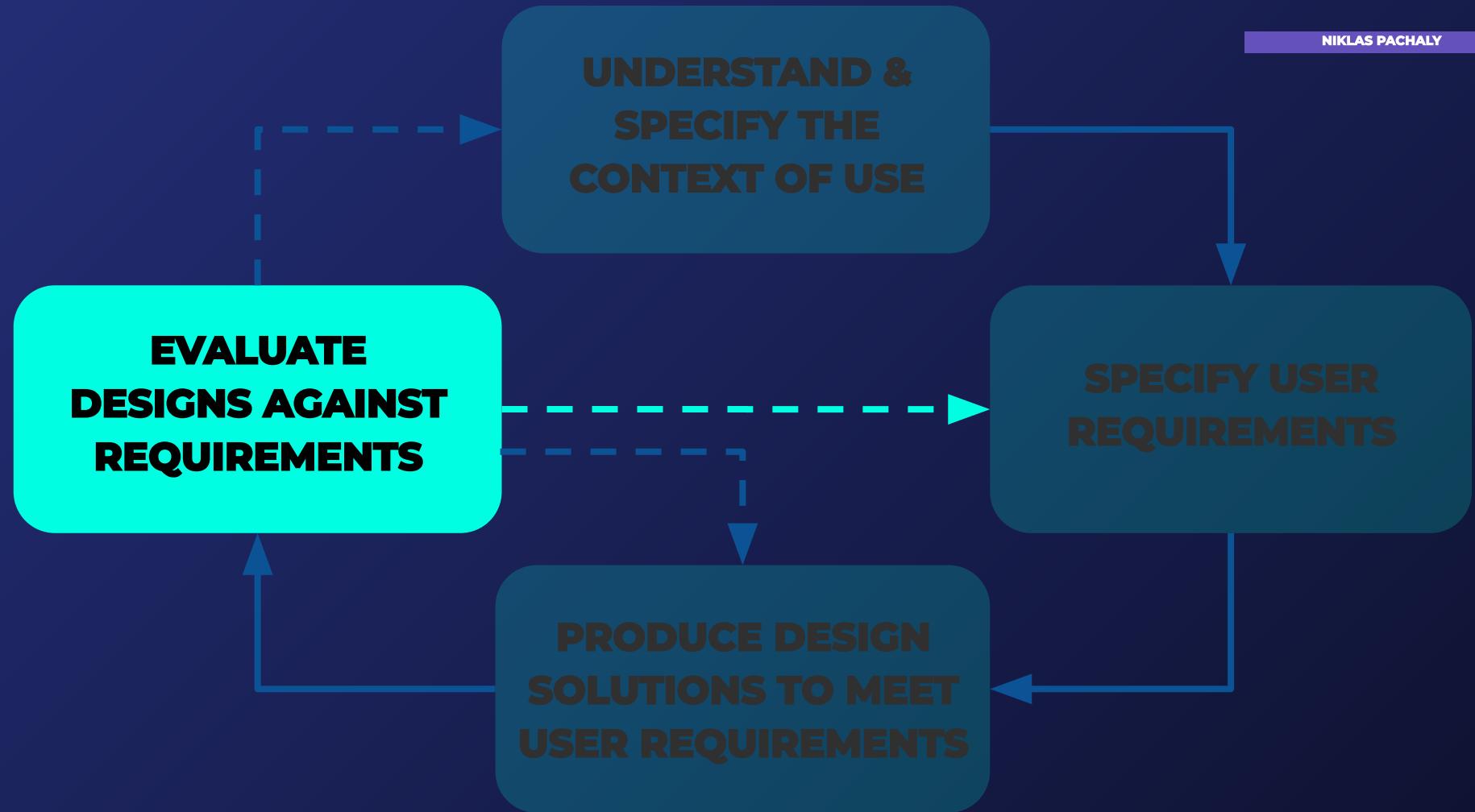


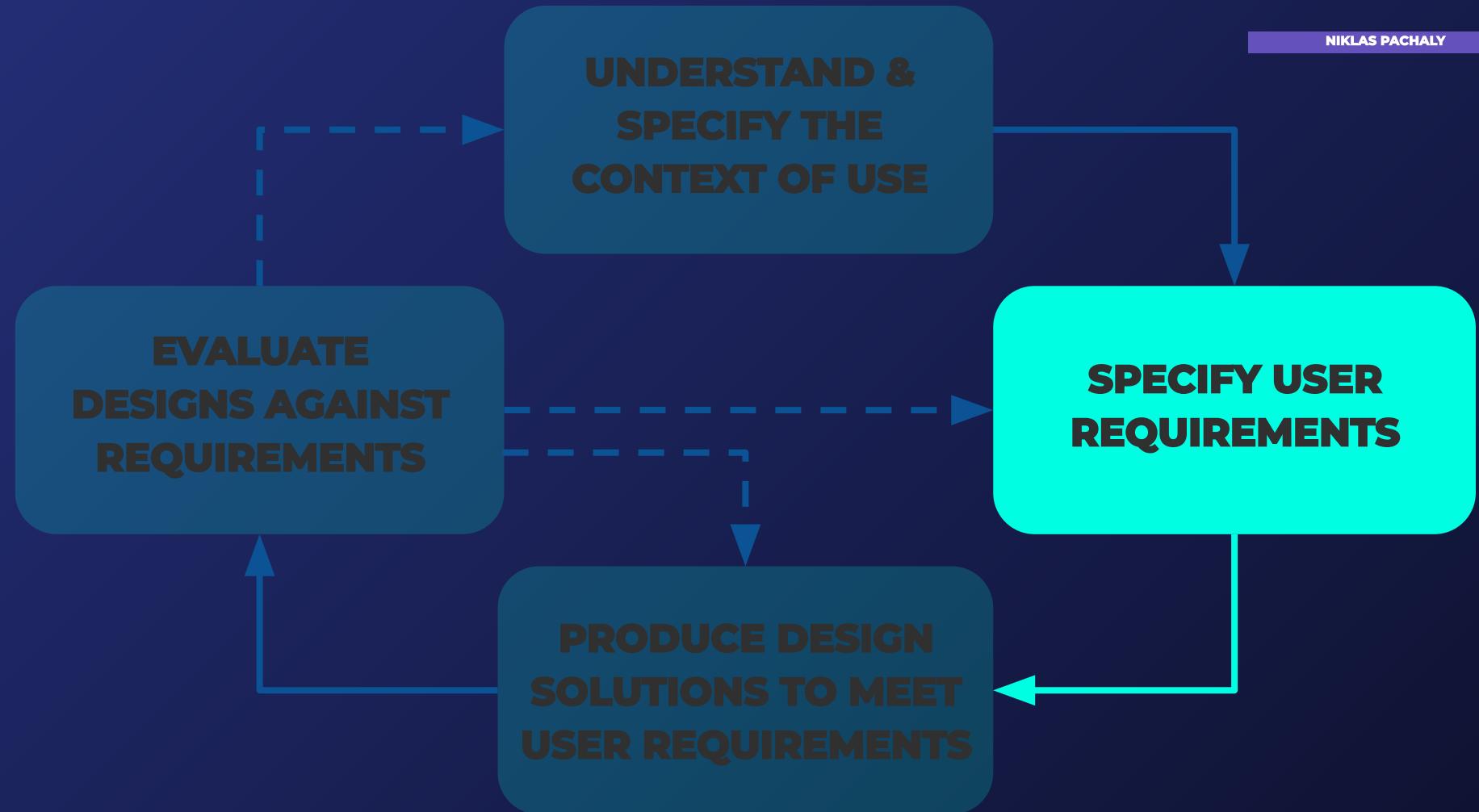
Despite having a high level of pragmatic quality, the participants perceived the application as rather boring, not interesting and conventional

Summary

Main issue:

- No additional value, no reason to use this specific application, overall not interesting enough
- Could be changed by adding a scoring system with rewards (e.g. trophies) for progress





2nd CONCEPTION

PRODUCE DESIGN SOLUTIONS THAT MEET USER REQUIREMENTS



MILLY
ATTREE

MARIE-
CHRISTIN
REINER

KATHI
VOGL

CHRISTIAN
SUTTER

MEGAN
SMITH

Re-prioritize app feature

✓ My ToDo

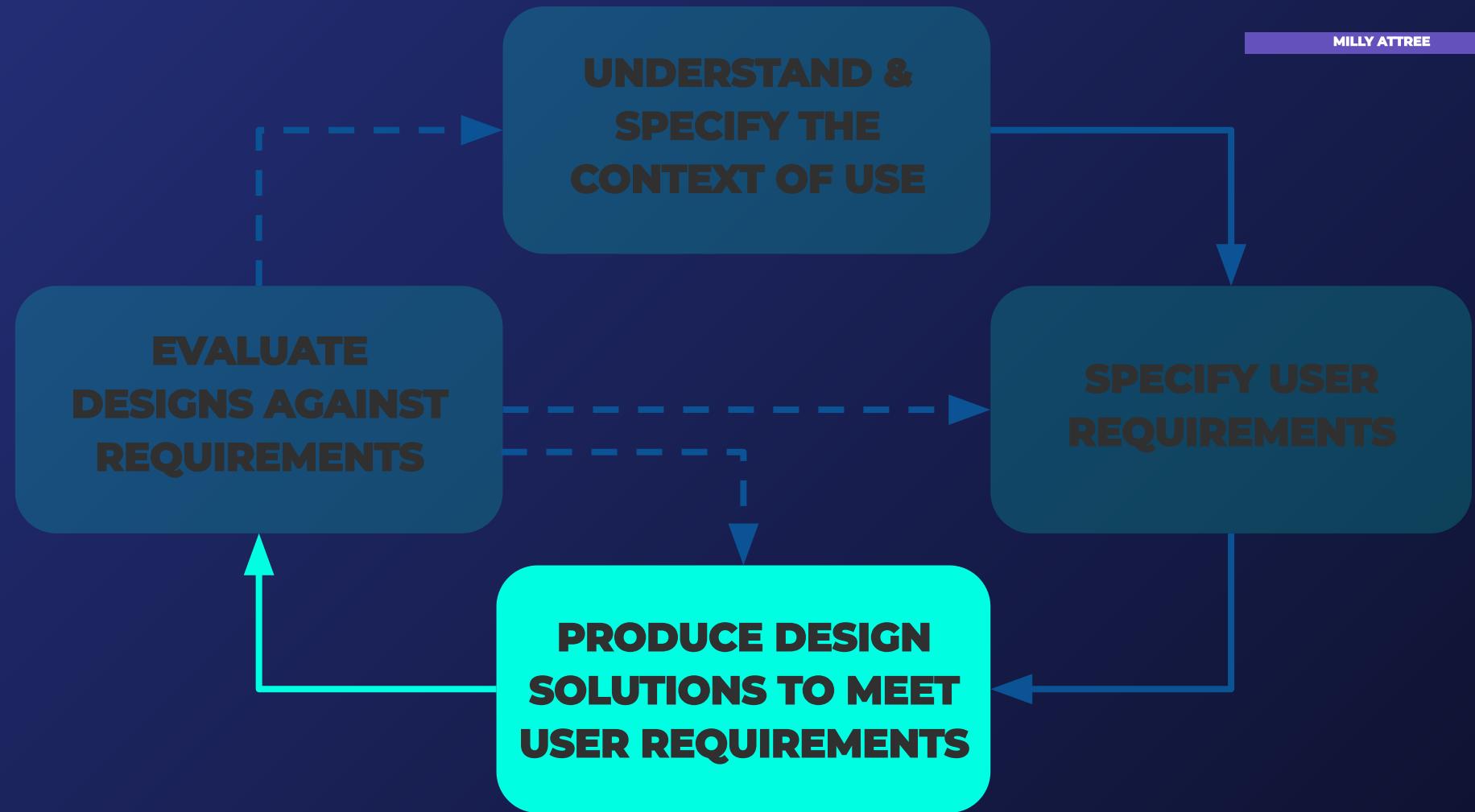
✓ Deep Focus

✓ RemindMe

✓ Progress

✗ Aqualert

✗ Notes



3rd PROTOTYPE

ITERATION



MILLY
ATTREE

MARIE-
CHRISTIN
REINER

KATHI
VOGL

CHRISTIAN
SUTTER

MEGAN
SMITH

Before

The screenshot shows a mobile application interface for managing tasks and appointments. At the top, there are three navigation tabs: 'Tag', 'Woche', and 'Monat' (Month), with 'Monat' being the active tab. Below this is a section titled 'ToDo's' containing four items:

- Haushalt (33% complete, due Fri 1 Nov 2020, 19:00)
- Einkauf (50% complete, due Wed 14 Nov 2020, 06:30)
- Weihnachten vorbereiten (90% complete, no due date)
- Urlaub planen (100% complete, no due date)

Below the 'ToDo's' section is an 'Appointments' section listing five events:

- Zahnarzttermin (21.11.2020, 15:00, Zahnarzt Meyer)
- Geburtstagsfeier Maria (22.11.2020, 11:00, Marias zu Hause)
- Projektstart Projekt 1 (23.11.2020, 07:00, Zoom-Meeting)
- Mietvertrag unterschreiben (24.11.2020, 15:00, Sandstraße 12, Ingolstadt)

At the bottom of the screen is a navigation bar with the month 'November' and year '2020' in the center, flanked by back and forward arrows. Below the month are tabs for 'Tasks' (selected), 'Reminders', 'Notes', and 'Aqualert'. A large black circular button with a white plus sign is positioned at the bottom center.



