HCI - Theory & Practice

Soluna

Group - 23

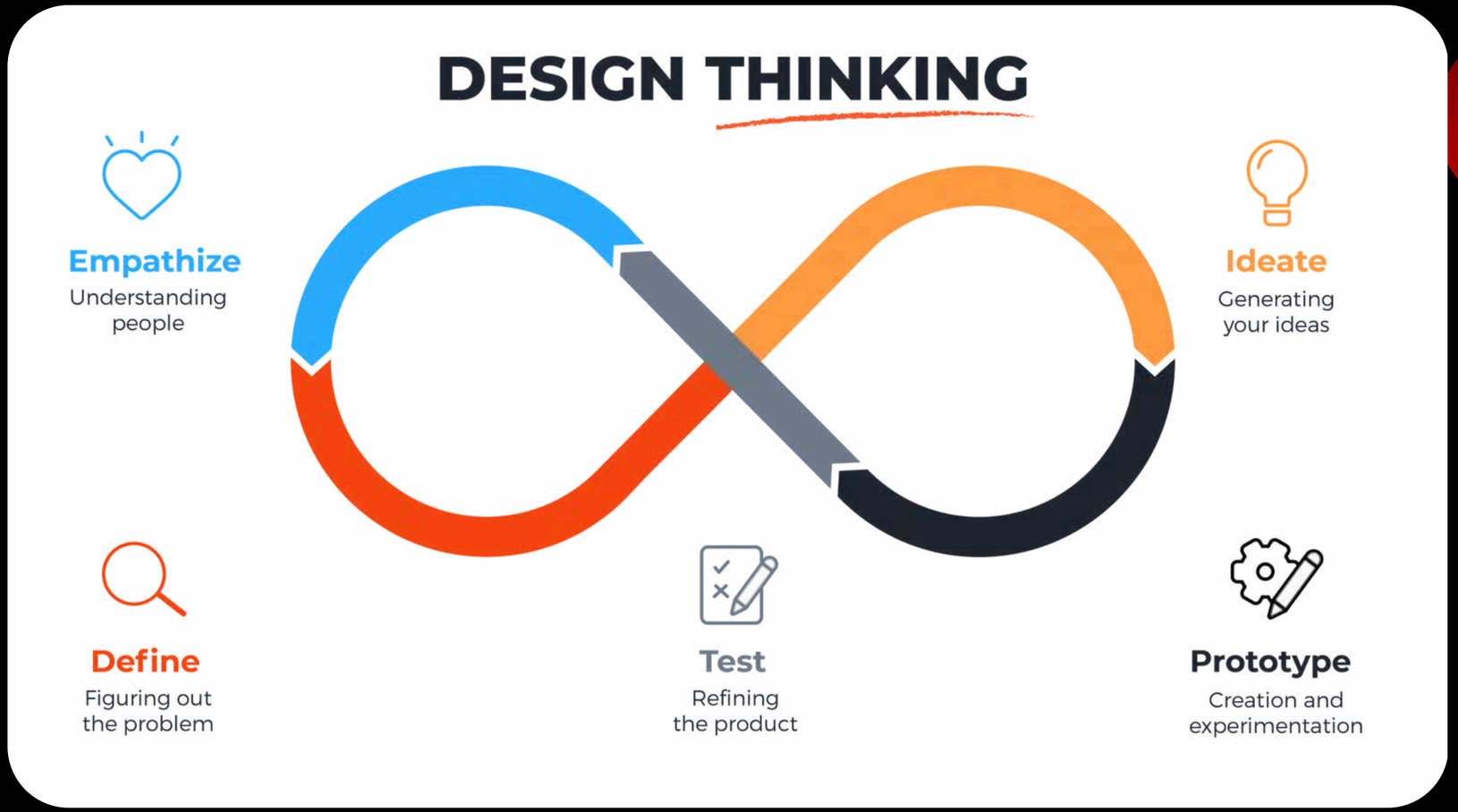
Introduction

University life can be exciting and transformative, but it often comes with challenges that affect students' sleep, productivity, and overall health. Balancing academic responsibilities, social activities, and personal wellness can feel overwhelming, leaving many students struggling to maintain a healthy lifestyle.

This app is designed as an all-in-one solution to help university students achieve optimal well-being. It empowers users to take control of their sleep patterns, track and improve their productivity, and prioritize their physical health. With an intuitive interface and evidence-based features, this app is a companion for students striving to thrive academically and personally.

By seamlessly integrating wellness into daily routines, this app helps students stay organized, balanced, and energized, making their university experience more fulfilling and successful.

Methodology



Empathize

Week 01

Brainstorming & Empathizing

Brainstorming

- Initial brainstorming for possible areas of issues in health and wellbeing concluded with some sectors that could be further worked on.

- Explored critical areas:
  - Tracker for people having Dementia/Alzheimer’s Disease.
  - GP finder near you by comparing their ratings on various platforms.
  - A platform for comparing health articles and their authenticity.
  - An app to help university students with their health and productivity.
  - Diet and food consumption logger to get a data on user eating habits.

- Explored problems for every age group and tried to work out which possible idea can adress more than one issue.

- Established a foundation for a user-centered design approach to ensure the app meets user requirements.

Initial Ideas

- **Health Article Checker** - It would check health articles from various websites and would would check their authenticity and would have filters similar to ‘Skyscanner’ and would have extra features like making a shopping list for your diet to be followed.

- **Physical Activity Tracker** - It would register the activities you do as running, football, basketball. Also, it would be compatible with smart devices.

- **Sleep Tracker** - An app to track your sleep based on first pick up and activity having functionalities like insights for a better sleep, REM playlist suggestion etc.

- **GP Finder** - It would contain a Maps like interface to find the nearest GP in the zone. It may include an appointment system partnered with NHS.

- **Productivity Helper** - An useful tool for every student. It would count the time while you are studying. It would include analytics and may include external devices to get a better control.

Selected Idea

- An App for University Students' Wellbeing.
- Empathizing with university students was very easy to do and instantly gave an idea of all the issues faced by them while trying to maintain a healthy lifestyle.
- Focusing on a few major areas of health and wellbeing issues among students gave a direction ahead to do a background research.
- An overview of existing solutions and possible inspirations helped designing a product with non-redundant, novelty and improved designs and features.

Background Research

- In Jisc’s digital experience insights received 27,131 respondents from 40 UK universities, 57% of students used assistive features or tools included with software, as it helps students manage their time better. https://repository.jisc.ac.uk/9224/1/DEI-2023-student-he-report.pdf

- The Natwest Student Living Index 2019 survey using 3,604 university students demonstrate 45% are feeling stressed by their course.

- Eating Behaviours of British University Students with 345 students, states “Only 18.6%” had “favourable eating” and 31.6% had “risky eating behaviours”, so a diet-nutrition management app could be helpful. https://onlinelibrary.wiley.com/doi/10.1155/2015/639239

Background Research

- International journal of environmental research and public health survey of 1,684 university students showed that 59% of respondents had poor sleep quality, so students could benefit from an app to manage sleep. https://pmc.ncbi.nlm.nih.gov/articles/PMC9915447/

- In 2020, British active students survey of 7,169 university students found that 26% were inactive(<30 mins per week) and 50% took part in neither gym or sport. https://www.ukactive.com/wp-content/uploads/2020/06/BASS-2019-FE.pdf

- In a 2022 Student Minds confidential survey, 57% self-reported a mental health issue and 27% reported a mental condition diagnosis. https://commonslibrary.parliament.uk/research-briefings/cbp-8593/

Existing Solutions and Inspirations

Existing Apps to support university students in managing wellness, sleep, productivity, stress and diet :

- **CareClinic**: An app for Wellness plans, stress management tools, fitness tracking, and nutrition guidance.
- **Sleep Cycle**: A sleep-tracking app that analyses sleep patterns and light sleep phases.
- **SuperBetter**: Uses a game-like approach to help build resilience in stress, anxiety, and depression.
- **uoWellness**: University of Ottawa specialized student app organizing educational, health and wellness events.

Existing Solutions and Inspirations

- **HabitNow**: All-in-one app to set custom goals, manage tasks, visualize progress and form habits.
- **Streaks**: To-do list app that helps you build habits as well, tracking up to 24 habits at once. Great for tracking physical activity or other fitness goals.
- **Habitica:** Gamifies habit-building with rewards like coins, digital pets and magic skills for completing positive habits. Fosters community by connecting users with similar goals for accountability.
- **Sleepio**: Uses cognitive behavioural therapy to address insomnia and various sleep issues. Tools to improve sleep habits and promote deep rest.

Existing Solutions and Inspirations

2Do: Designed to quickly enter your thoughts, ideas, multiple tasks in seconds.

- Compose essays, emails, messages and other documents.
- Colour-code tasks under lists.
- Custom task views to find tasks quickly.
- Drag and drop tasks into calendars or lists.

Trello: Simplifies task management and helps organize assignments effectively.

- Mindfulness and concentration tools.
- Re-order and report tasks.
- Divide tasks into simple checklists.
- Offline updating cards and boards.

Existing Solutions and Inspirations

Evernote: An all-in-one solution for capturing, organizing and accessing information anywhere.

- Audio record reminders
- AI-search content in text and images
- Integrates web clippers
- Sync notes and schedules with calendars

Forest: Motivates reduced procrastination through a gamified approach to time management, using virtual tree growth to symbolize your dedication and focus.

- Focus modes like timers, Pomodoro technique, stopwatches
- Scores for achieving time milestones
- Share achievements with friends
- A Forest Timeline of your planting journey

Key Takeaways: Empathize -> Define

- During the Empathize stage, we explore various health and wellness challenges across different demographic groups. Our brainstorming sessions identified multiple potential focus areas.

- After evaluating each idea, we decided to focus on improving the well-being of these ones, as their needs align with widespread problems such as stress, lack of sleep and unhealthy habits, supported by knowledge based on data and shortcomings of existing applications.

- We transform our empathic understanding into a clear statement of the problem. We analyze the collected data, synthesize user pain points, and identify gaps in current solutions. We defined the core problem: college students struggle to balance health and productivity due to a lack of consistent, accessible tools tailored to their unique needs.

- The Define ensured that our approach remains aligned with the challenges and aspirations of students, while offering innovative and effective features.

Define

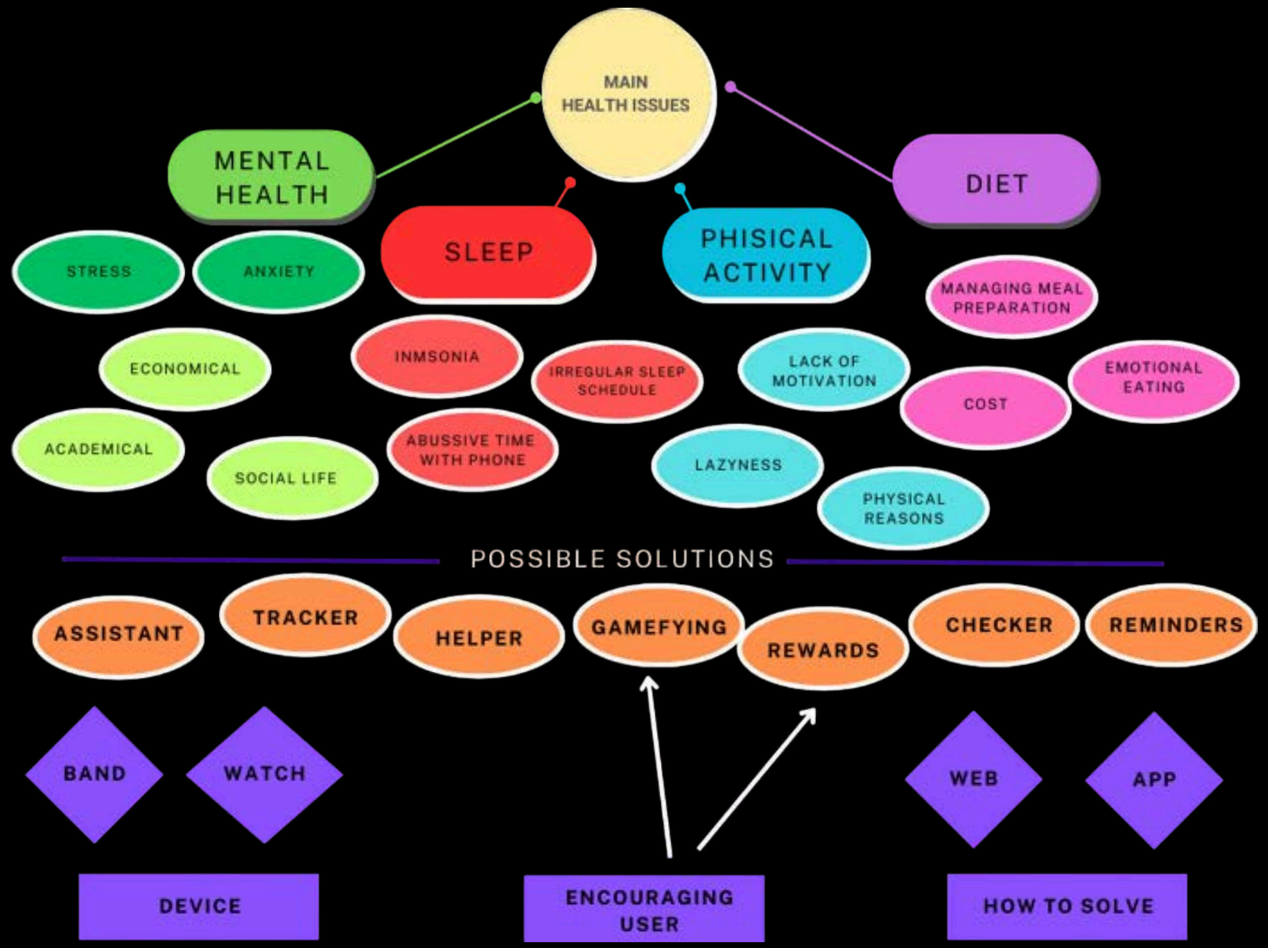
Week 02

Defining Problem Space

Brainstorming

- Conducted a focused brainstorming session to identify key health challenges faced by university students.
- Explored critical areas:
  - Mental Health: Stress management and emotional well-being.
  - Sleep: Addressing irregular sleep patterns.
  - Physical Activity: Promoting exercise and movement.
  - Diet: Encouraging balanced and healthy eating habits.
- Highlighted specific issues such as stress, low motivation, and poor sleeping.
- Came up with features and solutions that would encourage students to follow these healthy lifestyle goals.

