DECO2500 group report

Additionally, the contextual inquiry implemented a series of interviews to understand typical user habits and behaviours, as well as potential changes that could be implemented to our solution. Notably, all interviews began with the same question, “what is your current phone background?”. The purpose of this was to identify what a person found of value in their daily life. Commonly, it was observed that participants had pictures of significant other, pets, nature or geographical locations they had visited. Following this, it was questioned whether their background was a slideshow of pictures. This result proved significant as it identified that most of our participants favoured a changing slideshow background to keep it interesting and refreshing. This became specifically notable when a participant responded saying that they “usually add to the slideshow once a week”.

After the contestants were informed on the idea of a habit tracker app that appends to the background with rewarded items, it was asked what items they could see themselves wanting to add. A notable response came from a male participant stating, “I’d like to watch some plants grow over time… maybe like a vine”, and then further “it’s what a lot of other tracker apps do”. This explicitly outlined a limitation in existing systems, such that the personalisation and rewards of other apps are restricted to within the application.

Depression person

SUS test with paragraph

Weekly progress reports

Individual Reflection

Sam Allpass Reflection

Wassup Richard Roth,

If you give me 7 ill join your Dojo and play your steam game.

As per the studio sessions, the first three weeks of the investigation were spent researching similar applications, social science data and public interviews. In order to thin the workload between group members, satisfying the team charter, I was left with the responsibility of conducting interviews and detailing the findings in the contextual inquiry. This included asking participants a series of questions, such as “what is your current phone background?” in order to better understand potential user habits and behaviours. Additionally, my section of the investigation resulted in real world testaments about current limitations in motivational and mental health apps as well as features that would be beneficial to the prototype.

Further to this I was assigned future directions. This involved conducting system usability scale and time on task tests of three participants in order to quantitatively analyse the Questify prototype previously created. After comparing the data to current UI laws such as Don Norman’s 7 UX Design Principles, Fitts’s law and Hick’s law. Whilst the time on task test demonstrated the simple and well-structured prototype UI, the SUS test indicated room for improvement. Only through user feedback did it become apparent that the addition of a personalised picture repository and animated background modifiers would greatly benefit not only mental health and productivity, but also app engagement and commitment.

Overall, the investigation was a streamlined process, with all team members getting along and completing their assigned tasks.