REPHRASE ALL FEATURE NAME

STREAMLINED LAYOUT



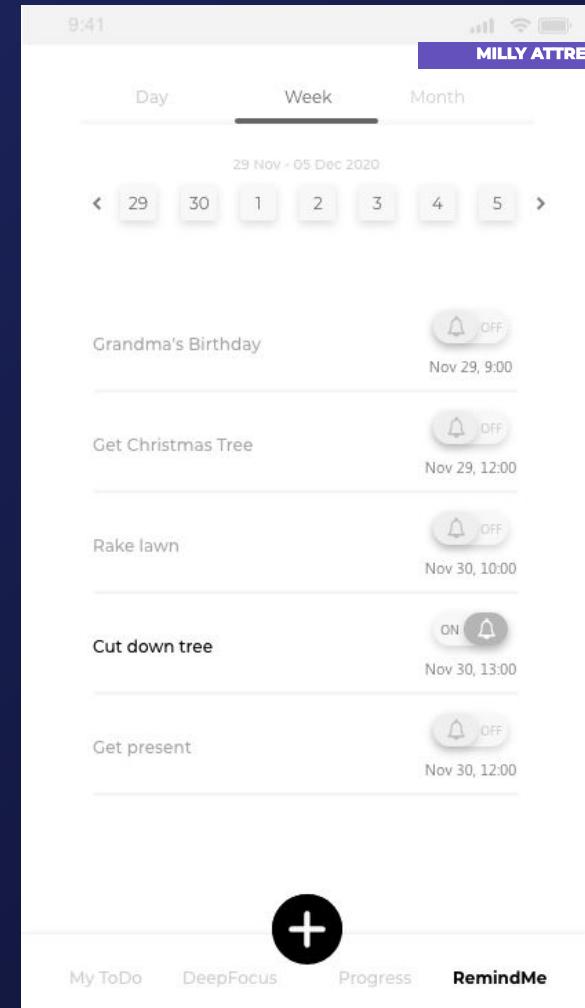
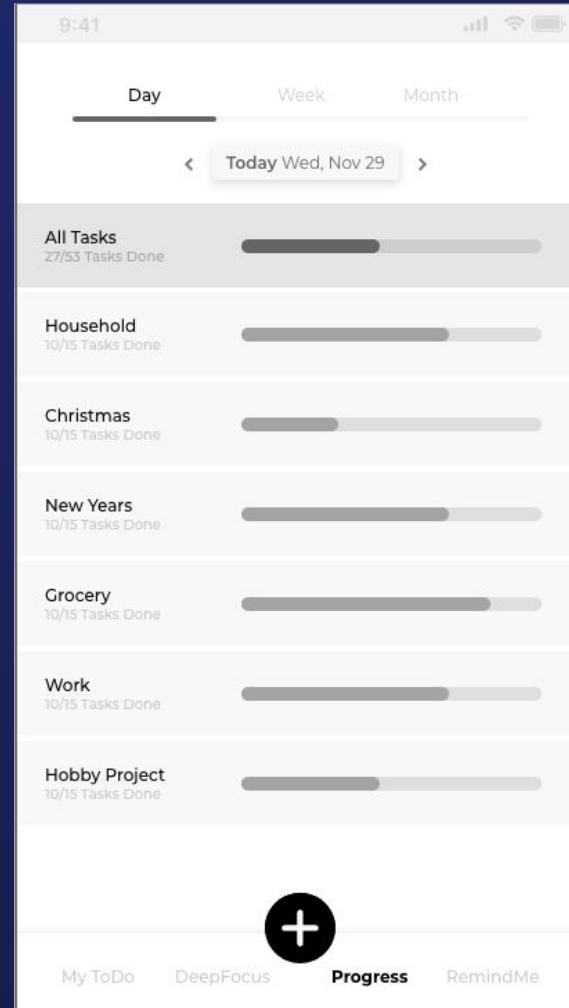
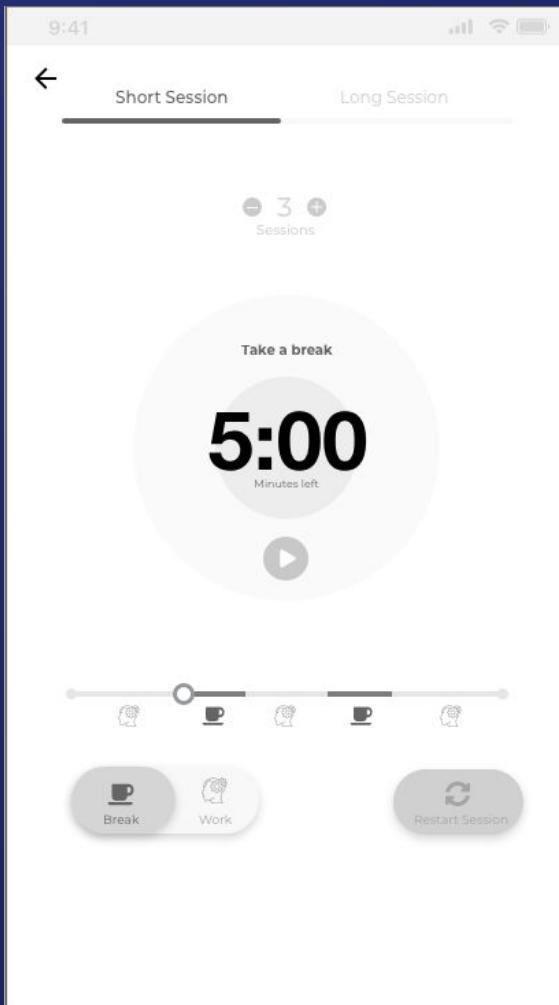
INTUITIVE STRUCTURE

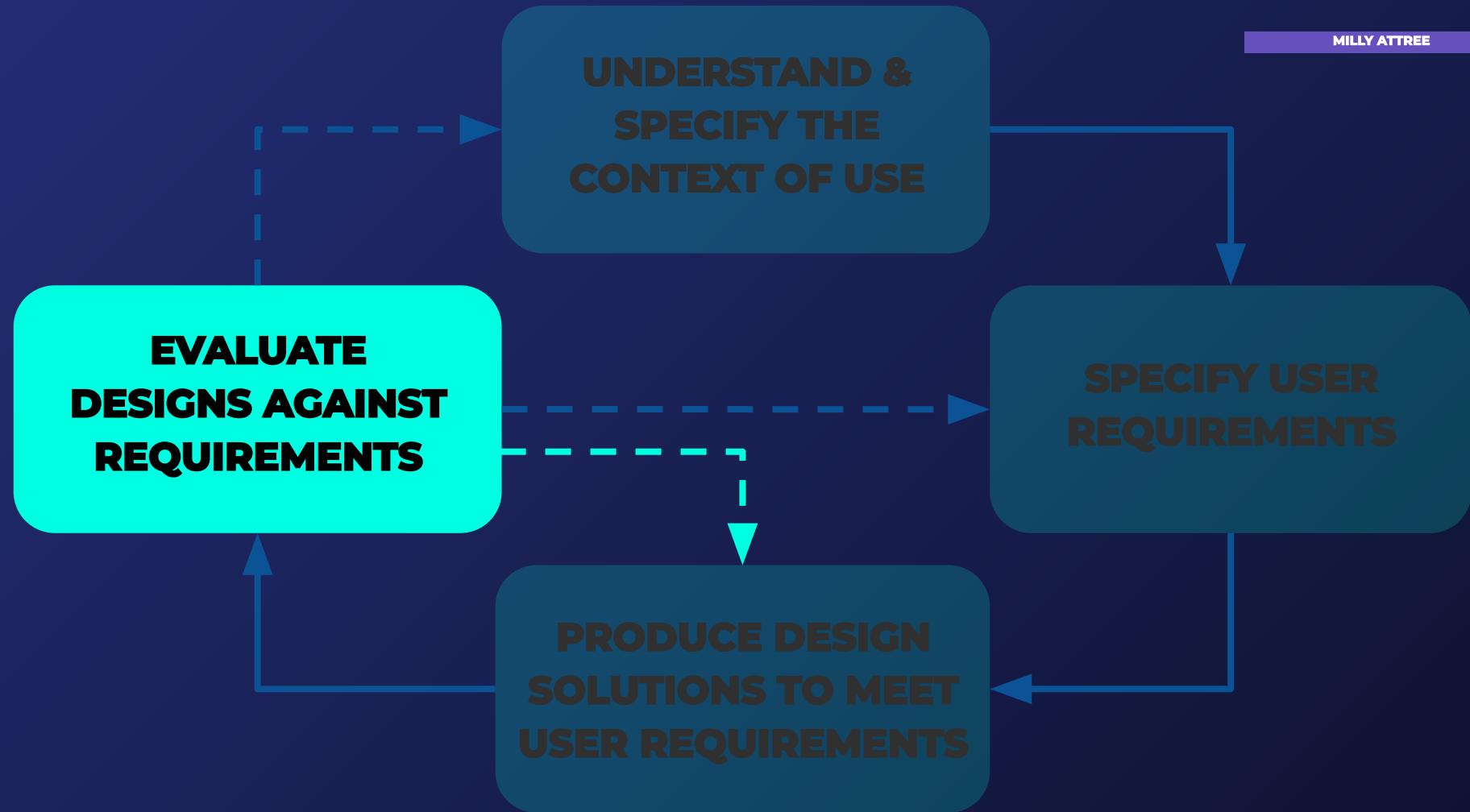
After

The screenshot shows a simplified mobile application interface. At the top, it displays the time '9:41' and a purple header bar with the name 'MILLY ATTREE'. Below this is a navigation bar with 'Day' (selected), 'Week', and 'Month' tabs, and a date selector showing 'Today Wed, Nov 29'. The main content area lists six tasks:

- Household Chores (1/3 Tasks)
- Project meeting (2/5 Tasks)
- Meeting with Mark
- AR/VR meet-up
- Call home
- Groceries today (1/10 Tasks)

At the bottom of the screen is a navigation bar with tabs for 'My ToDo' (selected), 'DeepFocus', 'Progress', and 'RemindMe'. A large black circular button with a white plus sign is positioned at the bottom right.





2nd EVALUATION

RESULTS



NIKLAS
PACHALY

JULIAN
STIPLER

CHRISTOPHER
WITTMAN

CHRISTIAN
SUTTER

ELIAS
KWAKA

Study Design



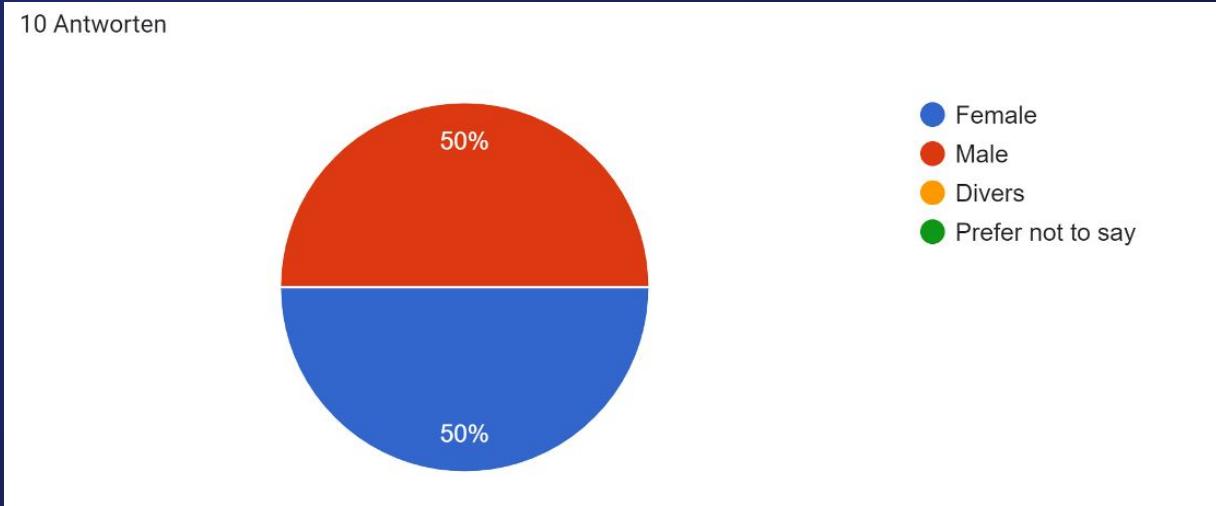
Demographic
Questions

Task Tracking

UEQ

Demographic Questions: Average User

- Age: 24 (Average)
- Tech-Affinity: 4/6 (Average)
- Gender:

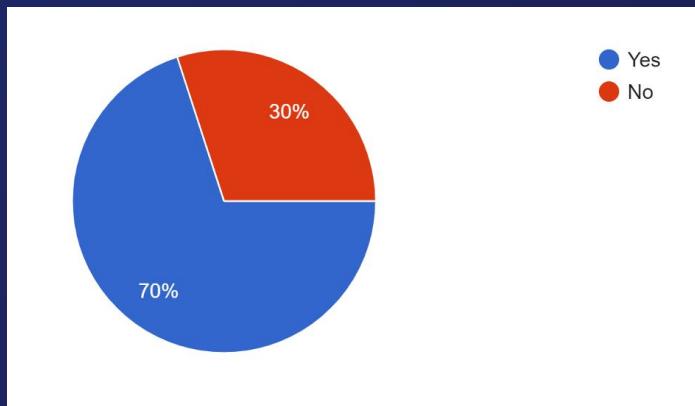


Task Tracking: My ToDo

Comments:

- needs additional information for drop down
- Repeating Events (e.g. Household Chores every week)

Daily Usage:



No:

- Too much effort

Yes:

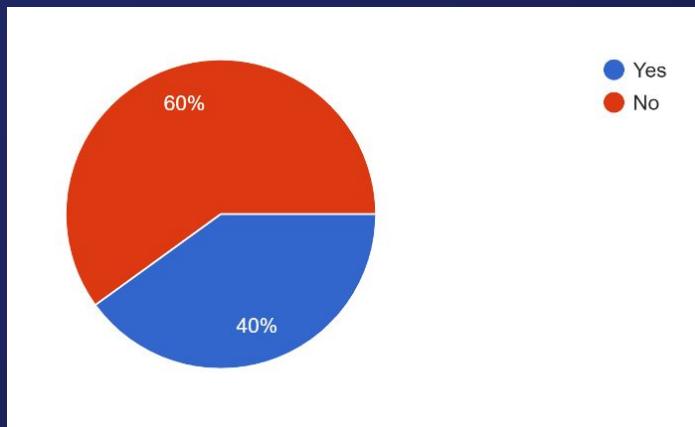
- Good to memorize daily tasks

Task Tracking: DeepFocus

Comments:

- Play Button is confusing
- The "break" slider should be moved to the top
- Sharing function to work together

Daily Usage:



No:

- Separation between a break and focus time unclear
- No benefit

Yes:

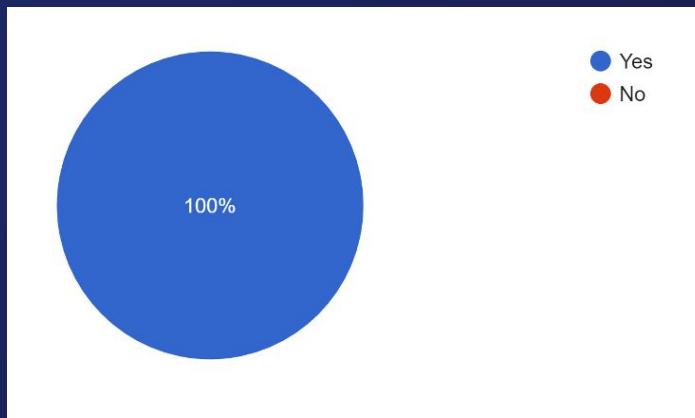
- important to take a break from time to time

Task Tracking: RemindMe

Comments:

- Very clear and easy to use
- Switch slider are always a confusing
- every phone comes with such a function

Daily Usage:

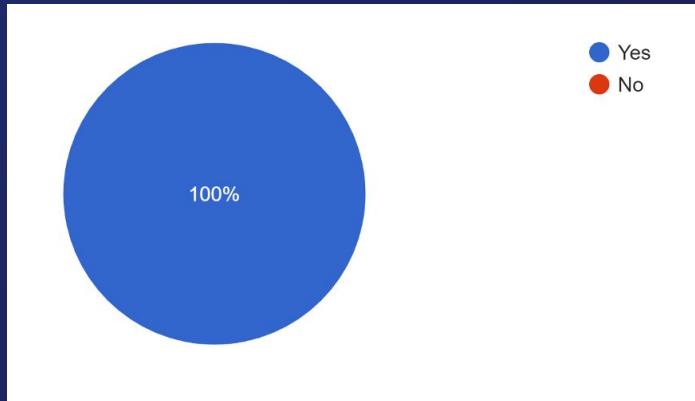


Yes:

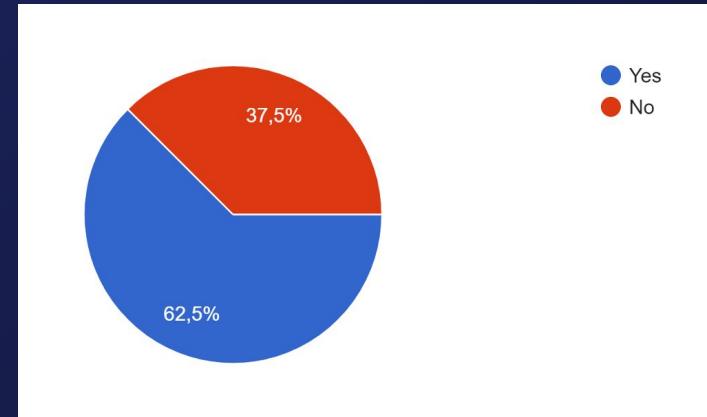
- maybe for work
- to stay up-to-date

Gamification?