Brainstorming - Flowchart



Main Problem

- University students often struggle to maintain a healthy balance between essential aspects of their well-being, such as sleep, stress management, and productivity.
- The transition to independent living, combined with academic pressures and social expectations, creates a fragmented approach to managing these areas.
- This lack of cohesion can lead to poor physical and mental health outcomes, lower academic performance, and lower overall quality of life.

Initial Product Ideation

- A mobile app for university students that would keep a track of their physical health and help them achieve the lifestyle goals set by them.

- The areas of focus would be the major functionalities of the application. These 4 major areas of focus in the app were:
  - Diet.
  - Sleep.
  - Physical Activity.
  - Stress Management.

- This initial ideation was the basis of the product which went through multiple changes after the synthesis of the user research survey that was conducted. The design was developed through a data driven iterative process following our methodology.

- An idea of gamifying the tasks was introduced at this stage so that users would effectively work towards their goals.

Week 03

User Research & Synthesis

User Research

- The user research conducted was neccessary for the design to proceed ahead in a meaningful and usable direction.
- A survey aimed at understanding issues faced by university students was conducted including open ended and close ended questions, that gave a direction yet didn’t restrict the users participating.
- The results obtained were analysed and worked out to make the appropriate changes in the product’s functionalities and design.
- Google forms were used for the surveying as they visualise data in a better manner compared to other tools.

Questionnaire Structure Breakdown

The survey for Soluna was designed to be comprehensive and user-friendly, focusing on gathering relevant insights about university students' wellness, productivity, and motivation. Here's an in-depth explanation of each section and how it was structured:

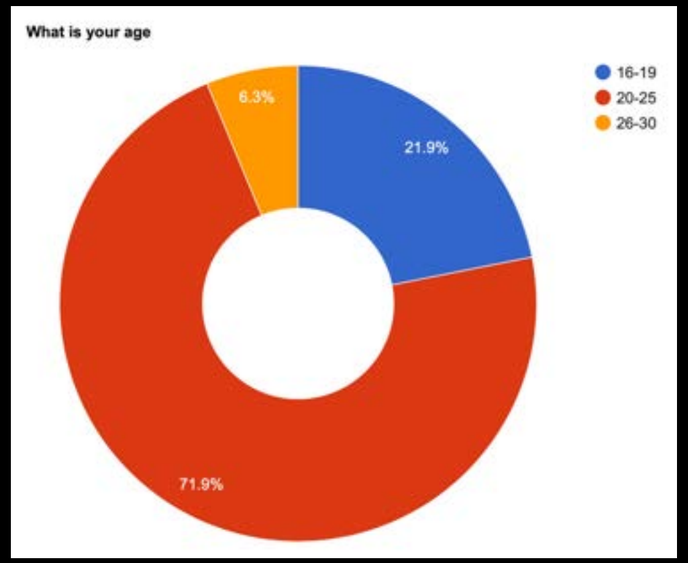
- Demographics section
- Sleep habits section
- Dietary habits section
- Physical activity section
- General wellbeing section
- Conclusion section (Optional feedback)

Demographics Section

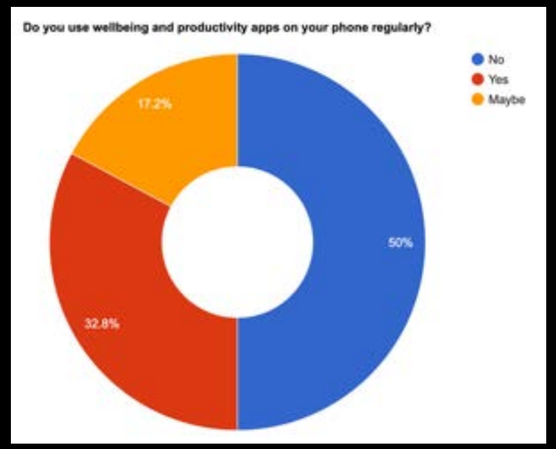
Purpose: The conducted survey targeted university students aged 20–25, aiming to gain deeper insights into their needs and preferences. The survey focused on their academic backgrounds and app usage habits to inform and refine the project's development.

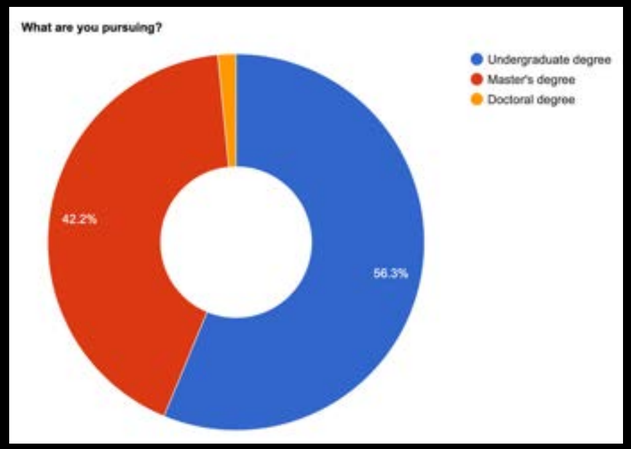
Questions asked:

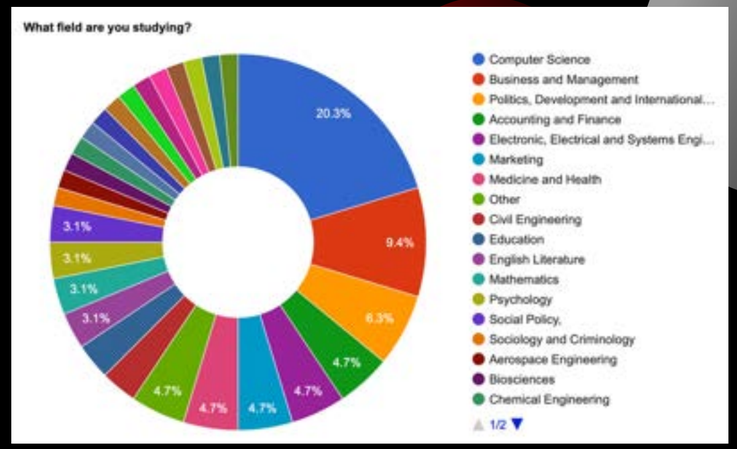
- Age group (e.g., 18–20, 21–24, 25+).
- Type of student (e.g., resident, exchange, international)
- Academic level (e.g., undergraduate, postgraduate, doctoral).
- Field of study (e.g., computer science, chemical engineering etc;)
- App usage

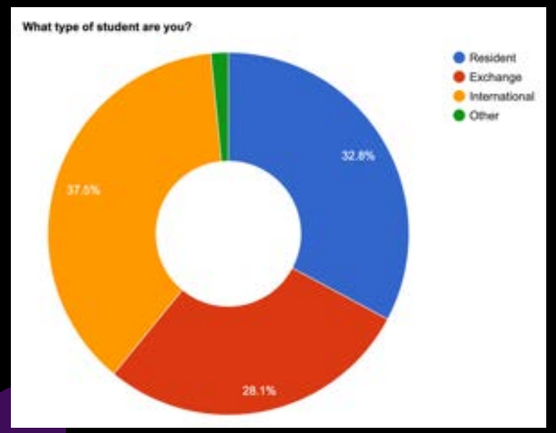


Demographics Section









- **Demographics:** The survey primarily included undergraduate and master's students, encompassing both local and international participants.
- **Fields of Study:** Respondents represented diverse academic disciplines, with a significant proportion specializing in Finance, Computer Science, and Business Administration.
- **App Usage:** Half of the participants reported using wellness and productivity apps, highlighting a strong interest in tools designed to improve productivity and well-being.

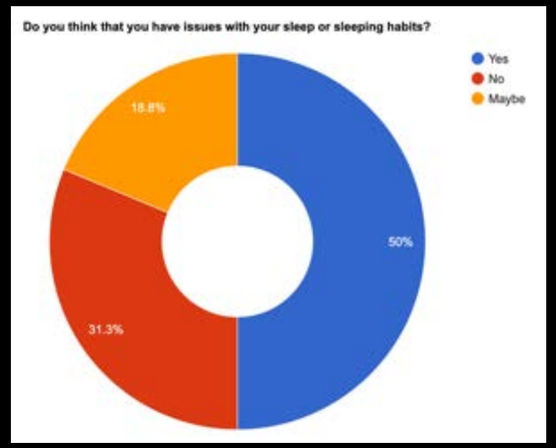
Sleep Habits Section

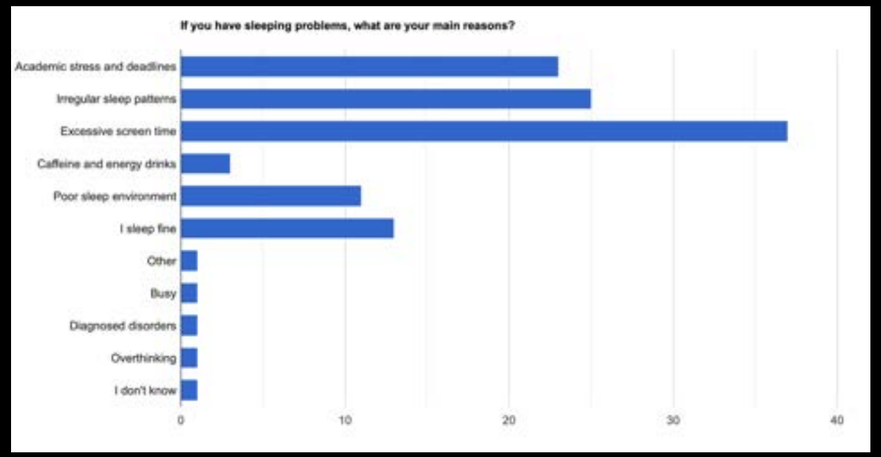
Purpose: The sleep habits and sleep health subtopic aimed to understand the sleep patterns, challenges, and behaviours of university students. Sleep is a critical factor influencing both wellness and productivity, making it a key focus area for the development of the app.

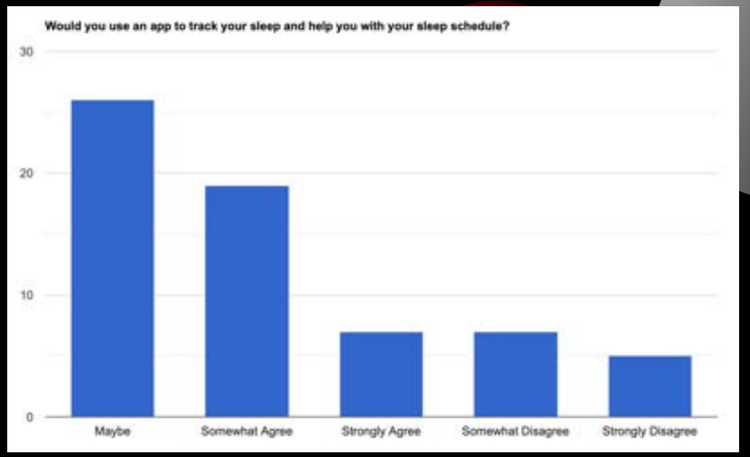
Questions asked:

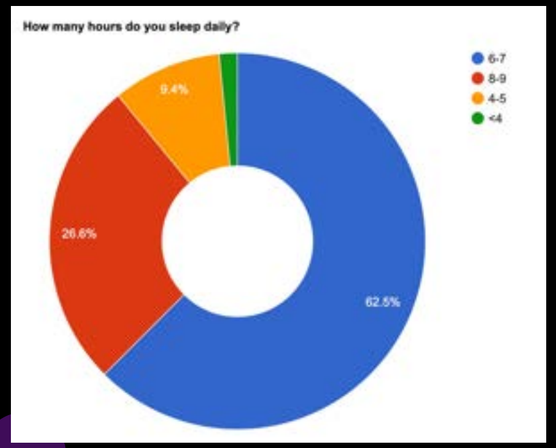
- How many hours do you sleep daily?
- Do you think that the sleep you get is sufficient?
- Do you think that you have issues with your sleep or sleeping habits?
- How many days of the week would you say you go to sleep late or deviate from your planned sleep schedule?
- If you have sleeping problems, what are your main reasons?
- Do you use any device or an application to track your sleep?
- Would you use an app to track your sleep and help you with your sleep schedule?
- How likely are you to follow a sleep schedule better if you get a trivial reward for it weekly?