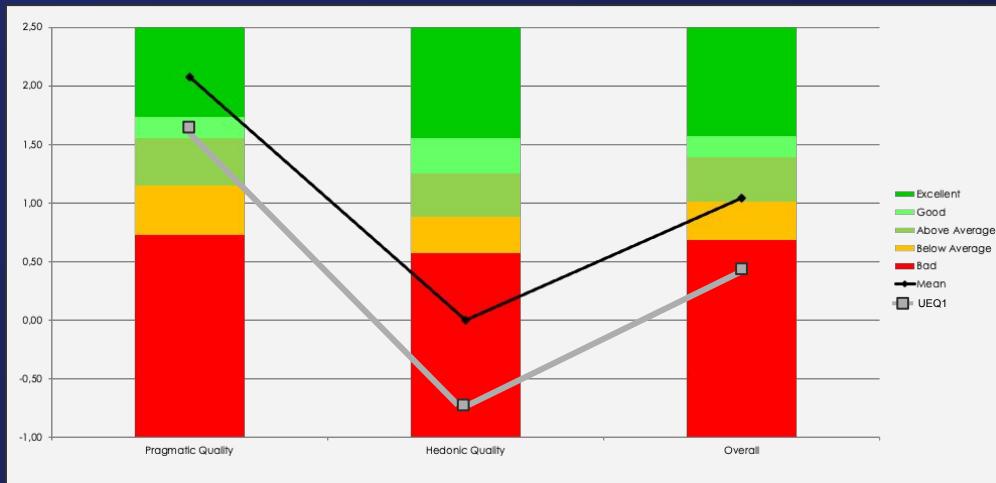
First Task: My ToDo



First Task: DeepFocus



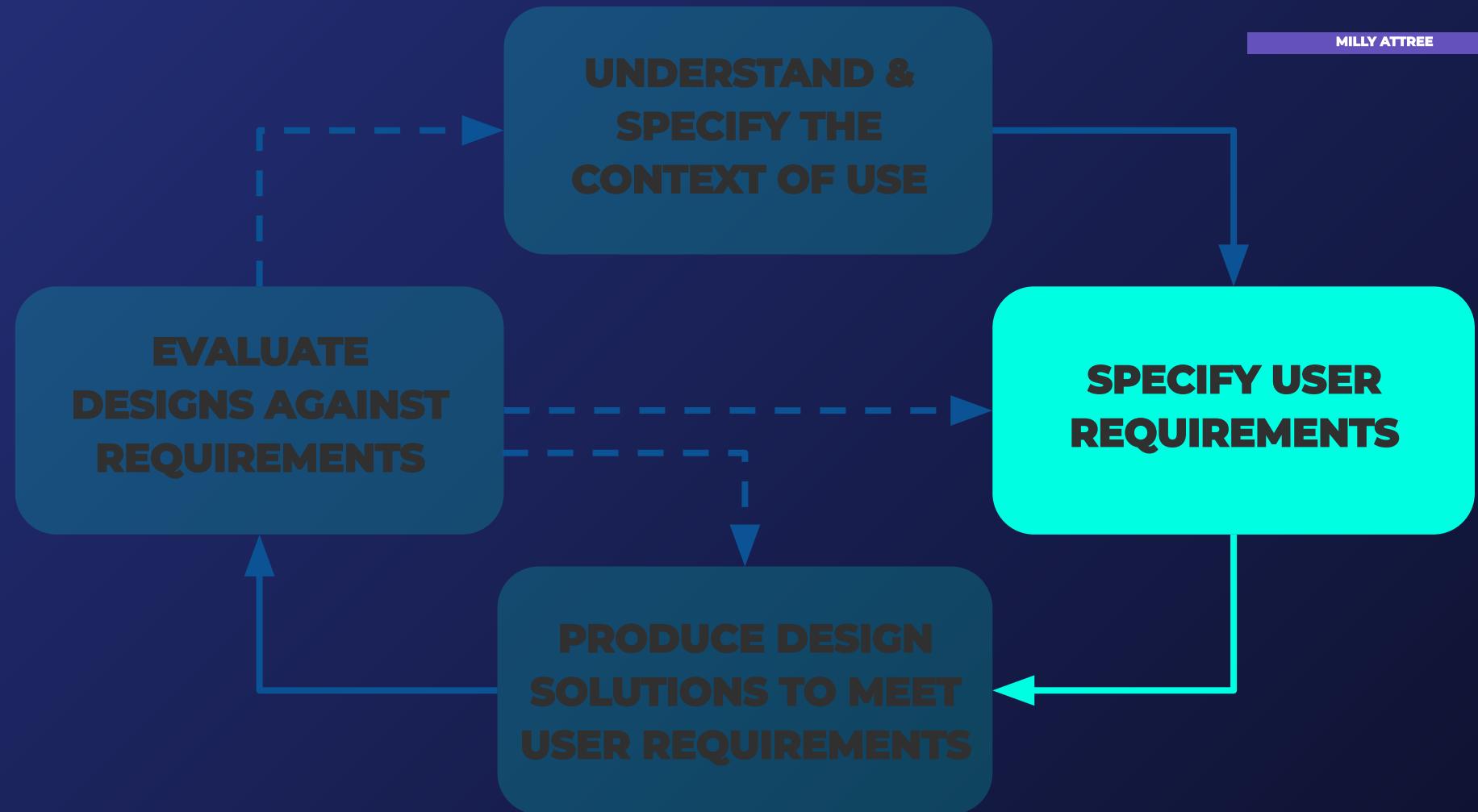
User Experience Questionnaire



The hedonic quality is still not the greatest but there are quite some improvements when it comes to item seven and eight.

Summary

- The participants seemed to like the application
- The way how to use DeepFocus needs to be clearer
- Difference between Play/Pause Button and Break button was unclear
- Maybe adding drop-down arrows or shading to the task bars
- Most participants would like to have some sort of score/gamification



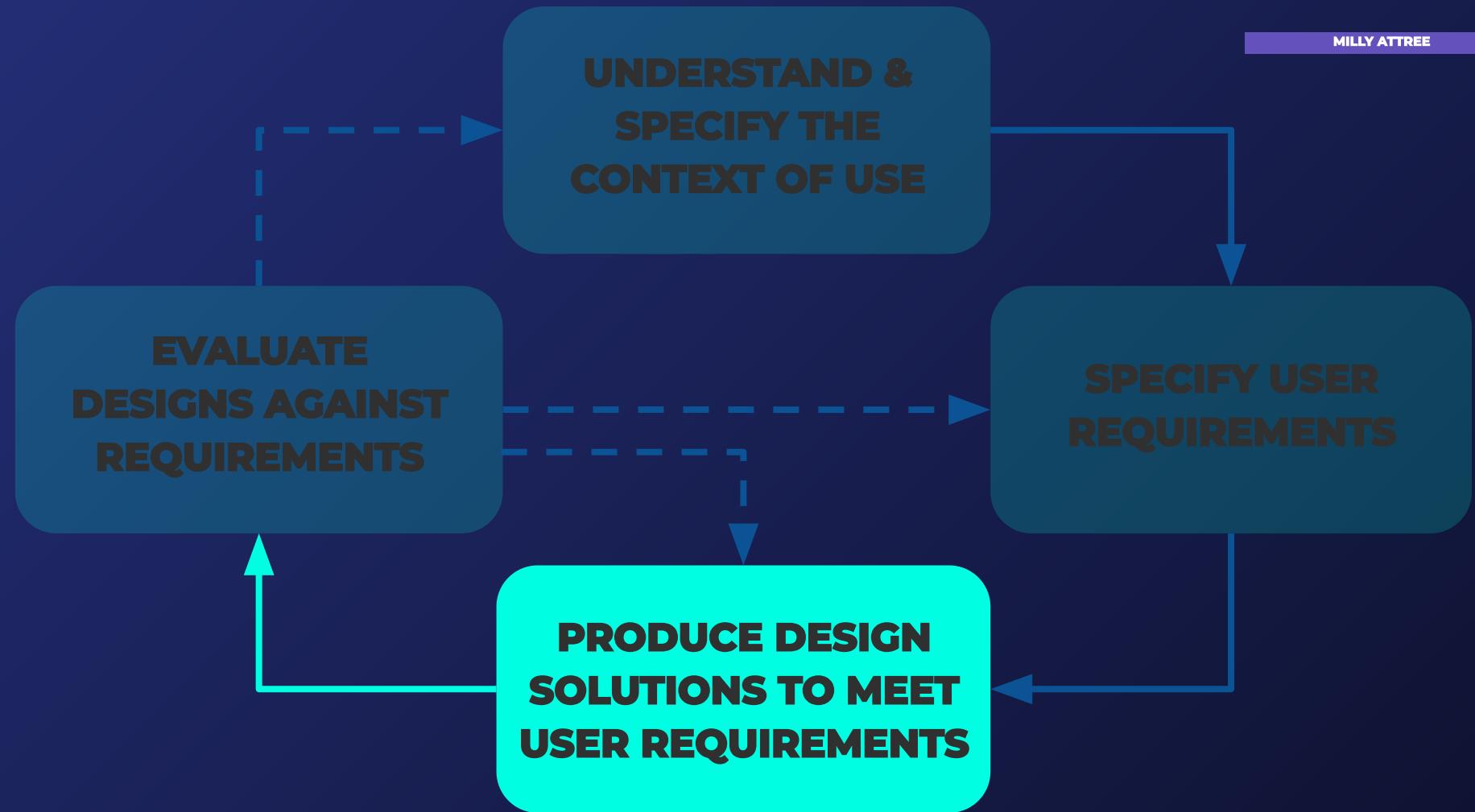
FINAL PROTOTYPE

ITERATION



2nd Evaluation Results implemented in final prototype

- Addition of Gamification
(Galaxy theme)
Tasks assignment as a plant, star, group of stars
- Deep mode
Removed the break and work switch button



9:41

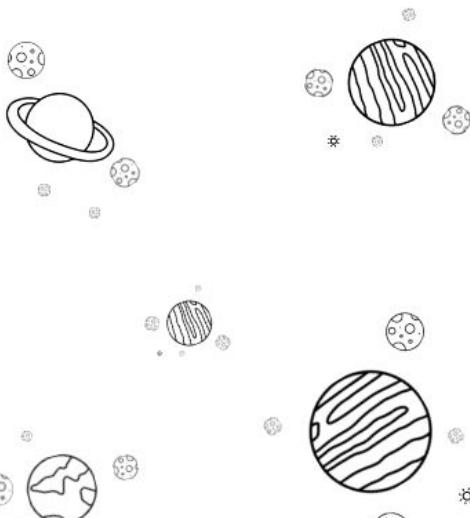


Day Week Month

2020 - 2021

< Nov Dec Jan Feb Mar Apr May >

In November 2020 you added **5 Planets** and **23 moons** to your galaxy. You're a star!




My ToDo DeepFocus Progress RemindMe

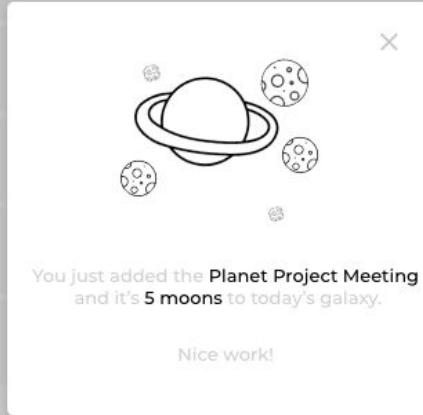
9:41



Day Week Month

< Today Wed, Nov 29 >

Household Chores 1/3 Tasks



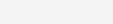
You just added the **Planet Project Meeting** and it's **5 moons** to today's galaxy.

Nice work!



My ToDo DeepFocus Progress RemindMe

9:41



MILLY ATTREE

Day Week Month

< Today Wed, Nov 29 >

Household Chores 1/3 Tasks

Project meeting 2/5 Tasks

Meeting with Mark

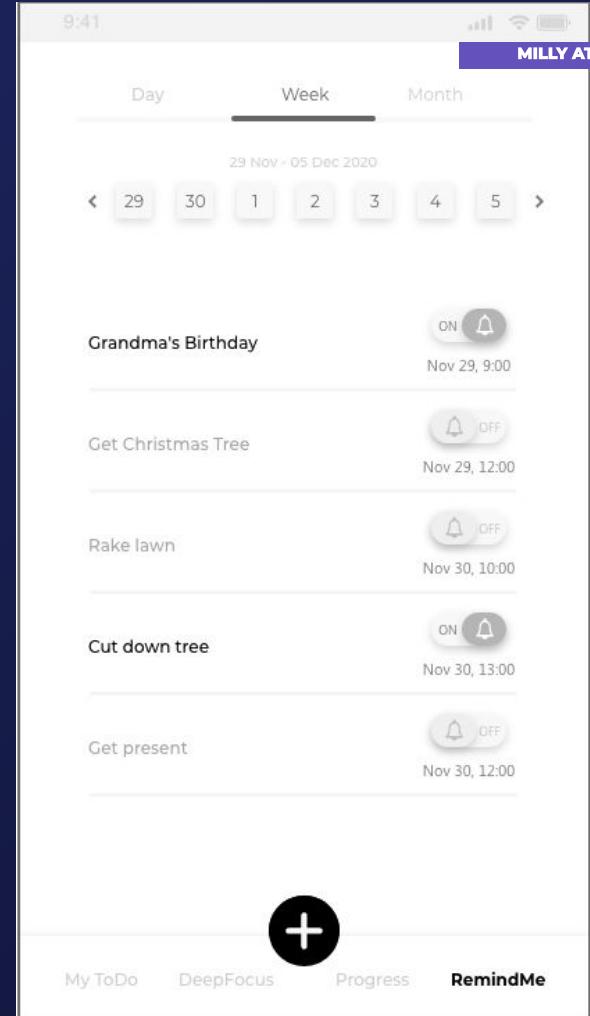
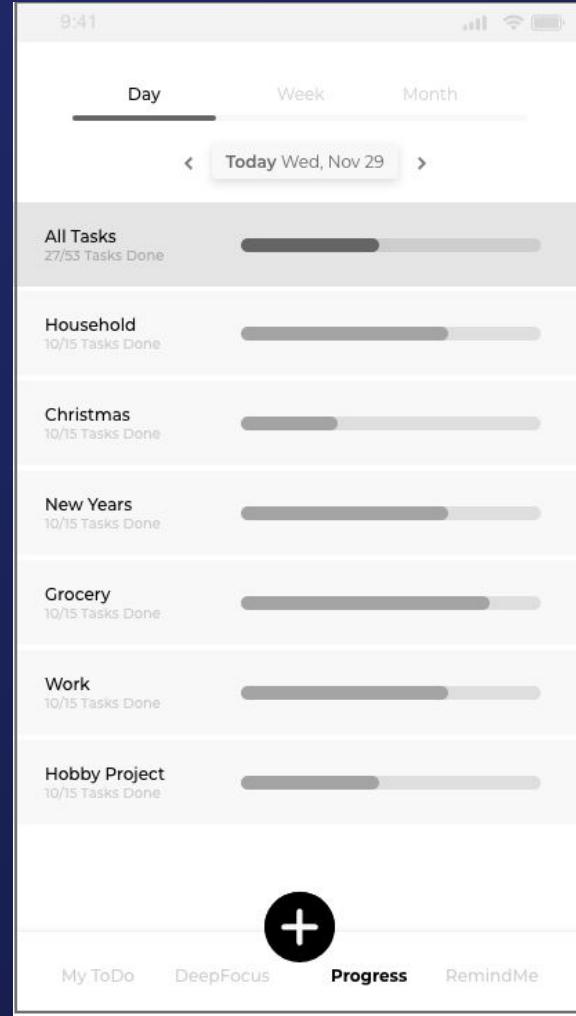
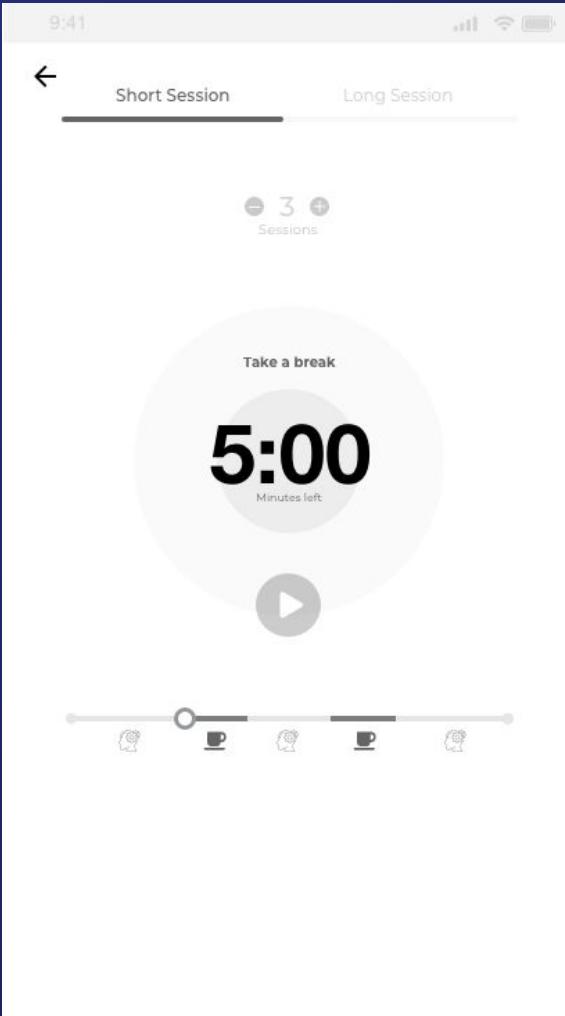
AR/VR meet-up

Call home

Groceries today 1/10 Tasks



My ToDo DeepFocus Progress RemindMe



DOCUMENTATION

CHANGES MADE THROUGHOUT CONCEPTION



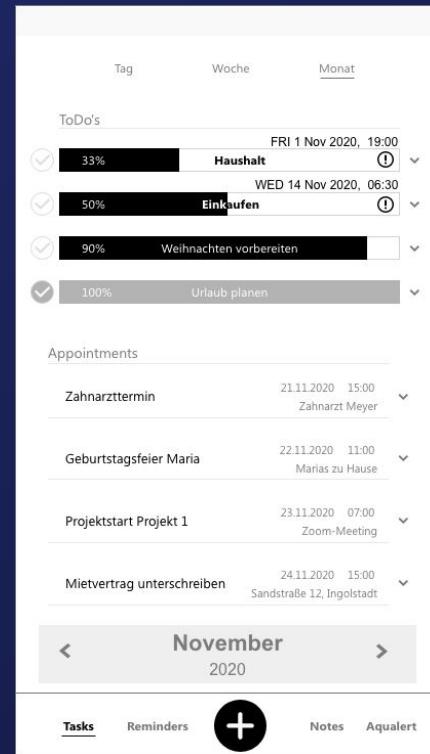
MILLY
ATTREE

MEGAN
SMITH

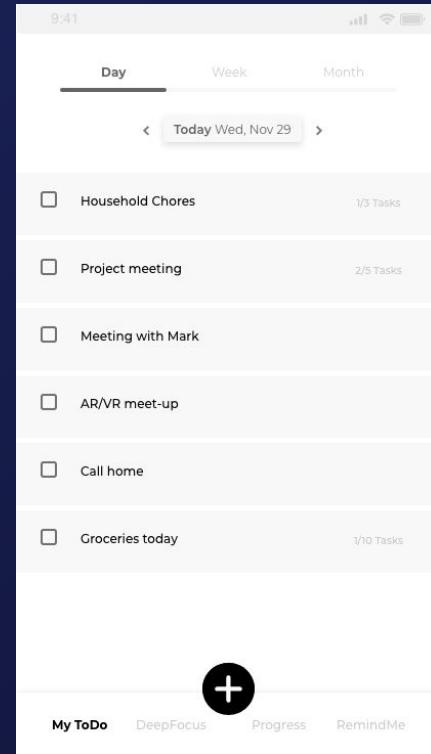
Main Screen



Initial Concept

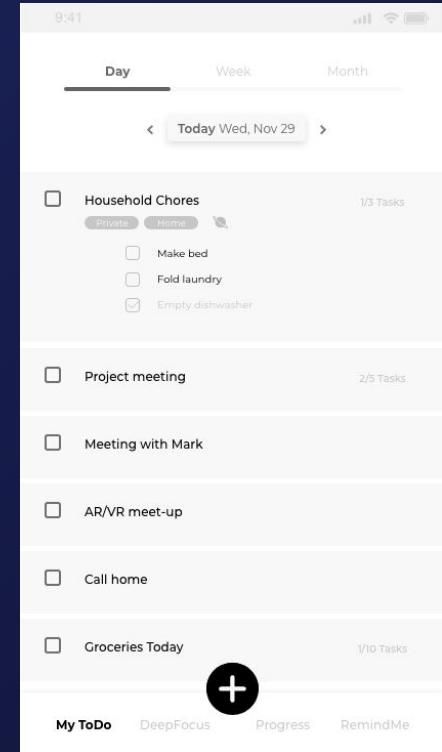
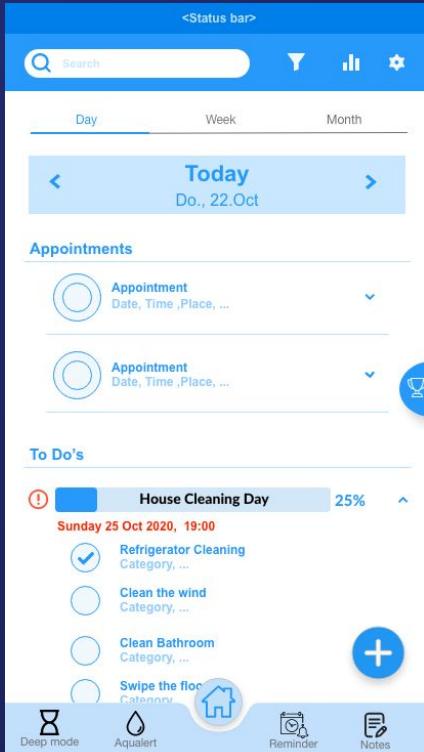