Sleep Habits Section





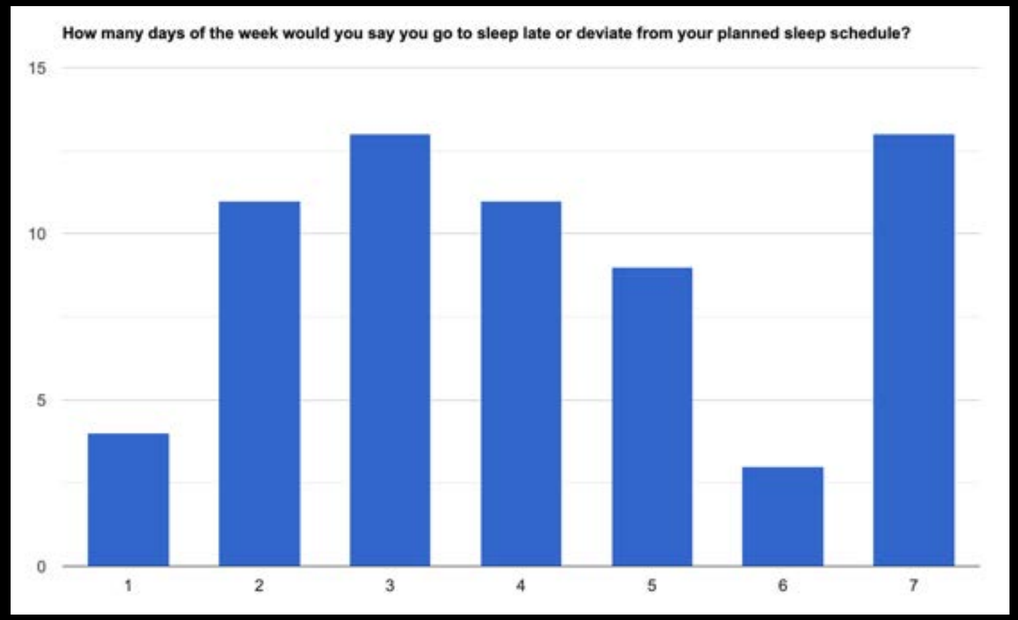


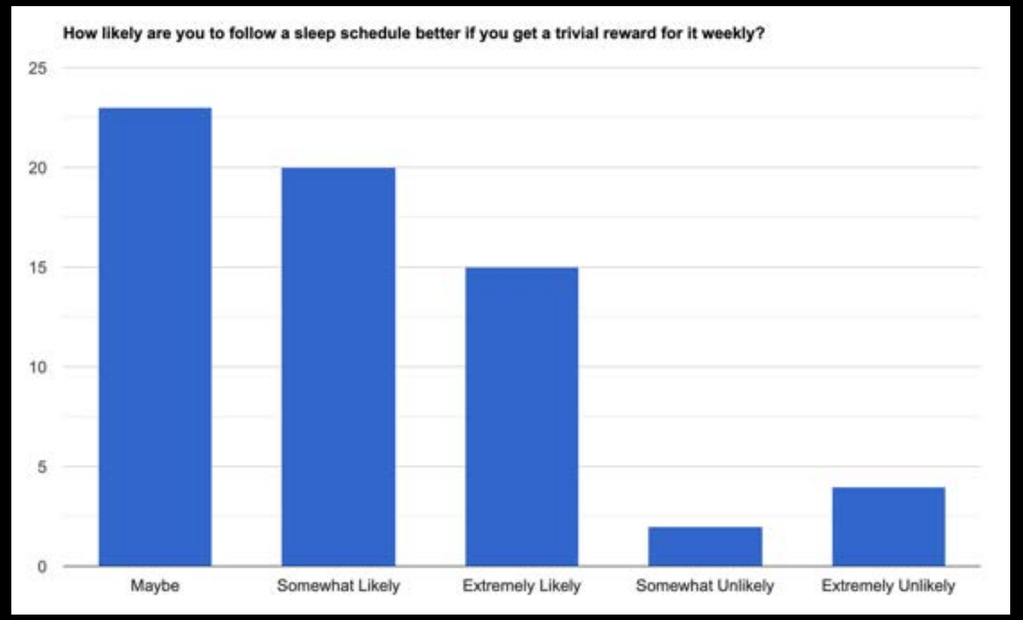


- **Sleep Challenges:** Many university students struggle with sleep-related issues, such as inadequate sleep, irregular schedules, insomnia, and difficulty falling asleep.
- **Contributing Factors:** Key contributors to these challenges include excessive screen time, academic stress, and a lack of consistent routines.
- **Limited Use of Tools:** Few students currently utilize sleep-tracking tools, with only moderate interest expressed in existing apps.

Sleep Habits Section

- **Trivial rewards:** The insights reveal that respondents are highly motivated to follow a sleep schedule if incentivized with weekly trivial rewards, highlighting the effectiveness of gamified rewards in promoting healthier habits.



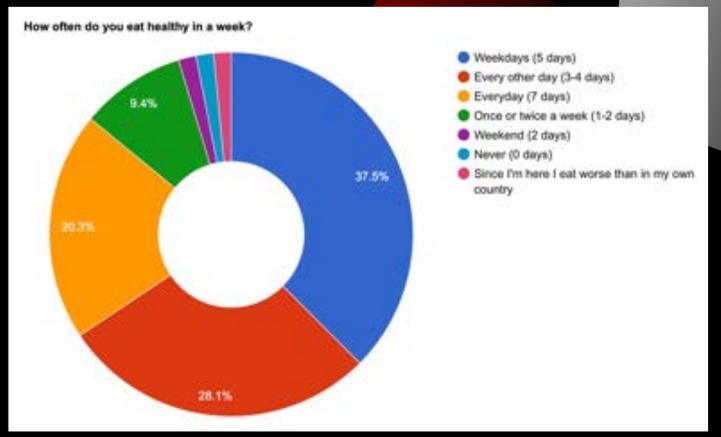


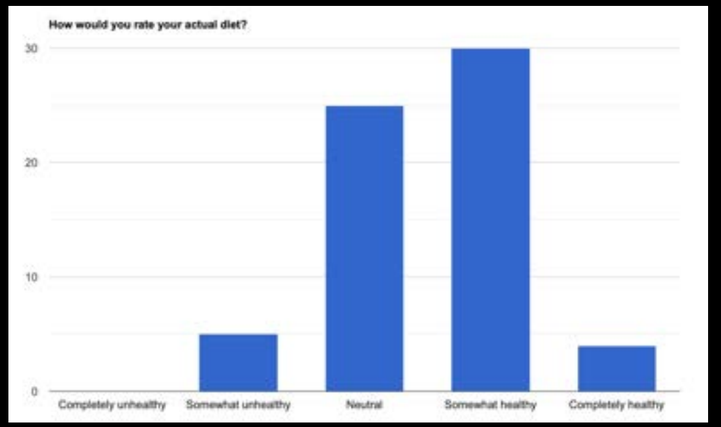
Dietary Habits Section

Purpose: The diet section focused on examining university students' eating habits, dietary challenges, and preferences, emphasizing the essential role of nutrition in overall wellness and productivity. This section was designed to gather insights on whether incorporating a dedicated diet-related feature should become a core functionality of the app.

Questions asked:

- Would you say your daily diet and eating habits are healthy?
- How would you rate your actual diet?
- How often do you eat healthy in a week?
- Considering you don't have a healthy diet, what are the main reasons?
- Would you use an app to track your calorie intake and diet?
- Would you use an app which helps you manage a healthy diet weekly?

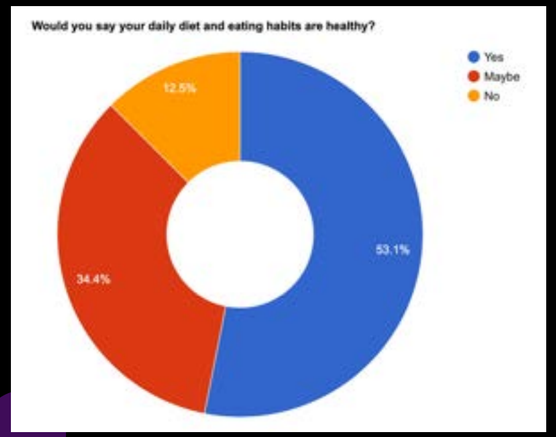


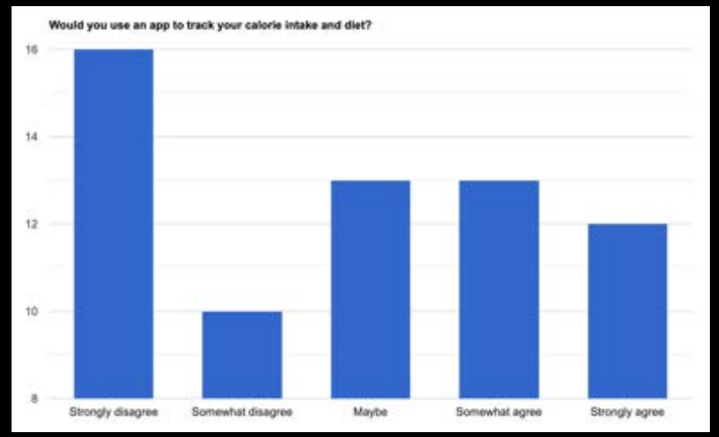


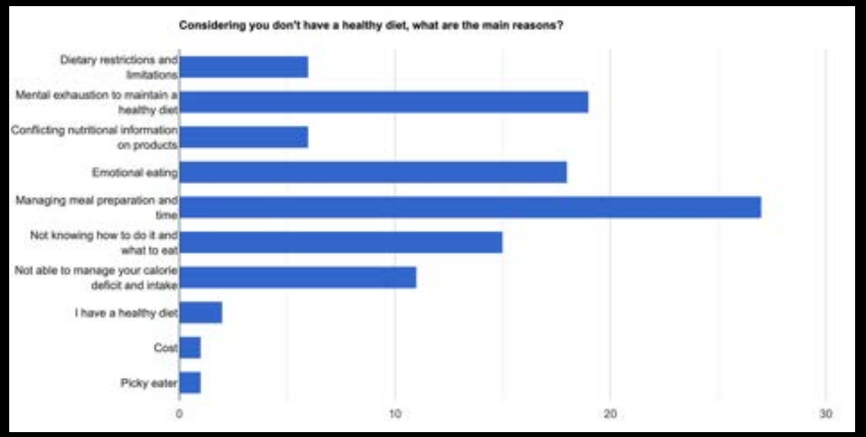
Dietary Habits Section

Insights sought:

- **Dietary Preferences:** The majority of respondents prefer straightforward dietary tools rather than detailed calorie trackers, prioritizing simplicity and ease of use.
- **Key Barriers:** Time constraints and difficulties with meal organization are major challenges in maintaining a balanced diet.
- **Potential Features:** There is notable interest in a meal planning and grocery management tool, particularly if it incorporates rewards to encourage consistency.
- **Limited Demand:** While some challenges exist, many students feel reasonably confident in their eating habits, which may lower the overall demand for a diet-focused app.