First Evaluation

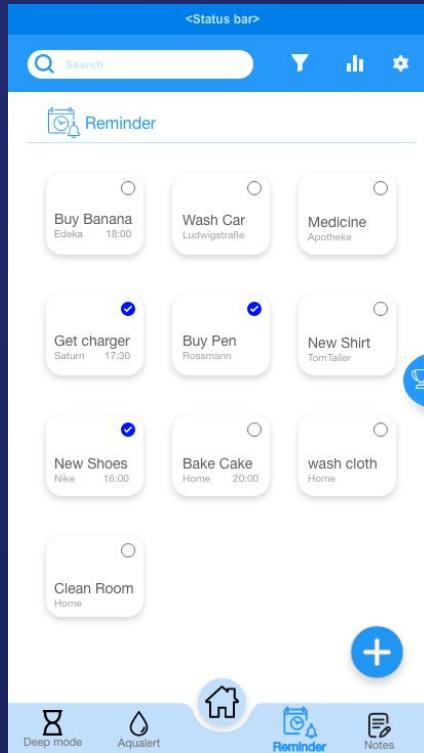


Second Evaluation

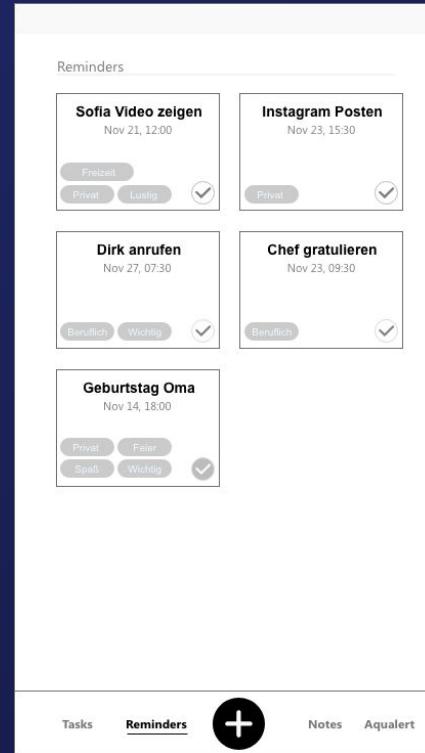
Main Screen Dropdown



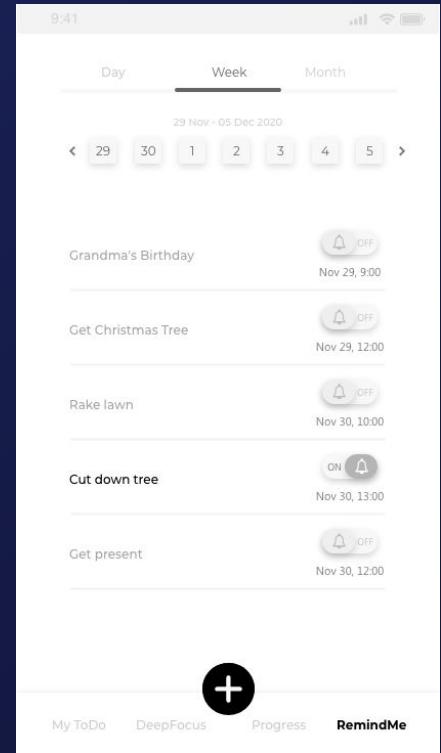
Reminder



Initial Concept

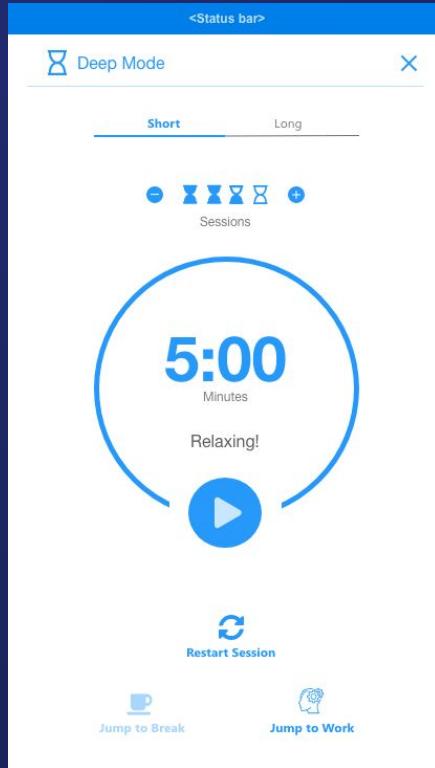


First Evaluation



Second Evaluation

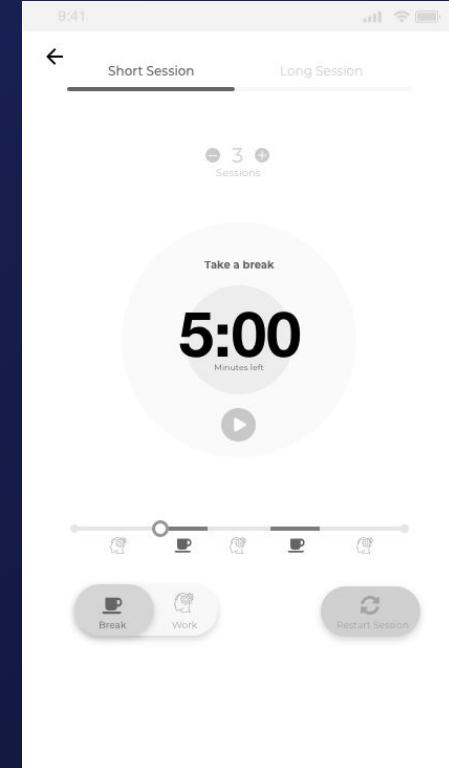
Deep Focus



Initial Concept



First Evaluation



Second Evaluation

Progress Overview

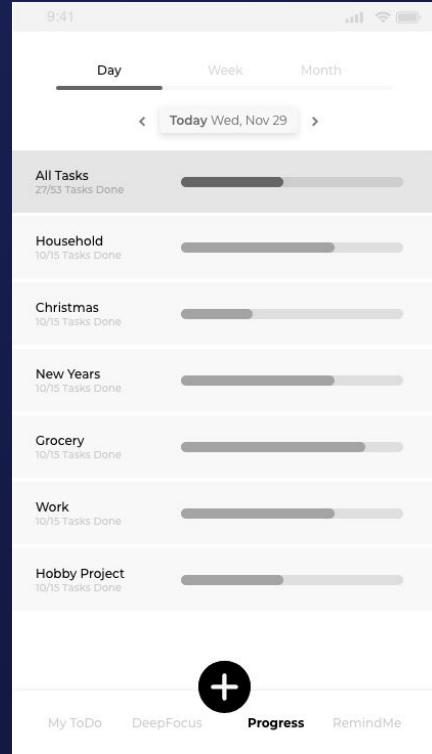
MEGAN SMITH



Initial Concept

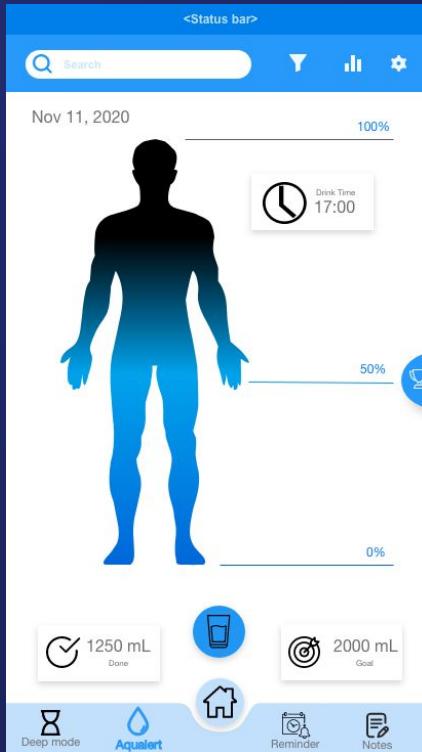


First Evaluation

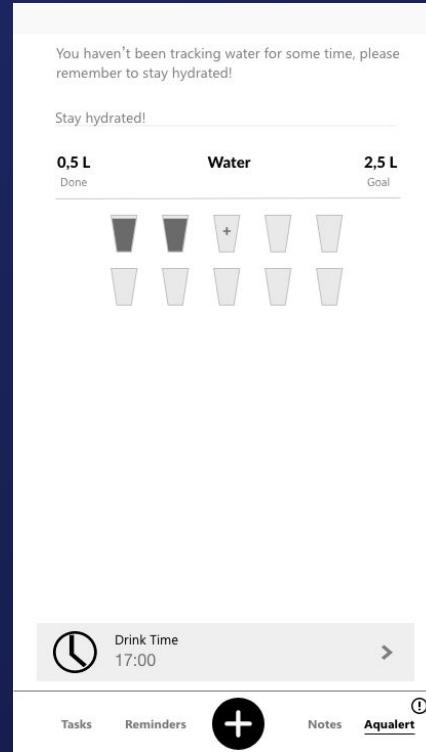


Second Evaluation

Aqualert



Initial Concept

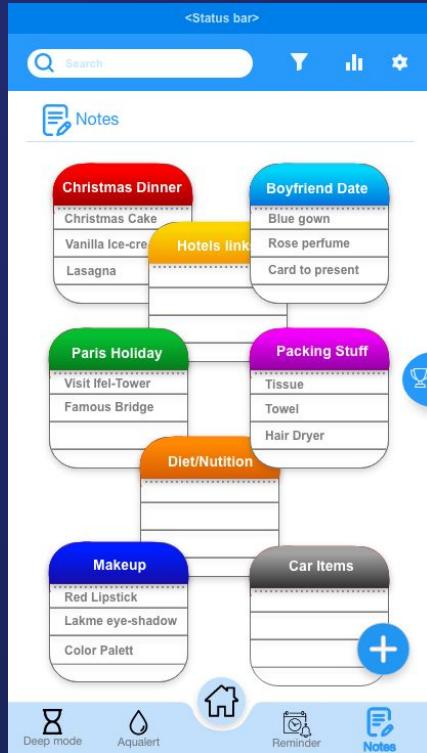


First Evaluation

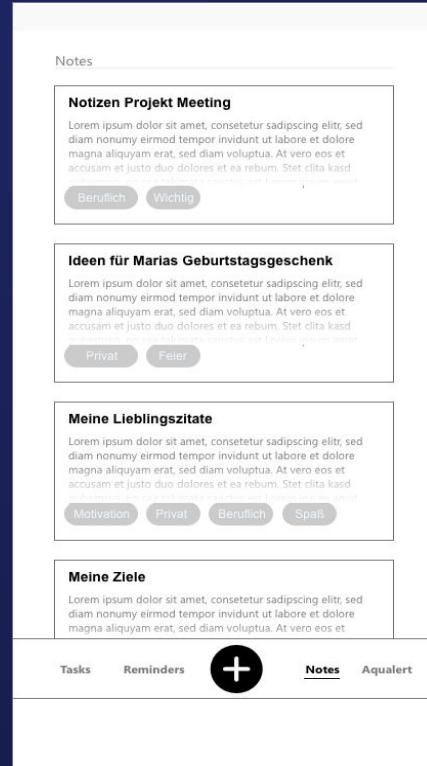


Second Evaluation

Notes



Initial Concept



First Evaluation



Second Evaluation

VISUAL DESIGN

HIGH-FIDELITY PROTOTYPE



MEGAN
SMITH

MILLY
ATTREE

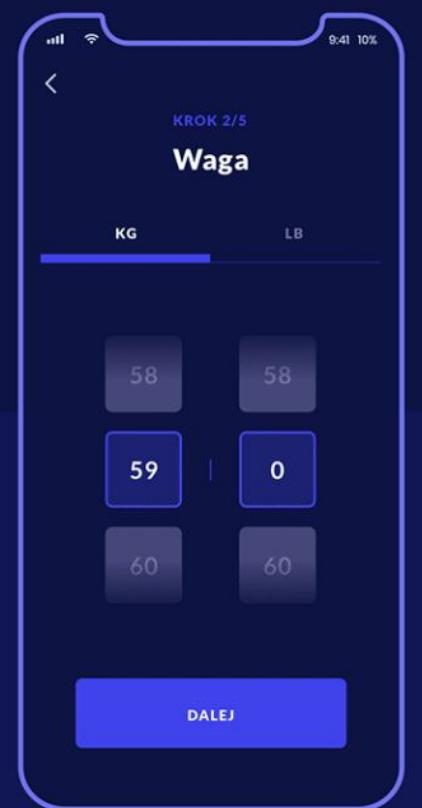
TIM
LISKE

MALIK
ALI

CHRISTOPHER
WITTMAN



Buttons



Day Week Month

< Week of Nov 29 - Dec 5 >

Primary #ffffff **Primary** #6551bc **Primary** #1e2662 **Positive (highlight)** #00ffe2 **Negative (highlight)** #ff4141

Menu bar Deselected Menu Item Deselected Other Taskbar Highlight

#333a53 #696e7f #aabfff #2c408b

ADD TASK CANCEL

Icons: +, play, pause, list, filter, bell, calendar, coffee cup.

#C1AAFF
#FF7887
#0D6465
#1DD5D6
#6E8SF7
#34CBFF
#8EBE1A
#FFF000
#FF0000
#127991
#00CEFF
#9D9D9D
#FFFFFF

My ToDo DeepFocus Progress RemindMe

In December you achieved:
 +3 Planets
 +11 Moons
 +5% Productivity

Pop-up #171D4D #060713

Background Gradient

Deselected Time Span - Montserrat Medium 12pt
Selected Time Span - Montserrat Medium 12pt
 Today Date - Montserrat Regular 12pt and Montserrat SemiBold 12pt (depending on emphasis)

Tasks - Montserrat SemiBold 12pt
 1/3 Tasks Complete - Montserrat Medium 10pt

Deselected Menu - Montserrat SemiBold 12pt
Selected Menu - Montserrat SemiBold 12pt

Timer

Montserrat Bold 60pt

Timeline: Two coffee cup icons on a horizontal blue line with a circular progress marker.

MEGAN SMITH

Productivity App Name

Please select your three top choices before submitting

Your Name *

Short answer text

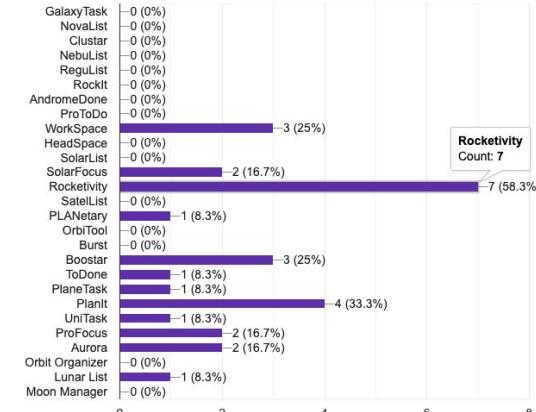


Pick your top three names *

- GalaxyTask
- NovaList
- Clustar
- NebuList
- ReguList
- RockIt
- AndromeDone
- ProToDo
- WorkSpace

Pick your top three names

12 responses





Welcome back!

User name

Password

Remember Me

[Forgot Password?](#)

Sign in



Welcome aboard!

Your email

Password

Confirm Password

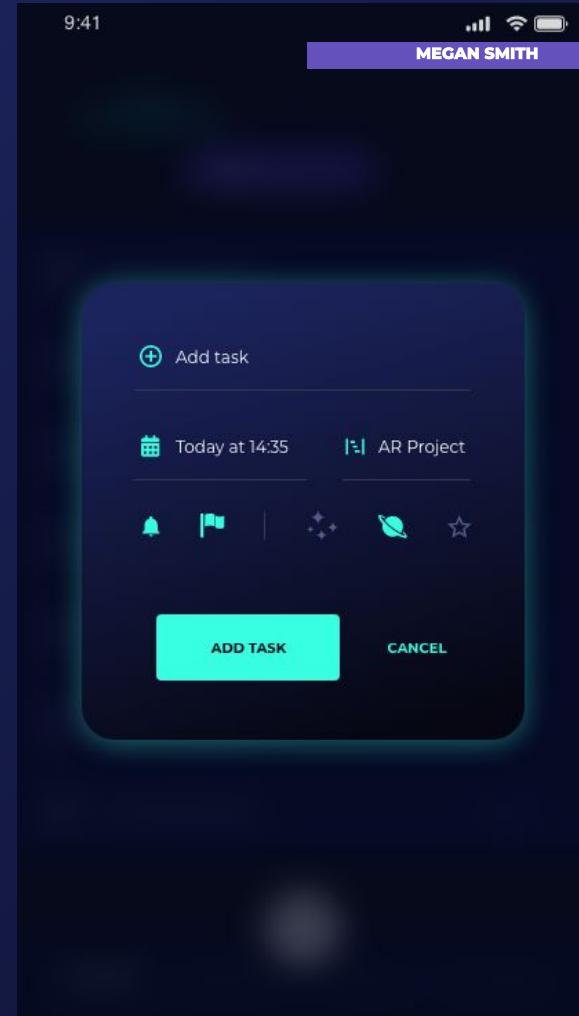
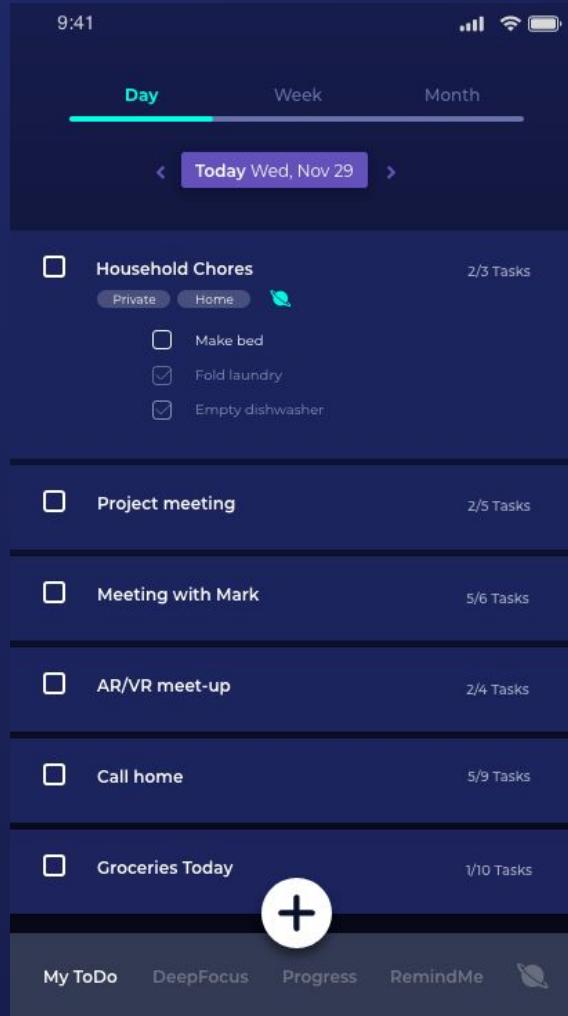
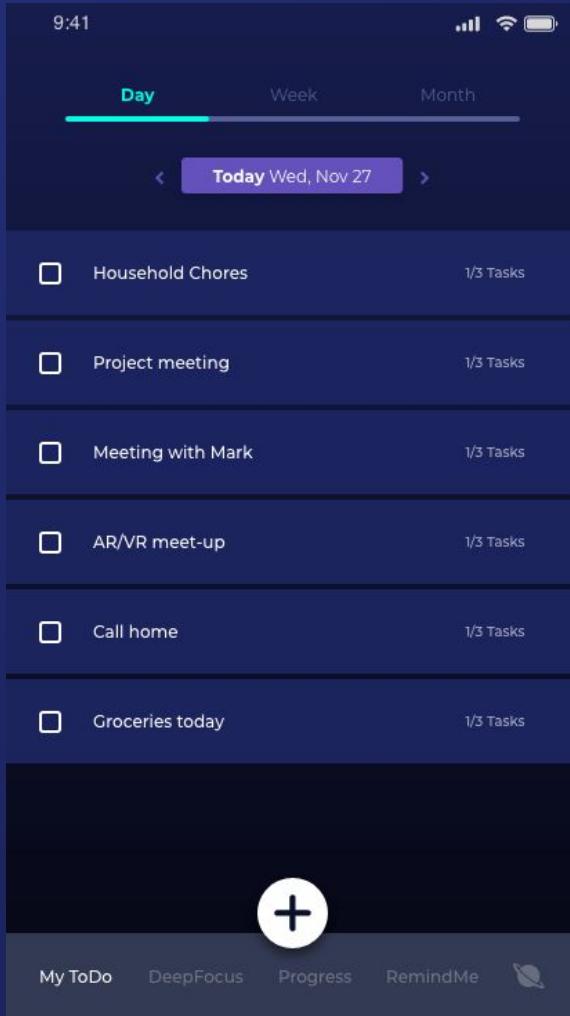
Sign up



Welcome to Rocketivity

Sign in

Sign up



9:41



Short Session

Long Session

- 3 +
 Sessions

Break time

5:00

Minutes left



9:41



Day

Week

Month

< Week of Nov 29 - Dec 5 >

All Tasks
 27/53 Tasks Done

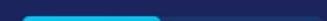
Household
 10/15 Tasks Done

Christmas
 10/15 Tasks Done

New Years
 10/15 Tasks Done

Grocery
 10/15 Tasks Done

Work
 10/15 Tasks Done

Hobby Project
 10/15 Tasks Done


My ToDo

DeepFocus

Progress

RemindMe



9:41



MEGAN SMITH

Day

Week

Month

< Week of Nov 29 - Dec 5 >

Grandma's Birthday
 Nov 29, 9:00

Get Christmas tree
 Nov 29, 9:00

Bake holiday cake
 Nov 30, 9:00

Cut down tree
 Dec 02, 9:00

Buy a present for Joe
 Dec 03, 9:00

Rake lawn
 Dec 04, 9:00

Get salt for snow
 Dec 05, 9:00


My ToDo

DeepFocus

Progress

RemindMe



9:41



Day Week Month

2020 - 2021

< Oct Nov Dec Jan Feb Mar Apr >

In December you achieved:

+3
Planets+11
Moons+5%
Productivity

My ToDo

DeepFocus

Progress

RemindMe



9:41



Day Week Month

2020 - 2021

< Oct Nov Dec Jan Feb Mar Apr >

On Dec 23 2020 you achieved

+1
Planets+5
Moons+5%
Productivity

My ToDo

DeepFocus

Progress

RemindMe

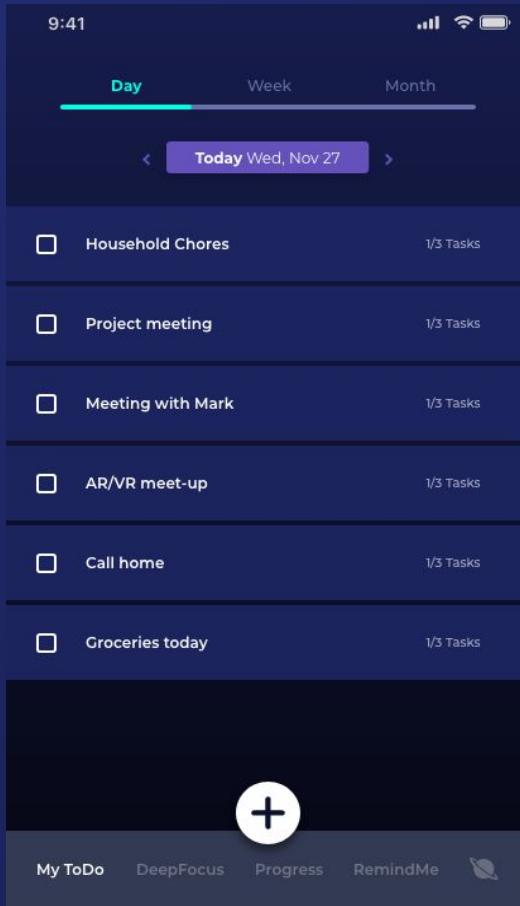


MEGAN SMITH

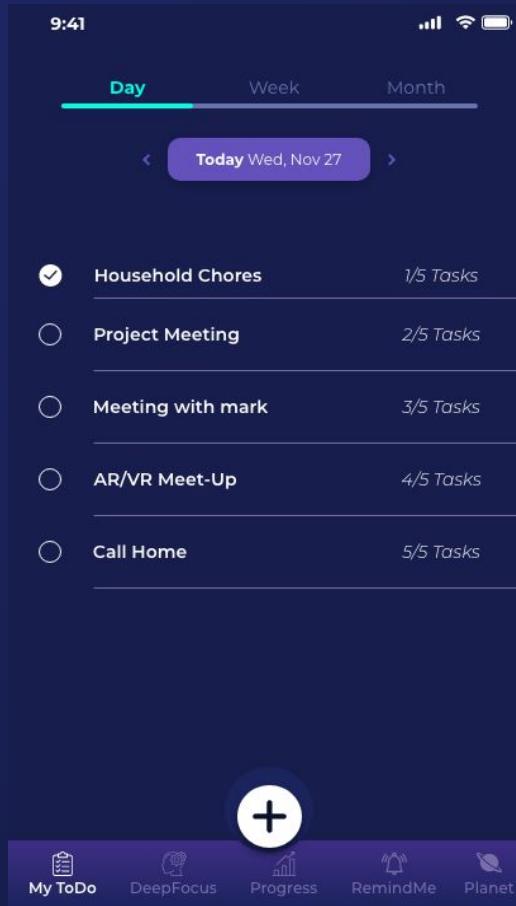
Congrats!

You added the **Planet Christmas Dinner** and it's **5 moons** to your galaxy.

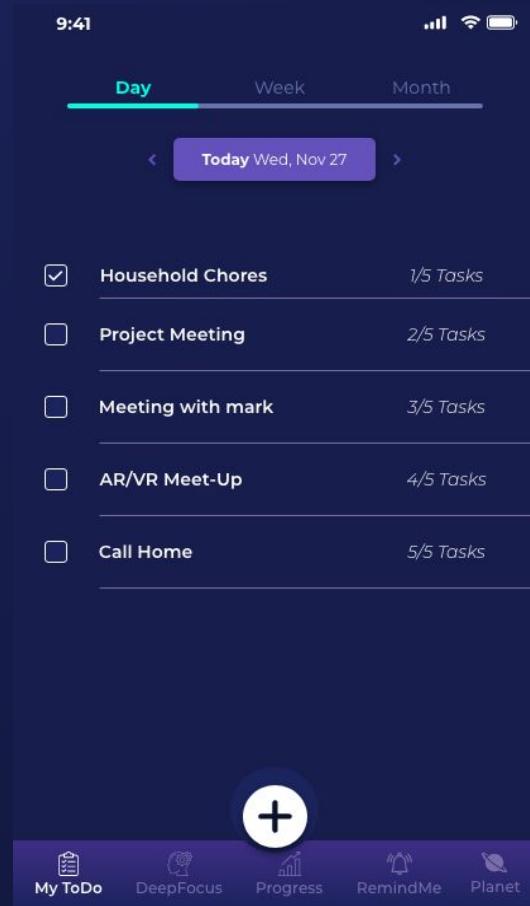
Our Design



Ionic iOS



Ionic Android

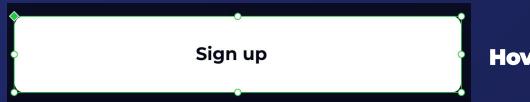


Components design for prototyping

Buttons



Default



Hover



Default



Hover

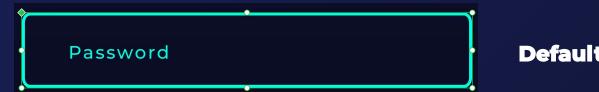
Text box



Default



Active



Default



Active

Components design for prototyping

Top Navigation



Default



Week Active



Month Active

Radio Button



Check box



Empty



Checked

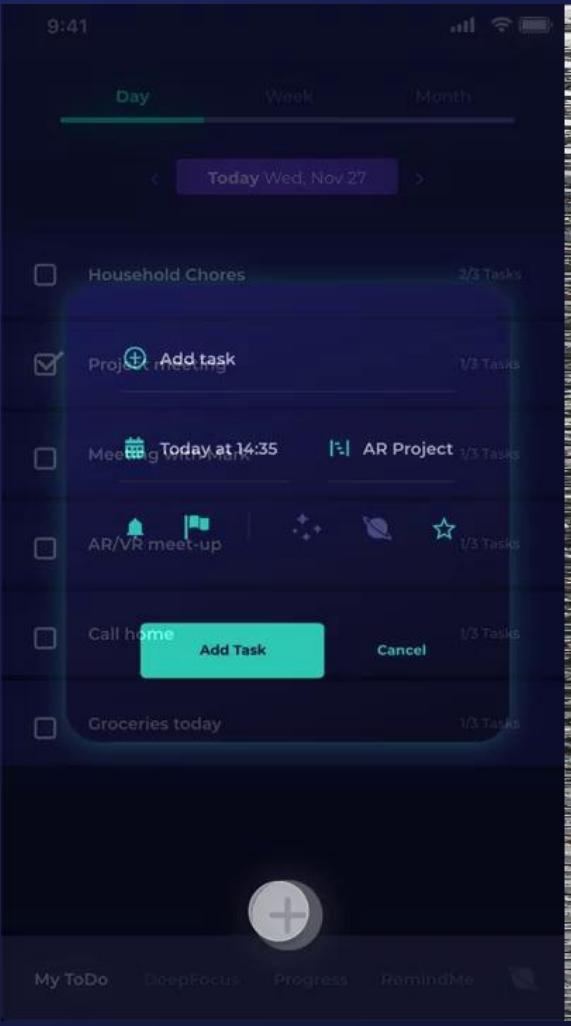


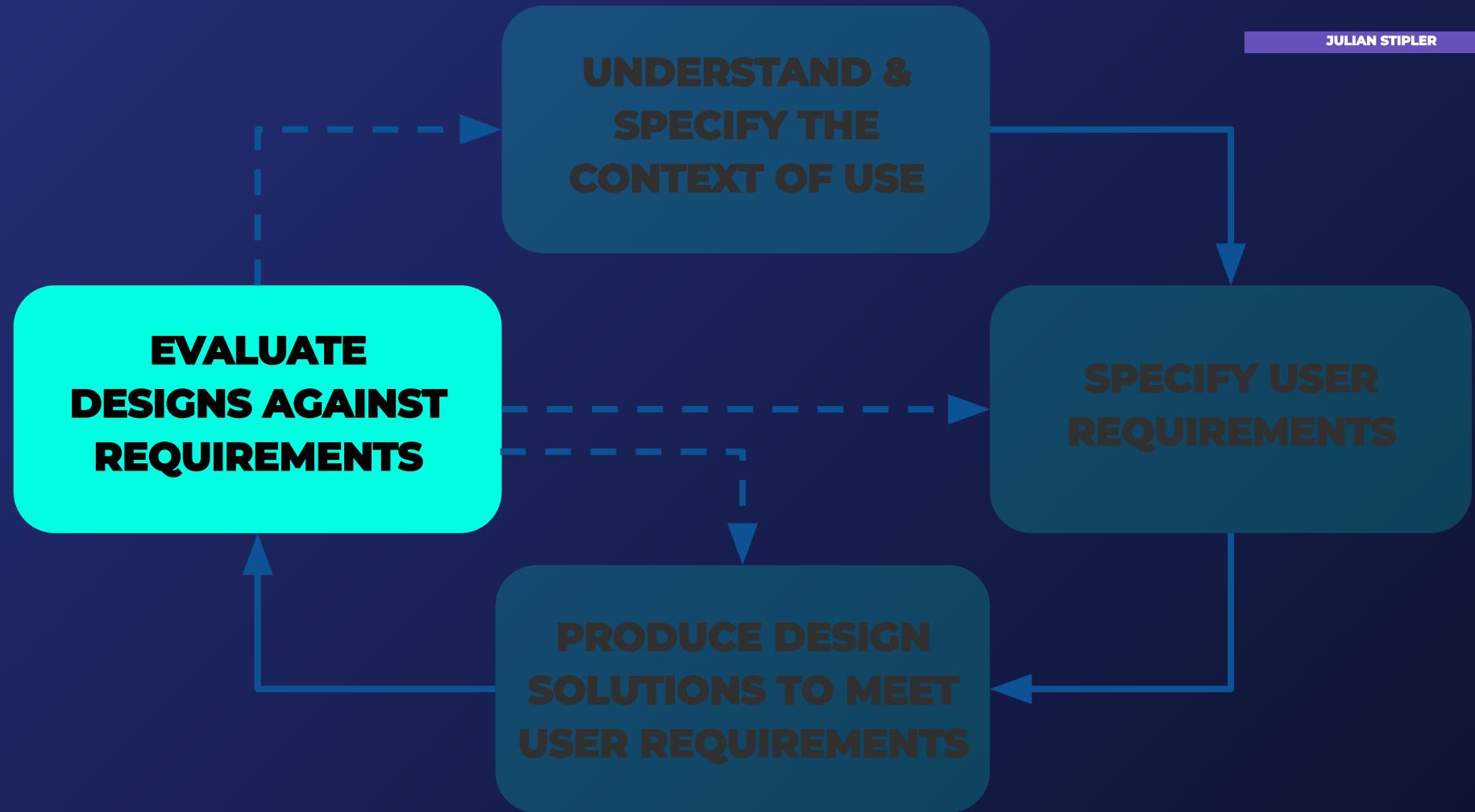
Check list Default



Checklist Active

Prototyping In Action





USER STUDY

UNDERSTAND & SPECIFY THE CONTEXT OF USE



JULIAN
STIPLER

NIKLAS
PACHALY

CHRISTIAN
SUTTER

ELIAS
KWAKA

Study design and execution for the final user study

- To ensure comparability with the previous tests, the study design was largely retained and only partially modified
- In order to collect additional quantitative data, a UX score was created after each use case using three questions on usability, utility and likeability



Summary UX Score

- The UX scores of the individual sections (N=10)

Reminder



ToDo

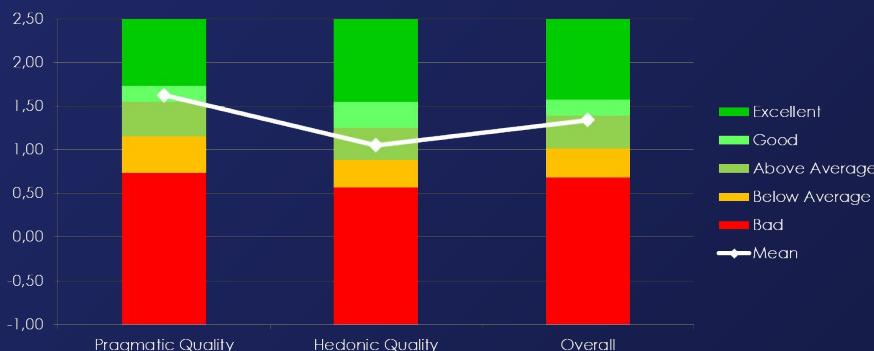


DeepFocus



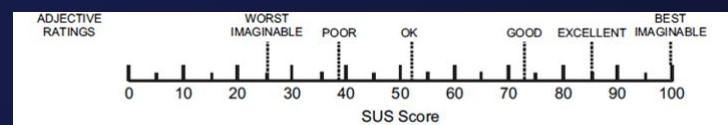
Summary SUS and UEQ-S

- Users liked the app overall and found it easy to operate it
- The design was consistently very well liked and received a lot of praise
- Overall, more functionality was desired
- Added value of the app is not yet recognized. Why should I use this app? The time required to enter all the tasks is not in relation to the results
- Especially the idea of gamification is very good, but the functionality and operation is still very unclear
- The DeepFocus area doesn't feel integrated (Why is this showing me as some kind of extra screen?)