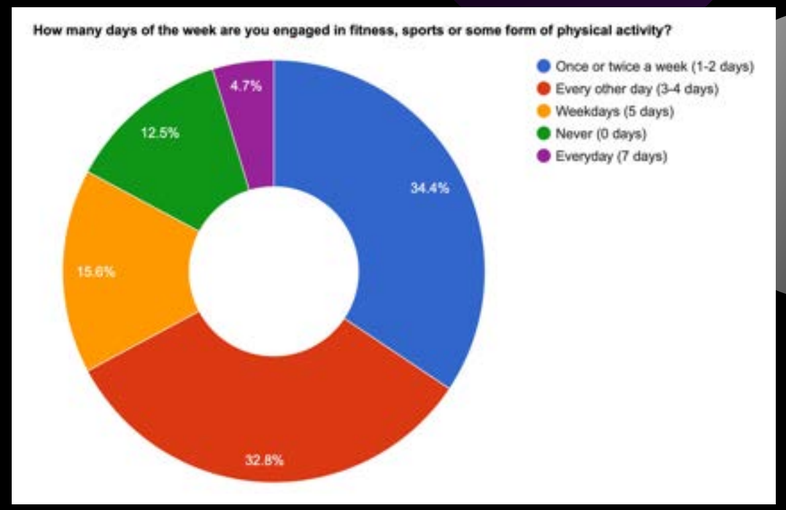


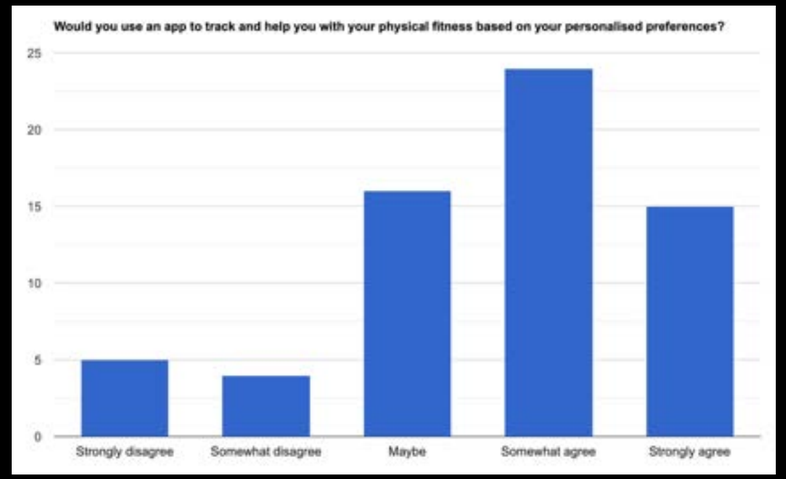
Physical Activity Section

Purpose: The physical activity section was designed to explore the exercise habits, challenges, and preferences of the target audience in greater depth. It sought to understand their current levels of physical activity, identify the obstacles they face in maintaining a consistent fitness routine etc. By gaining these insights, the survey aimed to determine how physical activity contributes to their overall wellness and how the app could effectively support and motivate them to stay active and fit.

Questions asked:

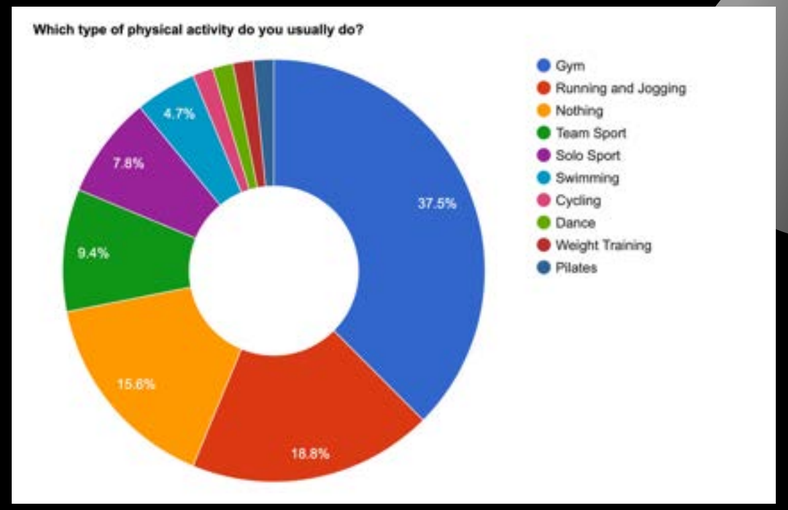
- How many days of the week are you engaged in fitness, sports or some form of physical activity?
- Which type of physical activity do you usually do?
- Do you use some device or app to track and guide your physical activities?





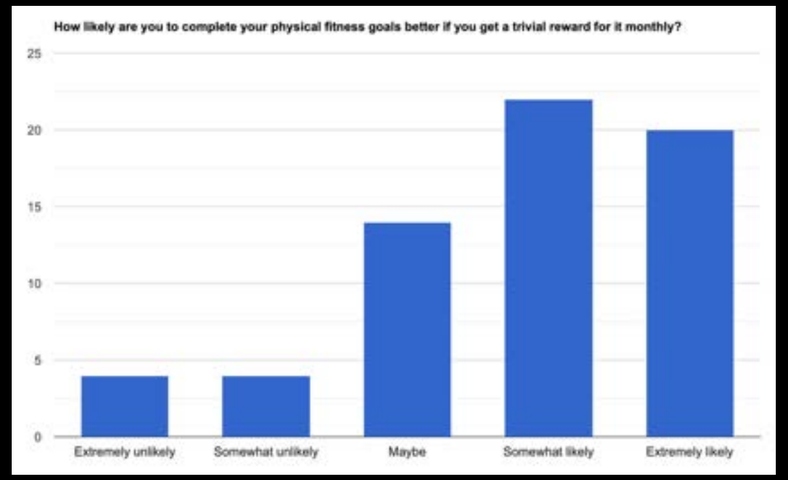
Physical Activity Section

- Would you use an app to track and help you with your physical fitness based on your personalised preferences?
- Would you use an app which prompts you to complete daily physical activity goals?
- How likely are you to complete your physical fitness goals better if you get a trivial reward for it monthly?



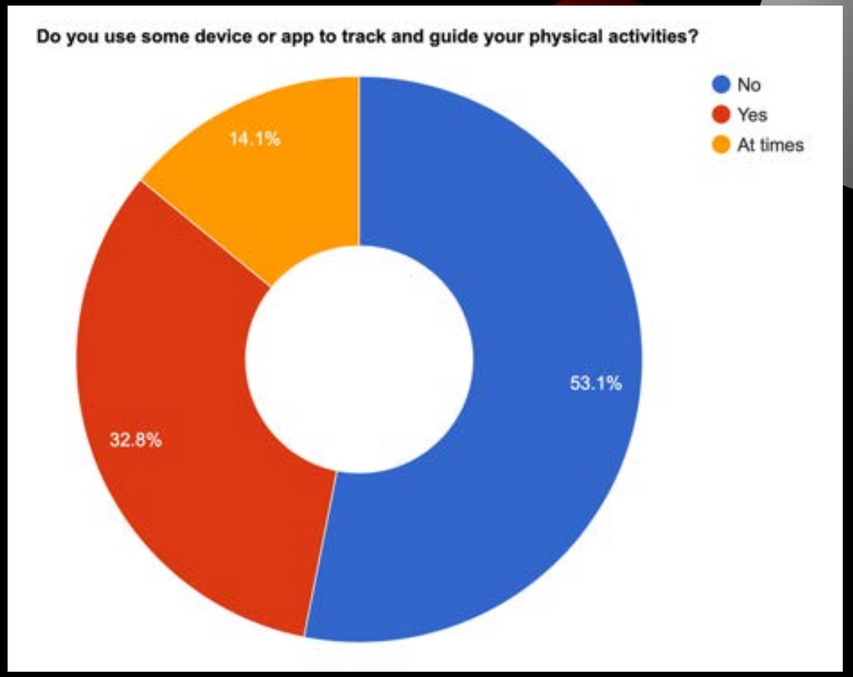
Insights sought:

- **Current Activity Levels:** Respondents reported engaging in moderate physical activity, primarily through gym sessions or individual sports, with exercise routines occurring a few times per week.
- **Limited Use of Tracking Tools:** A significant portion of participants currently does not use apps or devices to monitor their physical activity.



Physical Activity Section

- **Interest in Tracking Features:** There is noticeable interest in an app offering personalized activity tracking and daily prompts to help users maintain consistent fitness routines.
- **Motivational Elements:** A rewards-based system was highlighted as an effective way to motivate users to stick to their fitness goals, underscoring the potential for a fitness app that integrates activity tracking, goal-setting, and incentive-based features.

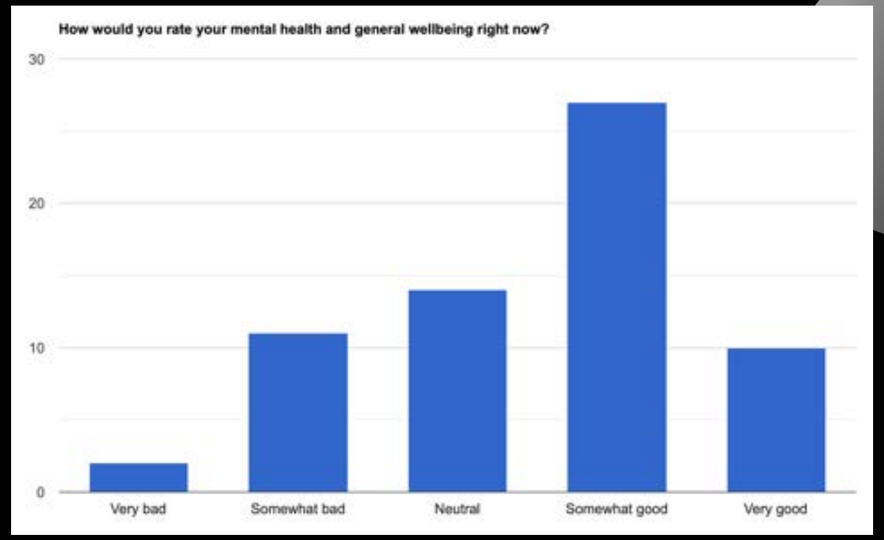


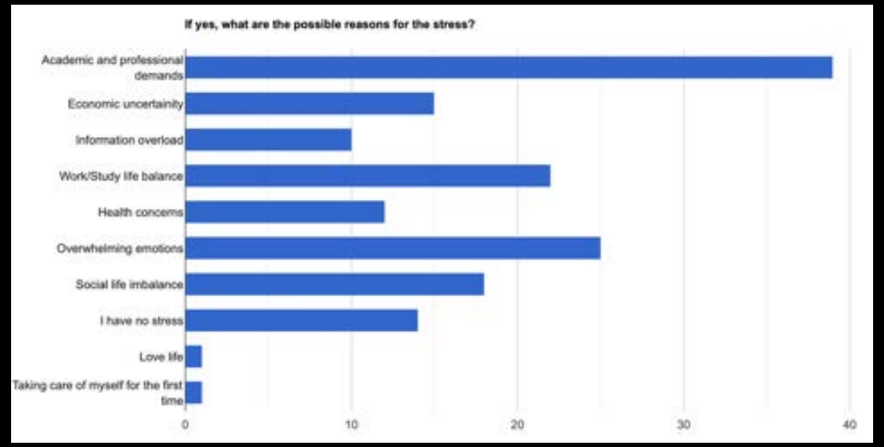
General Wellbeing Section

Purpose: The mental health and well-being section aimed to explore the emotional and psychological challenges faced by university students, recognizing the vital role mental health plays in overall wellness and academic performance.

Questions asked:

- How would you rate your mental health and general wellbeing right now?
- Are you stressed out most of the times?
- Would you use an app to help you with your time management so that you can balance the various areas of life?
- Would you use an app to document how your day was in a few short steps?
- Would you use an app that gives you suggestions to boost your productivity and general wellbeing based on your needs?