SUS Score: 83 (N=10)

Previous Score: 67,5



Summary Exploratory Conversation

First impression

- Planet view pleases throughout, but the participants are also unsure what they can do here
- What if I have done a lot of tasks? Screen is already very full anyway
- Happy about the planets - somewhat cute

Expectations

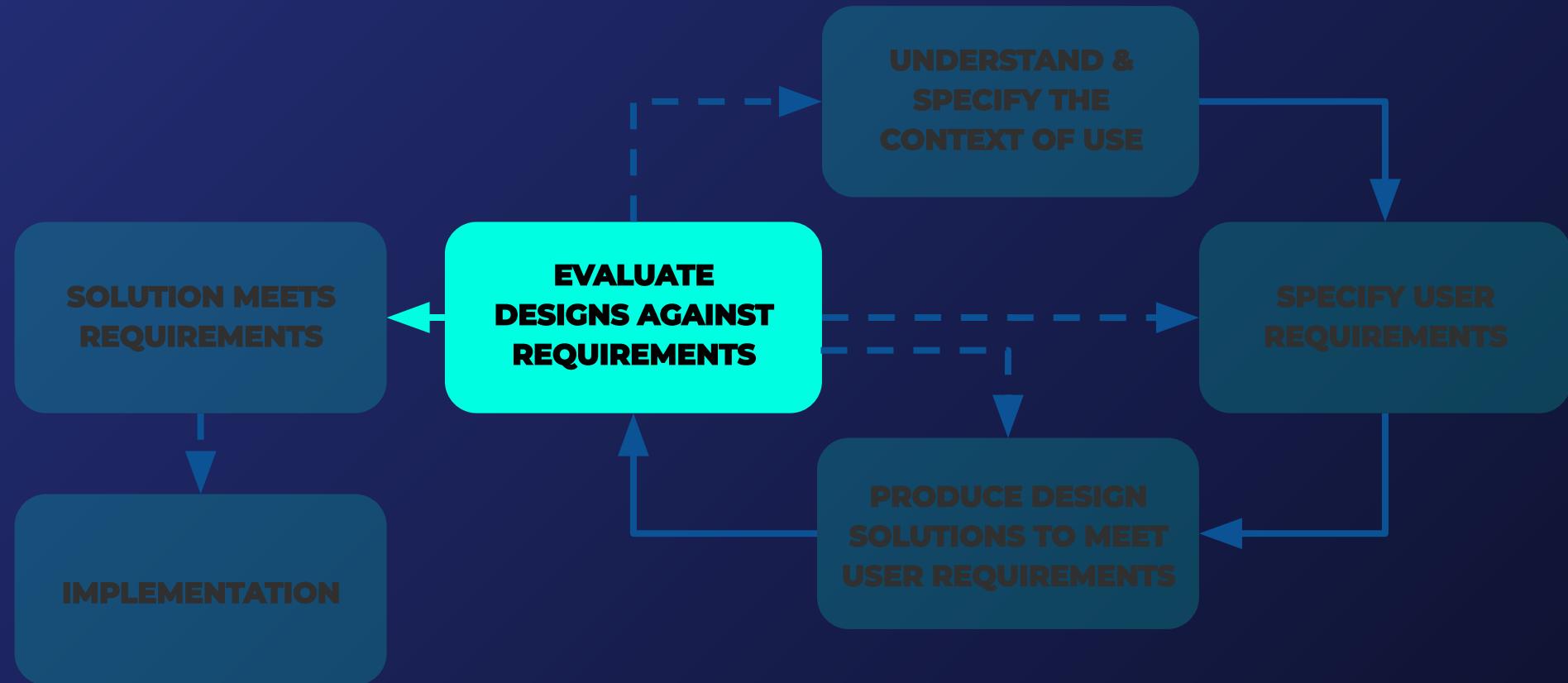
- Description of the planet on the top layer
- task that goes several months should be displayed
- Productivity tips would also be great if you haven't reached a goal to help with that.
- Overall, very unsure what expectations they would have because they are unsure what they are even being shown

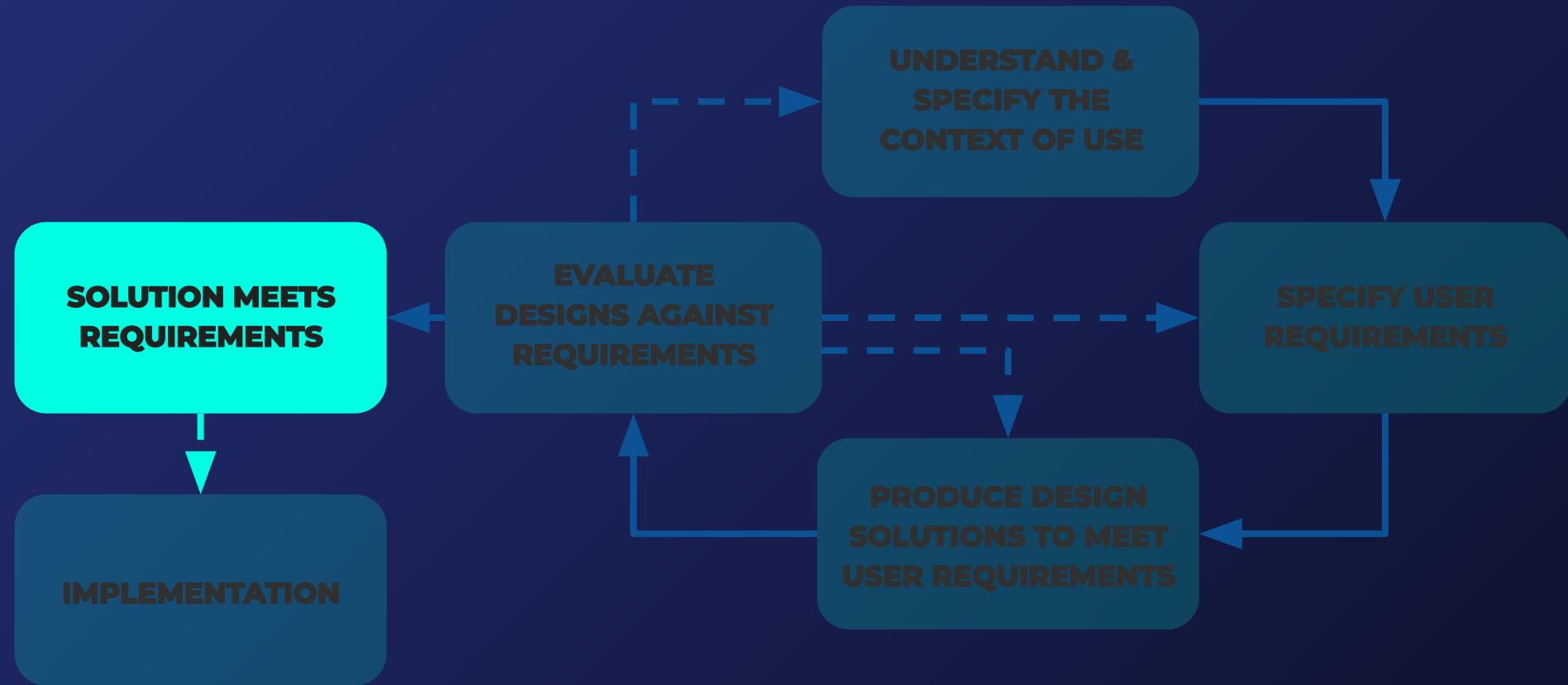
Opinion on Layout

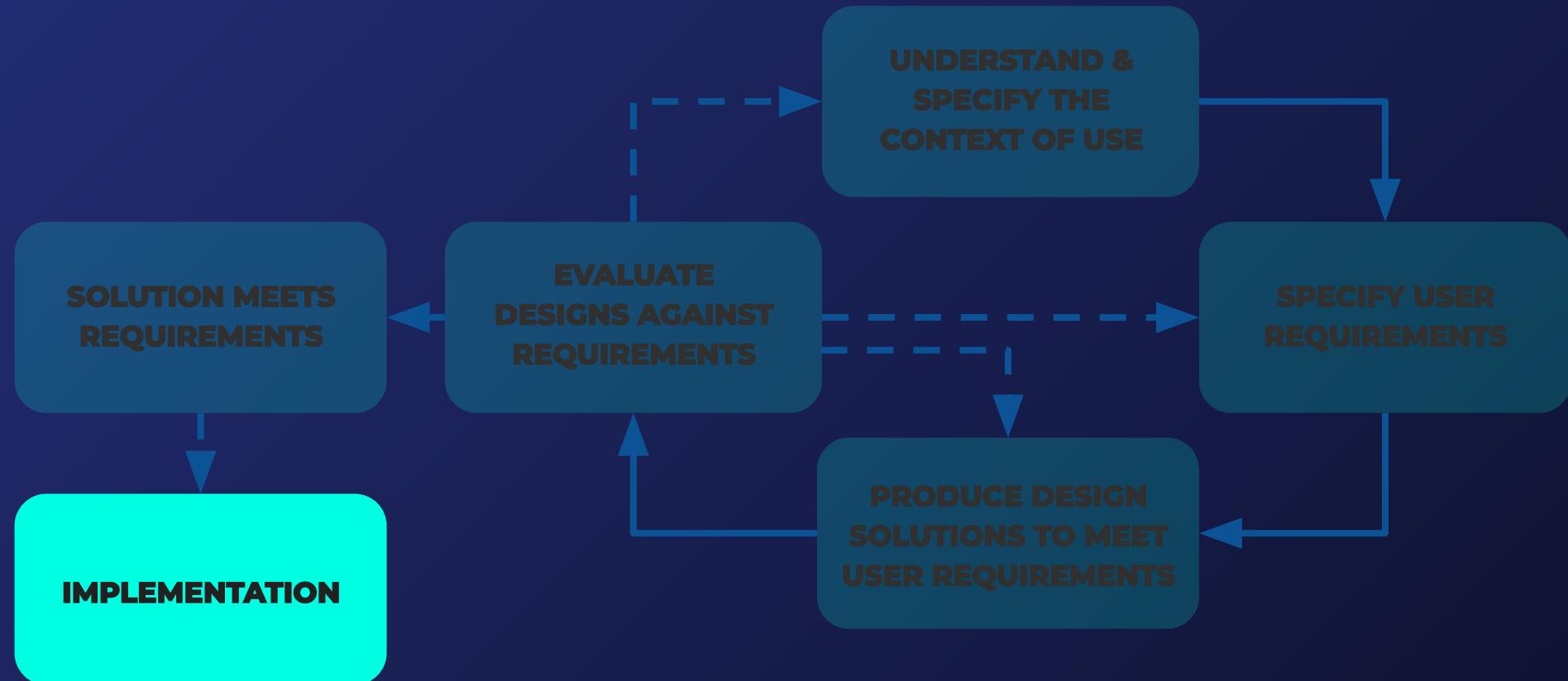
- Planets/Idea is very nice but the purpose is unclear
- Information is easy to get
- Design is very beautiful
- What happens when more planets are added? The screen is already very full anyway

Add/Delete Functions

- maybe ufo's and spaceships invading your galaxy if you are inactive
- maybe add 3-dimensionality to navigate screens. Months don't have enough room. Is it random what planet you get? Are there any special planets? how would I get those? I would like to see an overview of a year or more too.
- Individualization planets
- More motivating content
- Goals missing

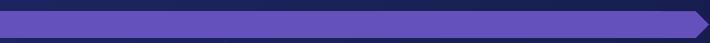






IMPLEMENTATION

UNDERSTAND & SPECIFY THE CONTEXT OF USE



TIM
LISKE

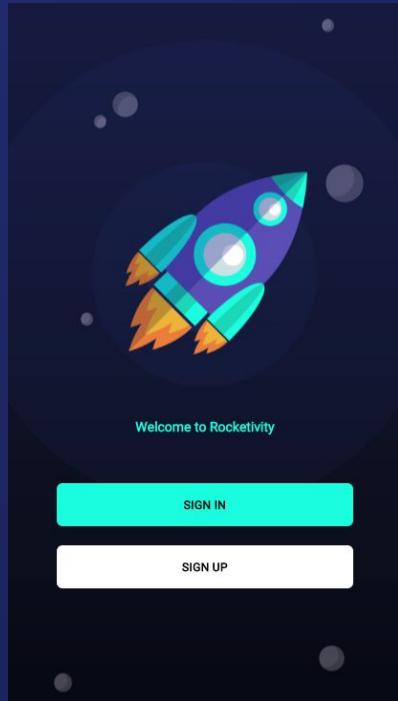
MILLY
ATTREE

KEVIN
DIAZ

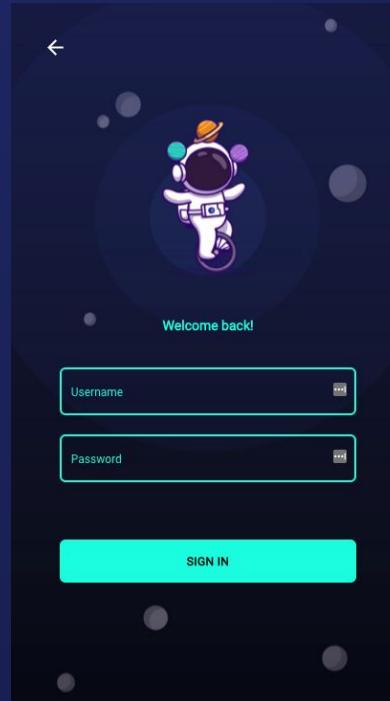
Frameworks and infrastructure for the implementation

- ReactJS as frontend JavaScript Framework
- Ionic Framework together with Capacitor to create code that can be deployed as an mobile app
- Ionic UI Components for User Interaction elements
- Google Firebase
 - Cloud Firestore for database
 - Hosting for deploying app on accessible domain
- GitHub for code hosting and collaboration