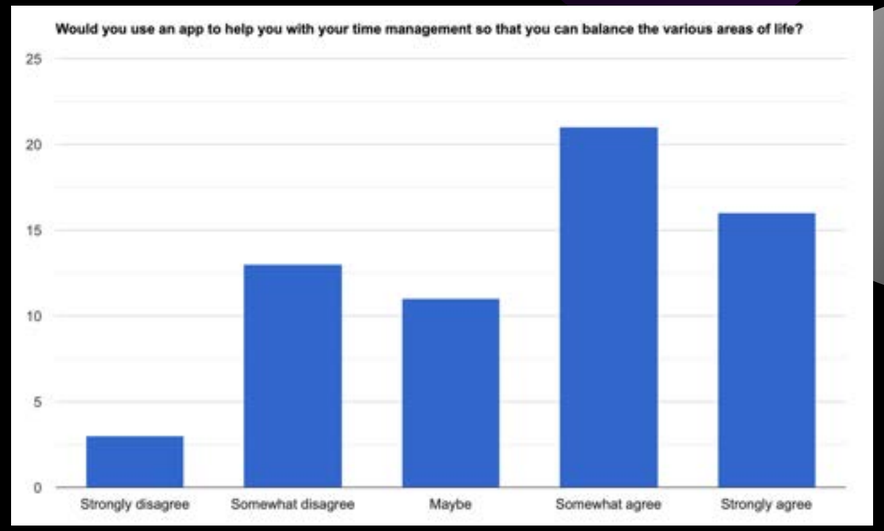


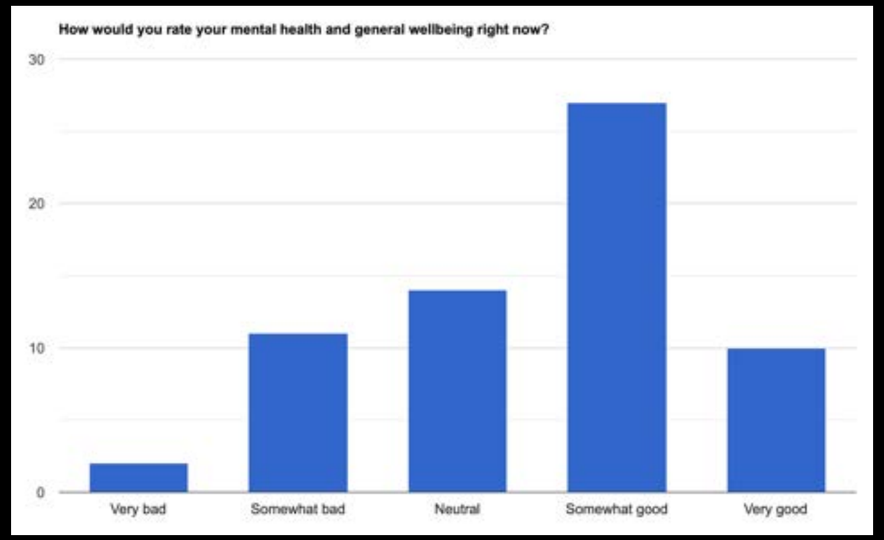


General Wellbeing Section

Insights sought:

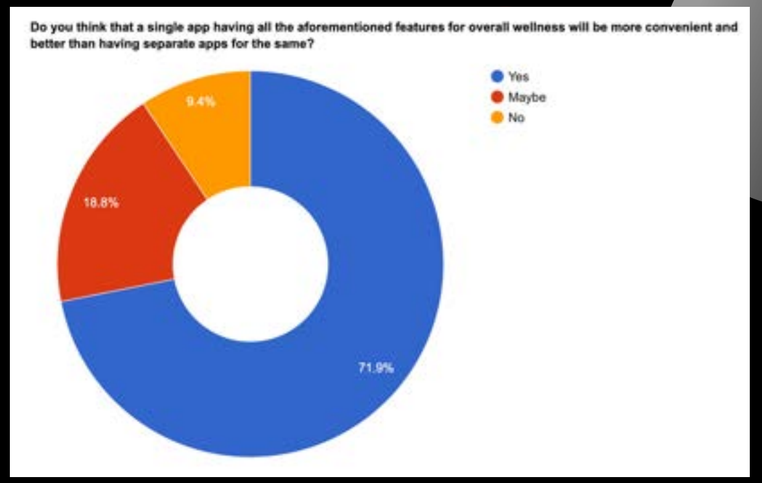
- **Mental Health Overview:** The majority of respondents perceive their mental health as moderately good, indicating limited demand for a standalone mental health app.
- **Stress Factors:** Approximately 40% of participants report experiencing stress, largely driven by academic and professional pressures. This highlights an opportunity to address stress management through app features tailored to alleviate academic-related challenges.
- **Interest in Time Management:** More than half of the respondents expressed an interest in a time management app, particularly one that provides personalized recommendations to enhance both productivity and overall well-being.





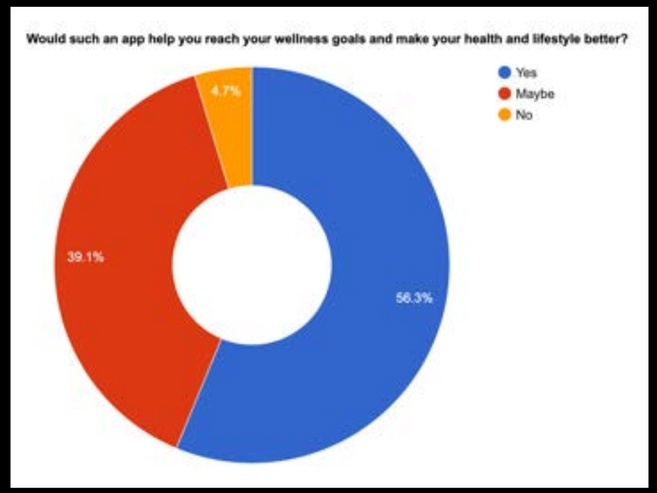
Conclusion Section (Optional feedback)

Purpose: The conclusion section aimed to assess students' preference for an all-in-one wellness app, gauge their interest in university-sponsored rewards for achieving wellness goals, and evaluate the app's potential to improve their health and lifestyle. It also provided space for user suggestions to ensure the app meets their specific needs and expectations.



Questions asked:

- Do you think that a single app having all the aforementioned features for overall wellness will be more convenient and better than having separate apps for the same?
- How likely are you to use an app that provides university-sponsored rewards (e.g., coupons, freebies) for achieving wellness-related goals (such as following a calorie deficit for a week or burning a set amount of calories in a month etc.)?

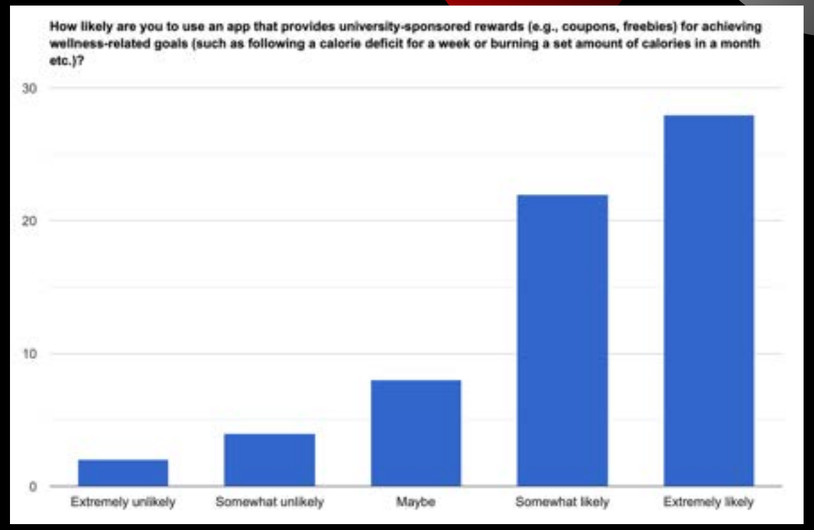


Conclusion Section (Optional feedback)

- Would such an app help you reach your wellness goals and make your health and lifestyle better?
- Any suggestions you have in mind , any feature, any areas of wellness you might want us to cover or any other things you might want us to add on?

Insights sought:

- **Preference for a Multi-Feature App:** A significant majority (71.9%) favor a single app integrating multiple wellness features, valuing its convenience and seamless user experience.
- **Impact of Gamification:** Most respondents (78.2%) expressed enthusiasm for an app offering university-sponsored rewards for achieving wellness goals, emphasizing the potential of gamification to drive user engagement.



Conclusion Section (Optional feedback)

- Perceived Benefits: Over half (56.3%) believe the app could enhance their health and wellness, aligning well with the project's objectives. However, 39.1% remain unsure, indicating the need for more information or an opportunity to trial the app.
- Design Considerations: Key features, including time management tools, integration with wearable devices, and a secure rewards system, will be prioritized to address user needs effectively.

Personas

Lewis Hamilton

"Between deadlines and late-night study sessions, I need a system that keeps me on track without overwhelming me."

Age: **22**
Profession: **Student**
Location: **London, UK**
Status: **Single**

Bio

Lewis Hamilton, 22, is a Data Science postgraduate student balancing a busy academic life with personal wellness. Between coursework, research deadlines, and a part-time job, Alex relies on productivity tools to stay organized. Passionate about efficiency and self-improvement, Hamilton values apps that are intuitive, engaging, and tailored to student needs. With hobbies like running and mindfulness, Hamilton seeks tools like Soluna to streamline tasks, build habits, and stay motivated through meaningful rewards.

Goals

- Maintain a balance between academic workload and personal wellness
- Meet assignment deadlines and manage research efficiently
- Build a consistent lifestyle not having to compromise for the sake of academic work.

Pain points

- Struggles to manage time effectively due to overlapping deadlines.
- Finds current wellness apps too generic and not tailored to student needs.
- Often forgets to take breaks or prioritize sleep during high-stress periods.

Motivations

- Achieving a sense of accomplishment by staying productive and organized.
- A visually pleasing and easy-to-navigate interface encourages engagement.
- Apps that provide flexibility while addressing academic and wellness needs.
- Avoiding burnout by adopting healthier habits and balancing academics with personal wellness.

Personas

Vikram Singh Barn

"I'm all about saving money, so apps with free features and real perks for students are a big win for me."

Age: **19**
Profession: **Student**
Location: **Ohio, USA**
Status: **Single**

Bio

Vikram, an international student from India, is currently pursuing an undergraduate degree in marketing. Living abroad has introduced him to a wealth of new experiences and challenges as he navigates life away from home. Passionate about digital marketing, Vikram is deeply engaged in exploring emerging trends and strategies in the field. However, the shift to a new environment has disrupted his lifestyle—healthy habits have taken a backseat, replaced by quick meals and irregular routines. In his free time, Vikram enjoys playing darts, a hobby that helps him relax and connect socially. While he remains focused on his academic goals, he often finds it challenging to strike a balance between his studies and maintaining a healthier lifestyle. Despite these struggles, Vikram is optimistic that as he adapts to his new surroundings, he'll discover a better equilibrium between his personal well-being and academic aspirations.

Goals

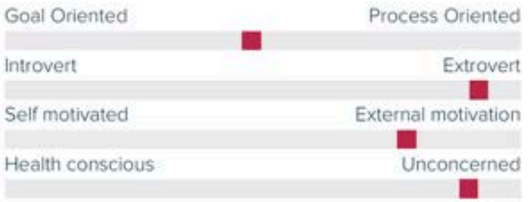
- Improve his ability to manage time effectively, ensuring he can juggle studies, hobbies and self-care.
- Aiming to establish healthier habits that support both his studies and personal life.
- Connecting with other students and professionals to create a network in his field.

Pain points

- Finds it challenging to maintain a healthy lifestyle with the fast-paced demands of his studies and lack of routine.
- Feels disconnected from home which affects his motivation and well being.
- Without proper routines he finds it difficult to stay disciplined with both his academic work and personal life.

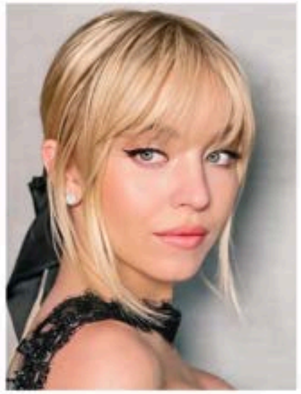
Motivations

- Driven to excel in the field of digital marketing and gain skills that will help him stand out.
- Staying within a student budget while using tools and strategies that support his lifestyle and academic goals.
- Curious about the new culture and eager to learn from international experiences.



Personas

Sydney Sweeney



"Sometimes I feel overwhelmed by everything I need to do. A simple, clear system can help me focus and get started."

Age: **18**
Profession: **UG Student**
Location: **New York, USA**
Status: **Single**

Bio

Sydney Sweeney is a bright and enthusiastic first-year Biosciences student, eager to immerse herself in the excitement of university life. While thrilled about the opportunities ahead, she sometimes feels overwhelmed by the demanding academic workload of her courses. Sydney is deeply passionate about exploring the complexities of biological systems and dreams of making a meaningful contribution to groundbreaking research in her field. In her downtime, she enjoys practicing archery, a skill she has honed over the years, and gaming online with her old school friends as a way to unwind and manage stress.

Goals

- Excel academically and stay ahead in her biosciences coursework.
- Joining student organizations and clubs to connect with like minded peers.
- Effectively managing time to balance academic commitments with personal interests and hobbies.