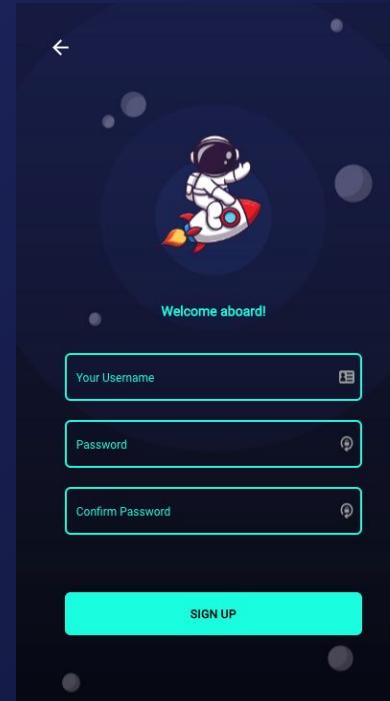
Implementation of Login / Register



Android & iOS

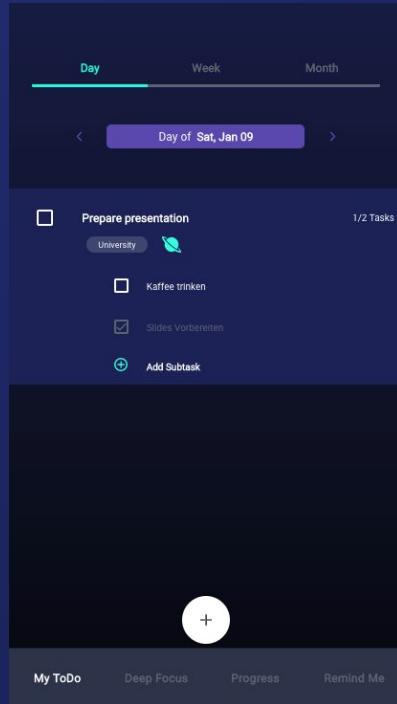


Android & iOS

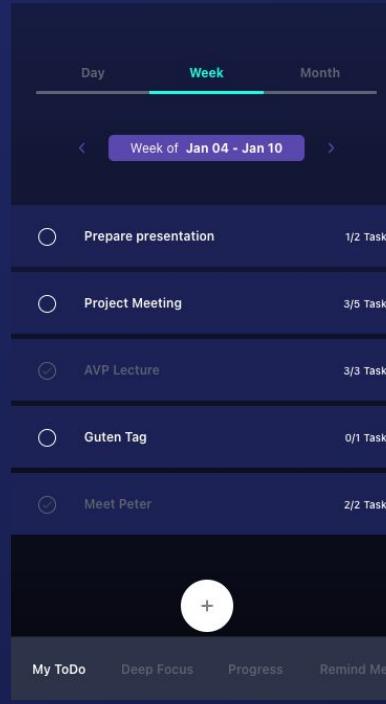


Android & iOS

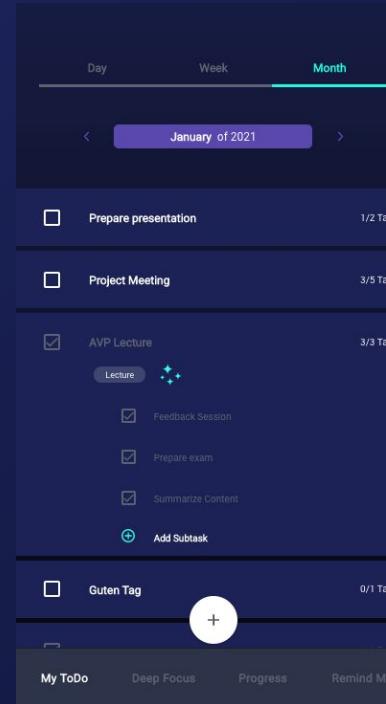
Implementation of My Todo



Android

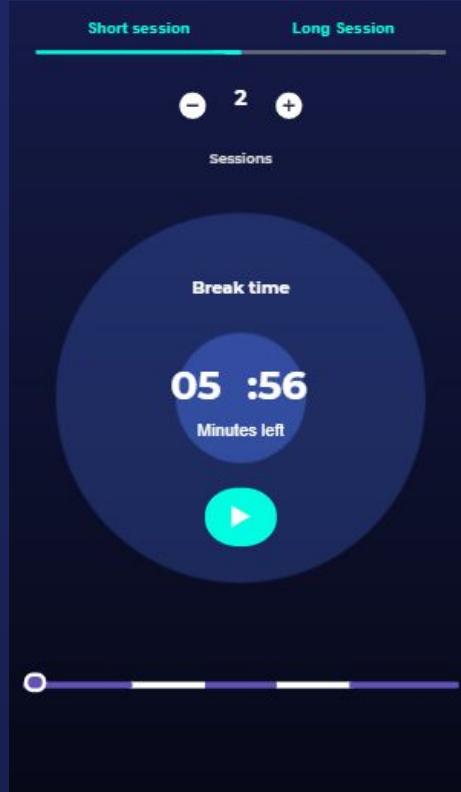


iOS



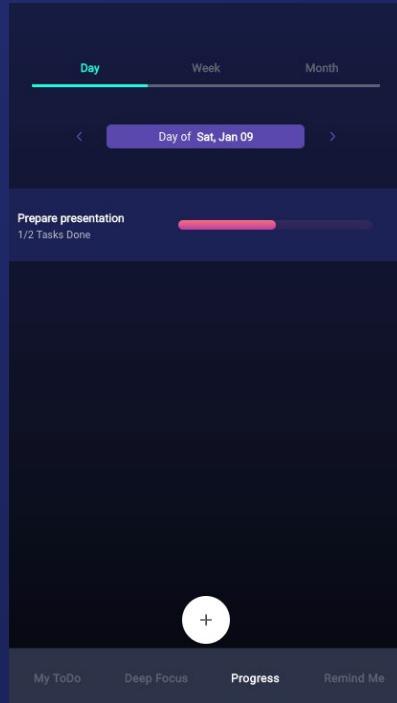
Android

Implementation of Deep Focus

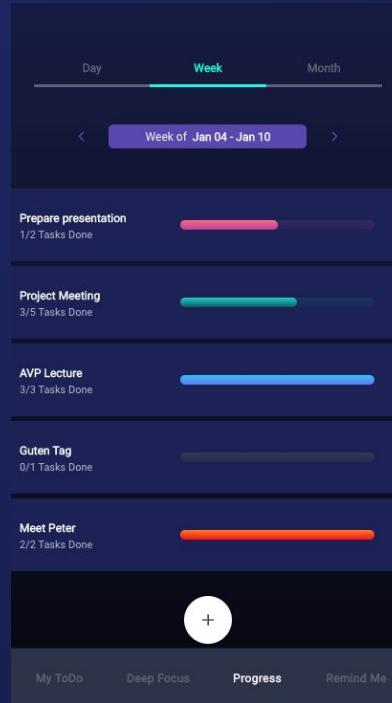


Android & iOS

Implementation of Progress

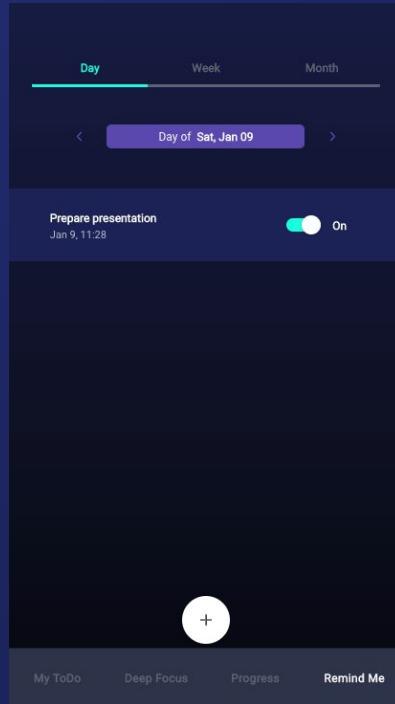


Android & iOS

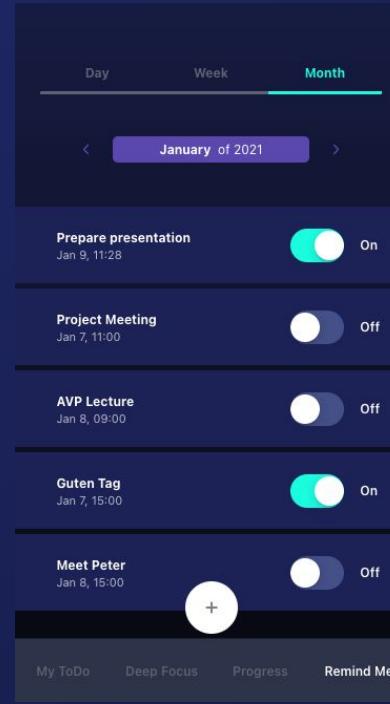


Android & iOS

Implementation of RemindMe



Android



iOS

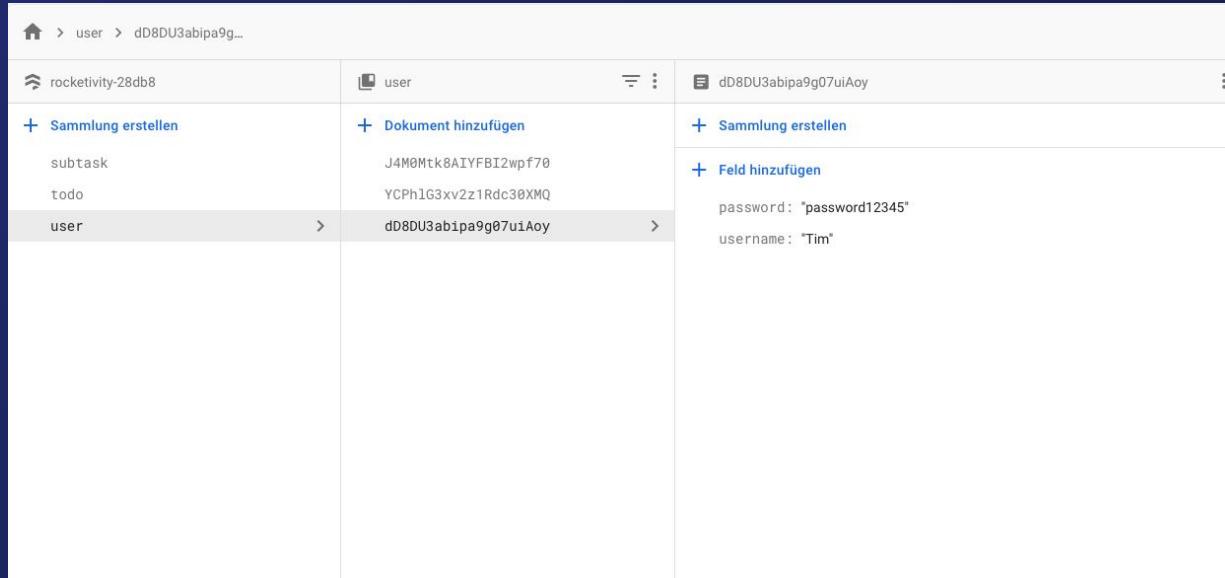
Implementation of Add Task

Various fields that open a popup when clicked. When you click on Add Task, the correct entry of all values is checked and then saved in the database.

Android & iOS



Cloud Firestore as database



The screenshot shows the Cloud Firestore console interface. The path in the top left corner is "user > dD8DU3abipa9g...". The main view displays a table with three columns: "Sammlung erstellen" (Collection), "Dokument hinzufügen" (Add document), and "Feld hinzufügen" (Add field). The first column contains items: "subtask", "todo", and "user" (which is selected, indicated by a grey background). The second column contains document IDs: "J4M0Mtk8AIYFB12wpf70" and "YCPhlG3xv2z1Rdc30XMQ". The third column shows the document structure for "user": "password: \"password12345\"", "username: \"Tim\"".

Sammlung erstellen	Dokument hinzufügen	Feld hinzufügen
subtask	J4M0Mtk8AIYFB12wpf70	+ Sammlung erstellen
todo	YCPhlG3xv2z1Rdc30XMQ	+ Feld hinzufügen
user	dD8DU3abipa9g07uiAoy	password: "password12345" username: "Tim"

User

Cloud Firestore as database

The screenshot shows the Cloud Firestore console interface. On the left, there's a sidebar with collections: rocketivity-28db8, todo, and user. Under todo, there's a subcollection named subtask. A specific document ID, 68ESMgRY8BwqAEy2FnRx, is selected. The document details are shown on the right:

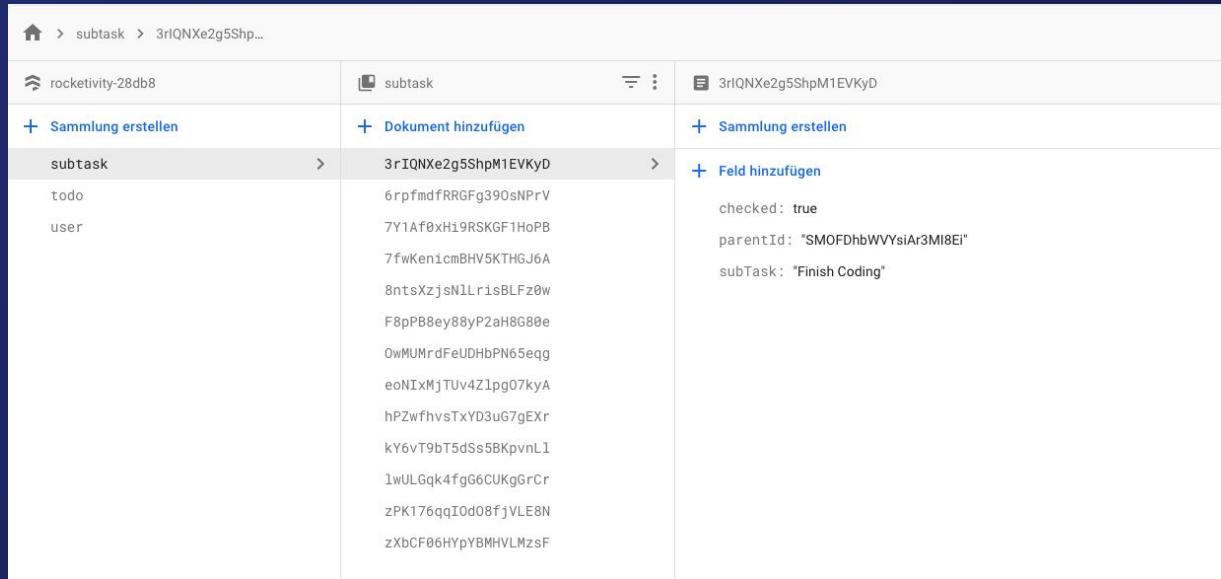
- + Sammlung erstellen
- + Dokument hinzufügen
- + Feld hinzufügen

Document fields and values:

- checked: false
- date: "2021-01-09T11:28"
- projects: "University"
- reminder: true
- solar: "Planet"
- task: "Prepare presentation"

Todo

Cloud Firestore as database



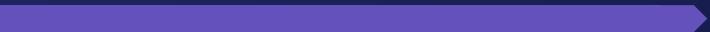
The screenshot shows the Cloud Firestore interface with a document named "subtask". The document contains the following fields:

- subtask (array):
 - todo: 6rpfmfdRRGFg390sNPrV
 - user: 7Y1Af0xHi9RSKGFIHoPB
 - 7fwKenicmBHV5KTHGJ6A
 - 8ntsXzjsNllrisBLFz0w
 - F8pPB8ey88yP2aH8G80e
 - 0wMUMrdFeUDhbPN65eqg
 - eoNIXMjTUv4Z1pg07kyA
 - hPZwfhsTxYD3uG7gEXr
 - KY6vT9bT5dSs5BKpvnL1
 - 1wULGqk4fgG6CUKgGrCr
 - zPK176qqI0d08fjVLE8N
 - zXbCF06HYpYBMHVLmzsF
- 3rlQNXe2g5ShpM1EVKyD (document):
 - + Sammlung erstellen
 - + Dokument hinzufügen
 - + Feld hinzufügen
 - checked: true
 - parentId: "SMOFDhbWVYsiAr3MI8Ei"
 - subTask: "Finish Coding"

Subtask

FINAL VIDEO

WORKING APP



TIM
LISKE

MILLY
ATTREE

KEVIN
DIAZ

SUMMARY

FINAL OUTCOME

ALL OF US
g)

THANK YOU

LOOKING FORWARD FOR YOUR RESPONSE

ALL OF US