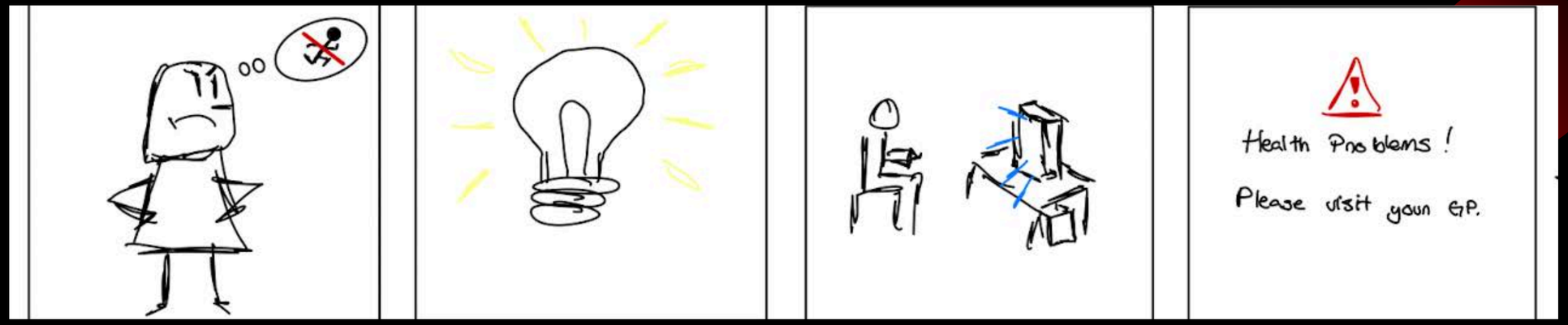
Motivations

- The personal satisfaction of achieving a balanced and productive lifestyle.
- A passion for advancing knowledge in Biosciences and contributing to impactful research.
- A love for structured routines and the sense of accomplishment that comes from completing tasks.

Pain points

- Feels overwhelmed by the workload and struggles to allocate sufficient time for studying.
- Worrying about not meeting expectations and fear of falling behind in coursework.
- Frustration with procrastination or distractions, such as gaming taking up more time than planned.

Scenario 1 : Problem



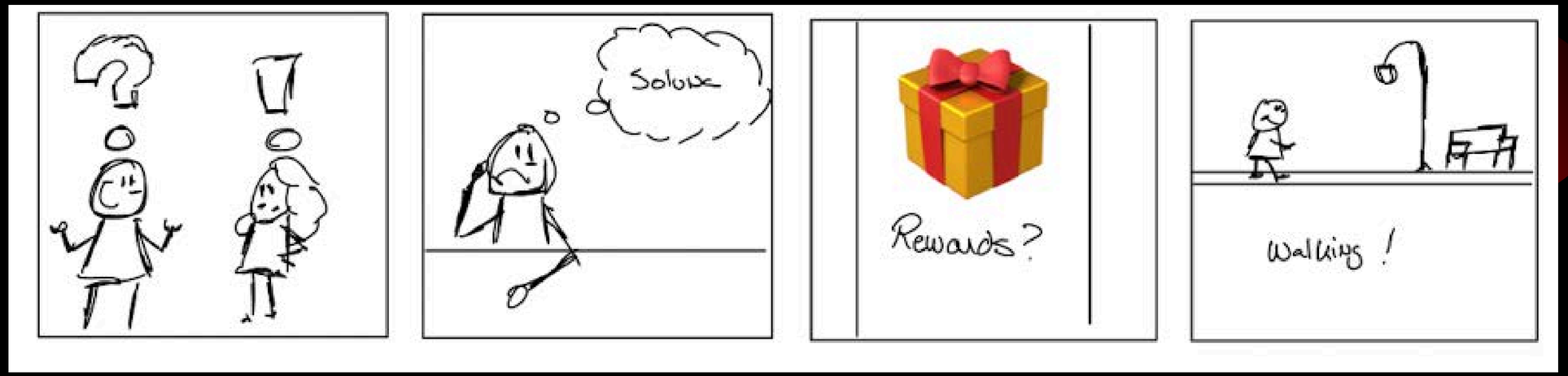
Hamilton wants to adopt a more active lifestyle but prefers staying indoors, as he feels going out would be a waste of time.

He comes up with an idea to be productive, but not having to go outside.

Instead of using his time productively to complete his coursework, he chooses to play video games.

He’s been living an unhealthy lifestyle, to the point where he now needs to schedule a general checkup.

Scenario 1 : Solution



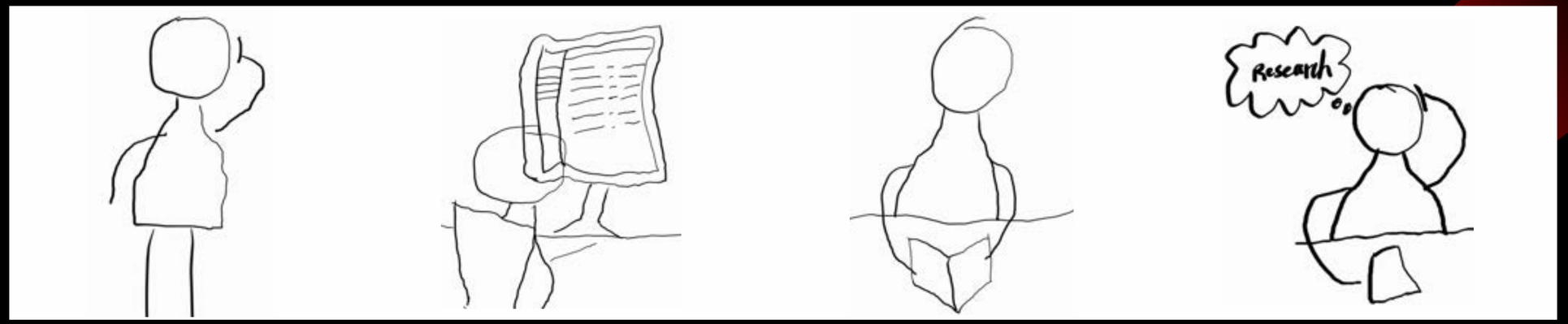
Hamilton talks to his peers and learns about Soluna, an app designed specifically for students.

Hamilton begins to consider how he can use Soluna to get his lifestyle and tasks back on track.

Hamilton discovers the app's rewards system, which offers incentives for completing set goals. This motivates him more.

Now that he is using our app he is able to meet his goals effectively, balancing his health, lifestyle and work simultaneously.

Scenario 2 : Problem



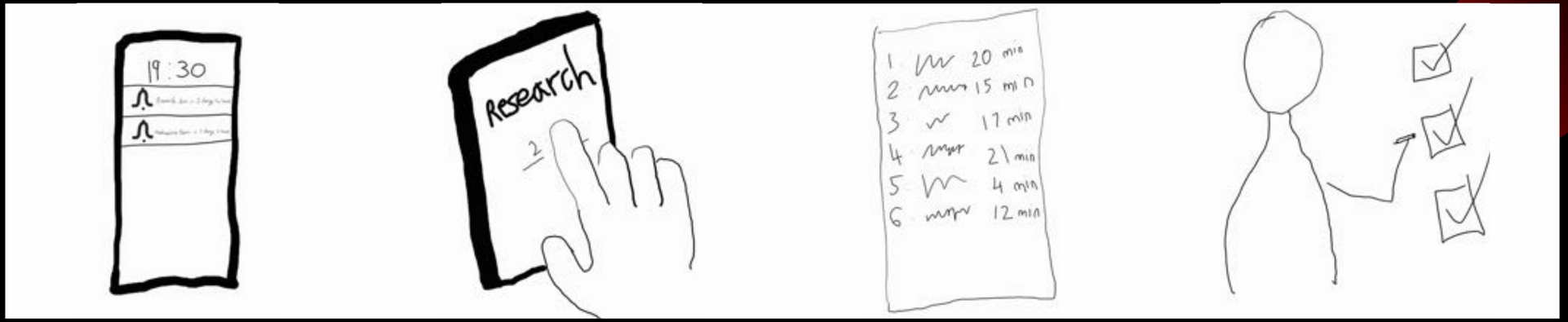
Vik is always confused with the tasks he has at hand. He often gets overwhelmed with all the tasks.

He doesn’t know how to divide and plan his tasks and get them done in time.

He has a research assignment due soon but he can’t do it in one day and needs to work on it in slots on different days.

He tries to divide it haphazardly and gets stuck on the initial stage of the research assignment.

Scenario 2 : Solution



Vik comes to know about our app through some of his classmates who use it to boost their productivity.

He uses our app to set up chunks of work for his assignment and divide his task successfully.

He follows the schedule made by him to do chunks of his assignment and by the end of the week he is done with it.

Vik can now organize and manage all of his tasks and doesn't get overwhelmed often.

Key Takeaways: Define -> Ideate

- Defining our problem was a collaborative effort that involved brainstorming sessions, team meetings, and extensive analysis of feedback collected from user responses to questionnaires. During these discussions.

- We worked together to determine the scope of our target audience, including the age range and types of people we wanted to target. Additionally, we carefully selected the initial features based on the previous brainstorming to prioritize based on insights gained from user input, ensuring our decisions were based on real user needs and preferences.

- Now, with a clear understanding of the problem and our users' requirements, we are ready to move forward and start ideating our solutions, building on the foundation we have laid.

Ideate

Week 04

Final Product Ideation

Final Product Ideation : Overview

- Naming of the app was done during the ideation phase. Unisupporter was a suggestion made but it was ruled out later for Soluna. The new name as carried meaning aligning our apps goals and hence added gravity to the design.

- "Soluna" is a blend of the words "Sol" (Latin for sun) and "Luna" (Latin for moon). It symbolizes balance & harmony.

- The areas of focus and the major functionalities of the application as initially thought changed a bit after our extensive user research as evidence suggesting adding a diet feature was redundant and task management was a feature heavily suggested by participants for stress management through open ended questions. The final functionalities/sections of the app after evidence based selection were:
  - Sleep.
  - Health (Physical Activity).
  - Tasks (Task Management).

Final Product Ideation : Gamification

- To make this app a success and stand out from existing solutions an idea of gamifying it was introduced. Every event/task completed in each section would earn users a certain amount of coins in the respective section with a maximum cap for any given week.

- If the user puts in a consistent performance and completes the goals assigned to them by themselves in each section, they can then redeem those coins for trivial rewards (discounts, coupons & freebies) provided by their university.

- The rewards available for every section could be redeemed by coins earned only in that respective section and would be in theme to the section. Ex - Rewards in the sleep section could include coupons for coffee houses & cafes across campus etc. Rewards in the health section can include offs on campus gym memberships etc. Rewards for the tasks section can include a wide range of stuff like discounts in apparel stores, book stores etc.

Final Product Ideation : Gamification

- This feature would benefit both students and universities as the productivity and overall lifestyle of students improve their performance improves too which would cause a ripple effect ultimately improving the universities outcomes and performance as an institution. This app can be adapted by any university just like the learning systems currently in use like ‘Canvas’, ’Moodle’ etc.

- The users would need to verify their university status using their university email for them to access the rewards provided by their university. This way the rewards system stays secured and the rewards provided by the user’s university are the only ones they get to redeem.

- These rewards would have an expiry so that users if keen to get them would work towards achieving their goals and redeem them. This would increase the users engagement with the app in order to improve their lifestyle and productivity.

Final Product Ideation : Verification

- For the above said features to work licitly and to have a check on no event/task completion is faked the app would work in sync with a wearable of any sort that the user finds comfortable.
- The sleep times as set by the user if not followed would be captured by the wearable through parameters like resting heart rate, phone pickups etc.
- Activities in health like physical activity if not captured by the wearable based on parameters like healthcare, location etc in the given timeframe set by the user would deem the the task as not successfully done hence not awarding any coins to the user.
- Depending on the tasks in the task management section there would be different parameters like for assignments being in focus which has different heart rates and less screen time would be accounted to verify the completion of the task.
- These secure settings would allow maintaining the integrity of the rewards system.

Final Idea

Sleep Management

This feature of our app helps user set their sleep schedule and follow it regularly to earn rewards. It provides one insights into their sleep schedule.

Task Management

This feature of our app helps user to document and set goals for their tasks throughout the week. Dividing work and increasing productivity.

Health Management

This feature of our app helps users log and schedule their health & wellbeing goals and follow them through to earn rewards and stay fit.

Rewards System

This gamification feature of our app helps users earn coins for each completed task & allows them to redeem it for trivial rewards.

Key Takeaways: Ideate -> Prototype

- During the Ideate phase, we refined and expanded our initial ideas, aligning them with research and user feedback to define the core functionalities of our application, Soluna.

- Key decisions included integrating features such as sleep tracking, physical activity tracking, and task management, while excluding redundant elements such as diet tracking based on evidence from user input. The concept of gamification was also introduced to drive engagement, incorporating a coin-based reward system linked to real-life incentives provided by universities.

- With a clear vision established, we move into the Prototype phase to make these ideas a reality. This transition involved translating conceptual features into tangible application components.

- The Prototype stage serves as a testable representation of our ideas, allowing us to evaluate the app's usability, engagement, and alignment with user needs. This iterative process will provide valuable insights to further refine and improve the app, ensuring it effectively supports college students in improving their well-being and productivity.

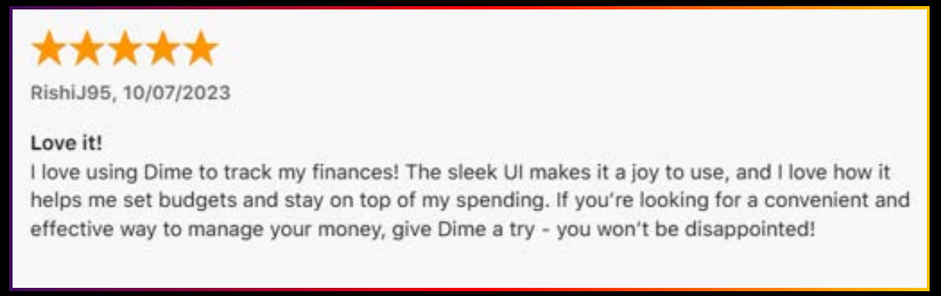
Prototype

Week 05

Wireframing

Inspiration for Wireframing

- Apps on app store having a particular design had great reviews about their UI and left a positive impact on their users. Inspiration was taken from them to design the wireframe for Soluna.

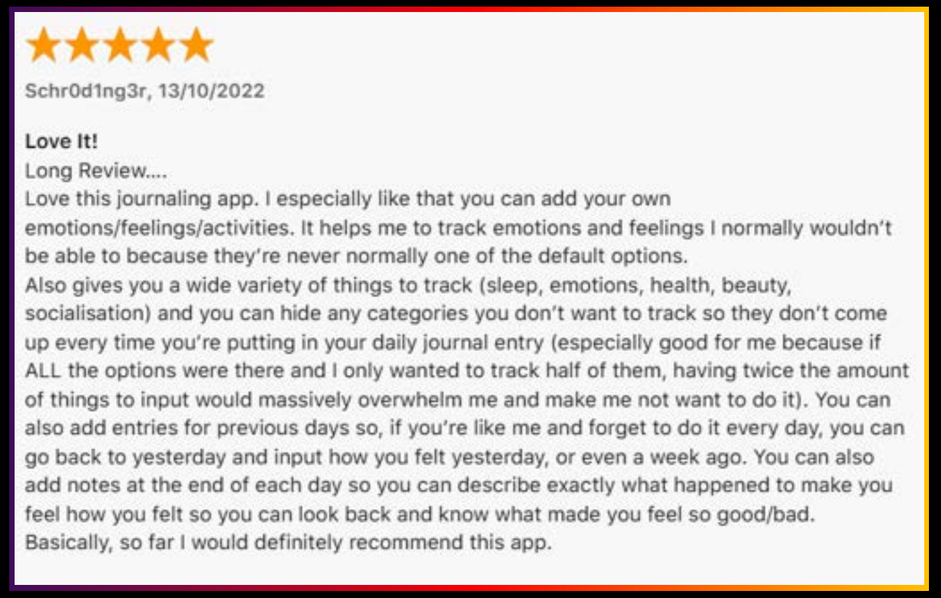


★★★★★

RishiJ95, 10/07/2023

Love it!

I love using Dime to track my finances! The sleek UI makes it a joy to use, and I love how it helps me set budgets and stay on top of my spending. If you're looking for a convenient and effective way to manage your money, give Dime a try - you won't be disappointed!

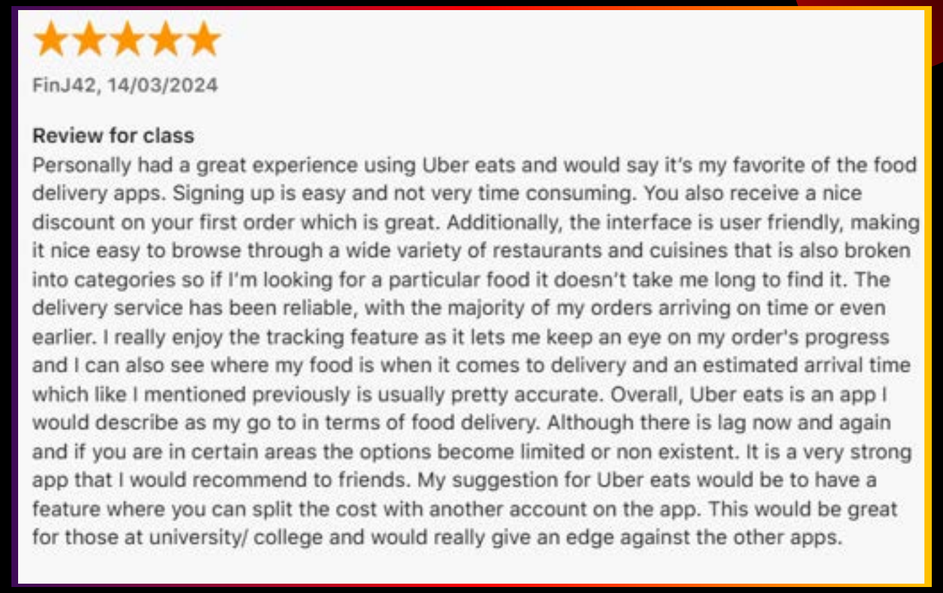


★★★★★

Schr0d1ng3r, 13/10/2022

Love It!

Long Review....
Love this journaling app. I especially like that you can add your own emotions/feelings/activities. It helps me to track emotions and feelings I normally wouldn't be able to because they're never normally one of the default options.
Also gives you a wide variety of things to track (sleep, emotions, health, beauty, socialisation) and you can hide any categories you don't want to track so they don't come up every time you're putting in your daily journal entry (especially good for me because if ALL the options were there and I only wanted to track half of them, having twice the amount of things to input would massively overwhelm me and make me not want to do it). You can also add entries for previous days so, if you're like me and forget to do it every day, you can go back to yesterday and input how you felt yesterday, or even a week ago. You can also add notes at the end of each day so you can describe exactly what happened to make you feel how you felt so you can look back and know what made you feel so good/bad.
Basically, so far I would definitely recommend this app.

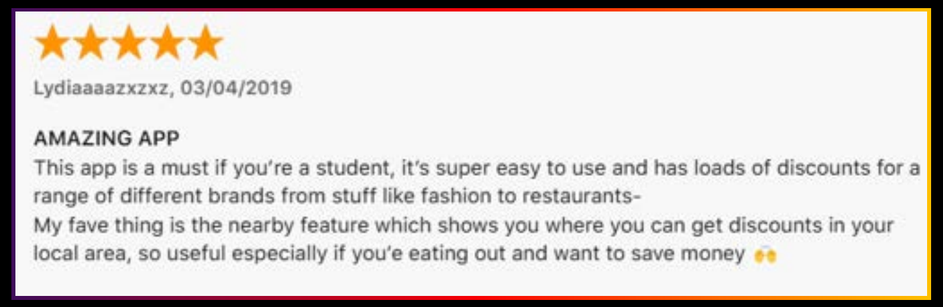


★★★★★

FinJ42, 14/03/2024

Review for class

Personally had a great experience using Uber eats and would say it's my favorite of the food delivery apps. Signing up is easy and not very time consuming. You also receive a nice discount on your first order which is great. Additionally, the interface is user friendly, making it nice easy to browse through a wide variety of restaurants and cuisines that is also broken into categories so if I'm looking for a particular food it doesn't take me long to find it. The delivery service has been reliable, with the majority of my orders arriving on time or even earlier. I really enjoy the tracking feature as it lets me keep an eye on my order's progress and I can also see where my food is when it comes to delivery and an estimated arrival time which like I mentioned previously is usually pretty accurate. Overall, Uber eats is an app I would describe as my go to in terms of food delivery. Although there is lag now and again and if you are in certain areas the options become limited or non existent. It is a very strong app that I would recommend to friends. My suggestion for Uber eats would be to have a feature where you can split the cost with another account on the app. This would be great for those at university/ college and would really give an edge against the other apps.



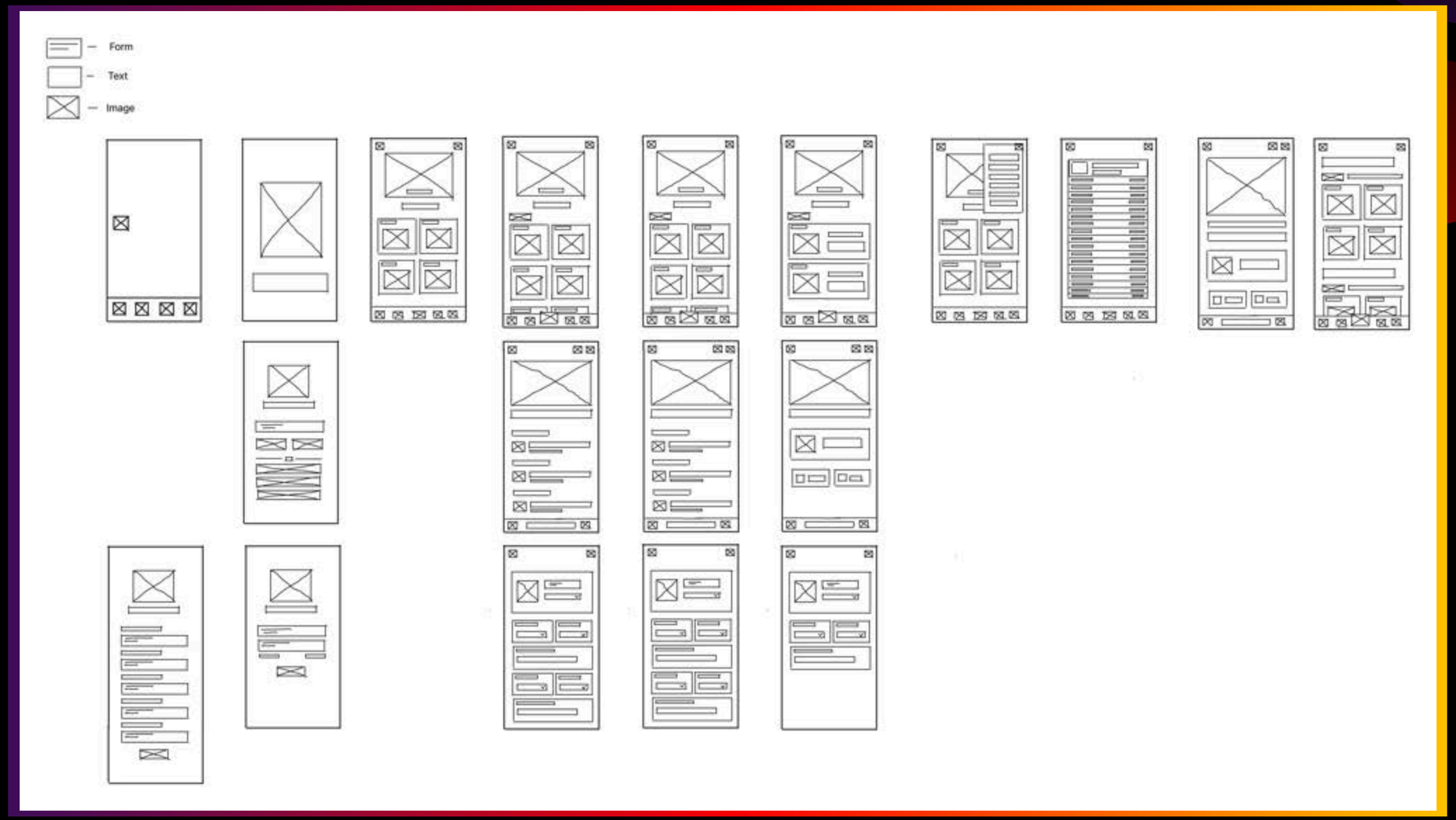
★★★★★

Lydiaaaazxzxz, 03/04/2019

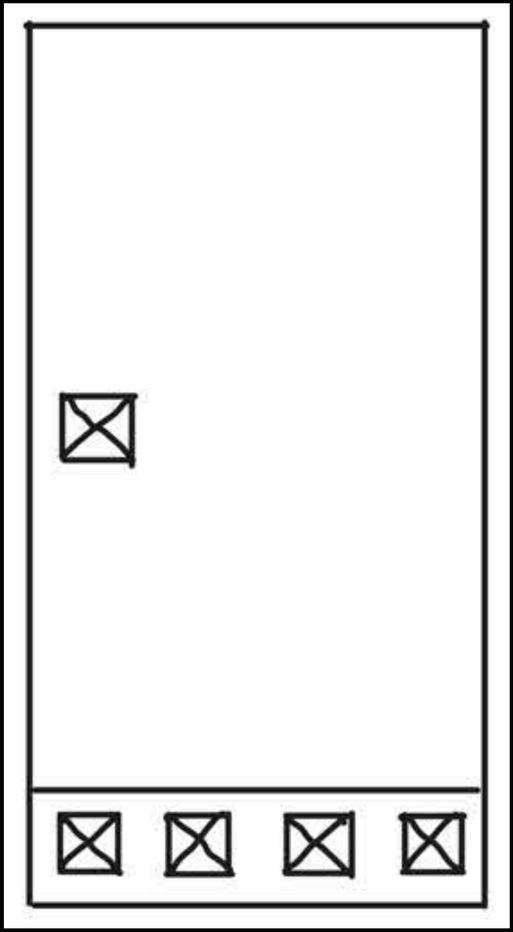
AMAZING APP

This app is a must if you're a student, it's super easy to use and has loads of discounts for a range of different brands from stuff like fashion to restaurants-
My fave thing is the nearby feature which shows you where you can get discounts in your local area, so useful especially if you'e eating out and want to save money 🙌

Overall Wireframing

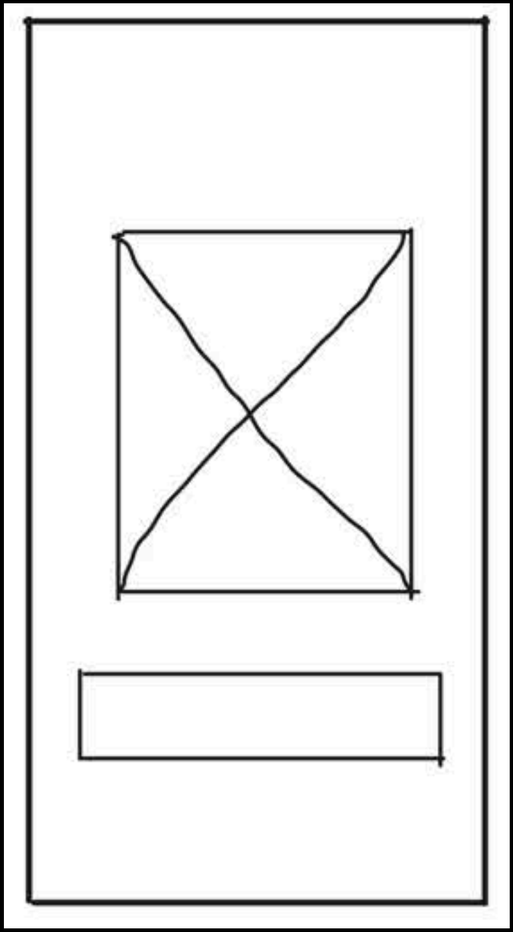


Wireframing



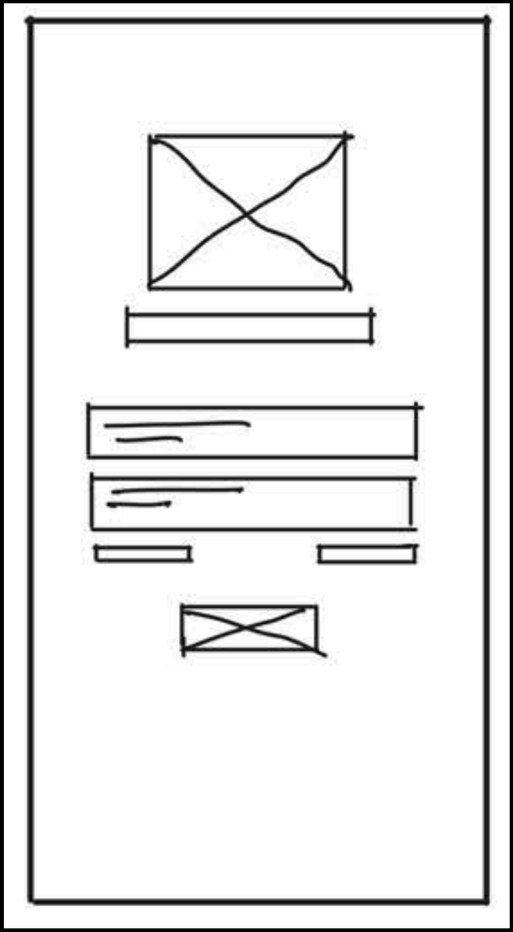
- This wireframe depicts a home screen with our app present on the screen.
- The icon in the middle will be an image of Soluna’s logo when the wireframe goes for further prototyping.

Wireframing



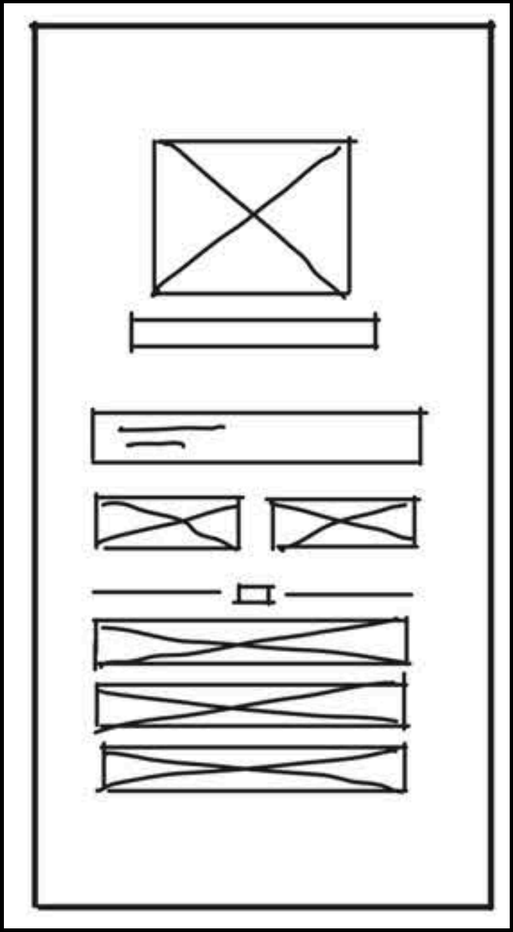
- This is a wireframe for the splash screen of the app. This would include a bigger image of the logo along with the app name.
- Splash screens need to have a few effects and should look bright and exciting to entice users to use the app.

Wireframing



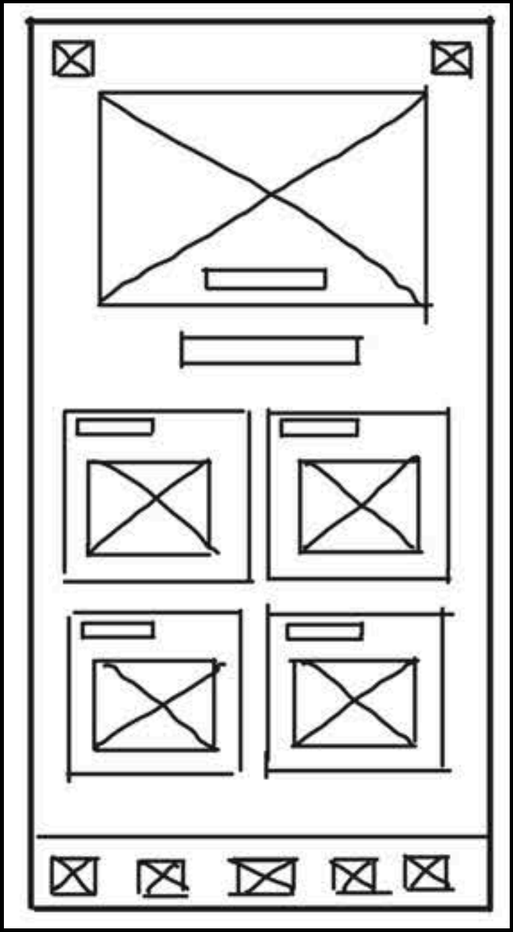
- This is the initial login pages’s wireframe.
- It includes an image of the logo with forms for registered email and password and small texts for forgot password and signup. A button to proceed ahead is present at the bottom.

Wireframing



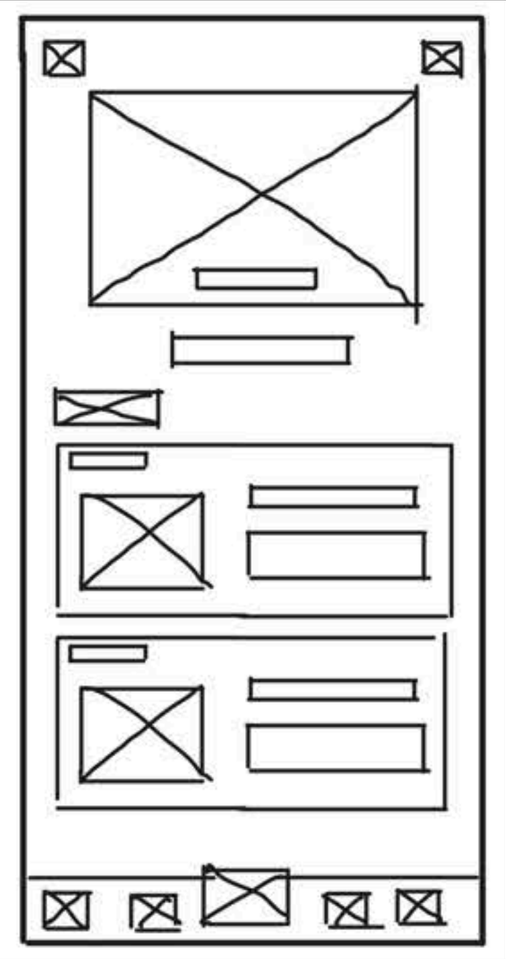
- This wireframe depicts the signup page.
- It includes an image of the logo along with an input form to put your email in, along with buttons to signup using various other platforms.

Wireframing



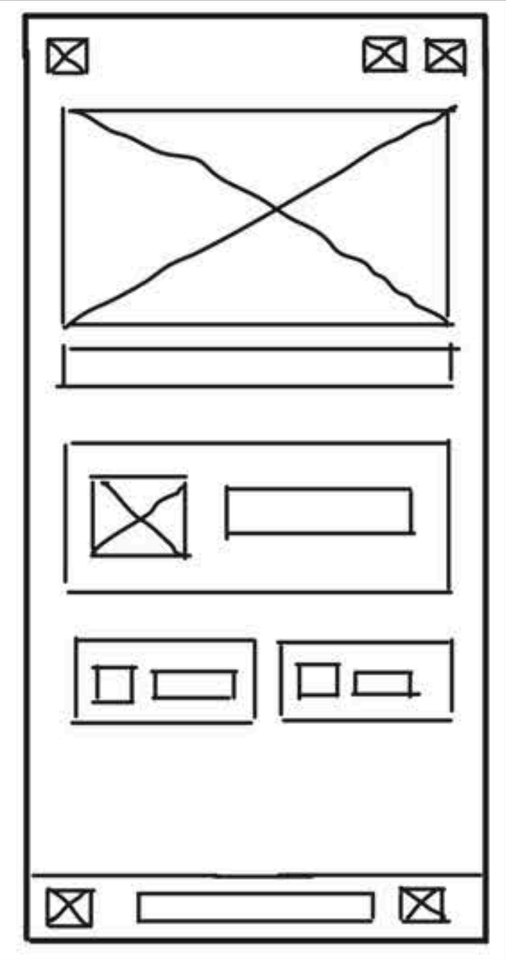
- This homepage layout includes the settings and filter icons at the top followed by a huge image of a graph showing overall progress.
- The various sections are present as boxes soon after the overall graph. These would include some overall information of each individual section as well.
- The bottom has a taskbar having icons for rewards, analytics,etc. The button at the center of the taskbar will be a pop up button with easy navigation to various sections.

Wireframing



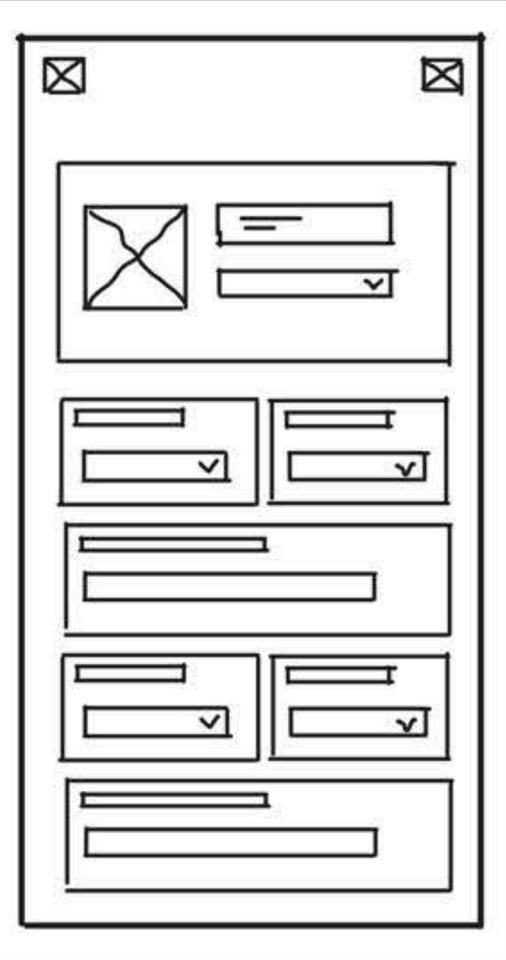
- This is the wireframe for the individual section. At top it includes a graphical image representation of user’s performance in that particular section.
- It is followed by individual tasks being present in elongated boxes having all the display details of tasks. Atop these boxes is a button for adding tasks.

Wireframing



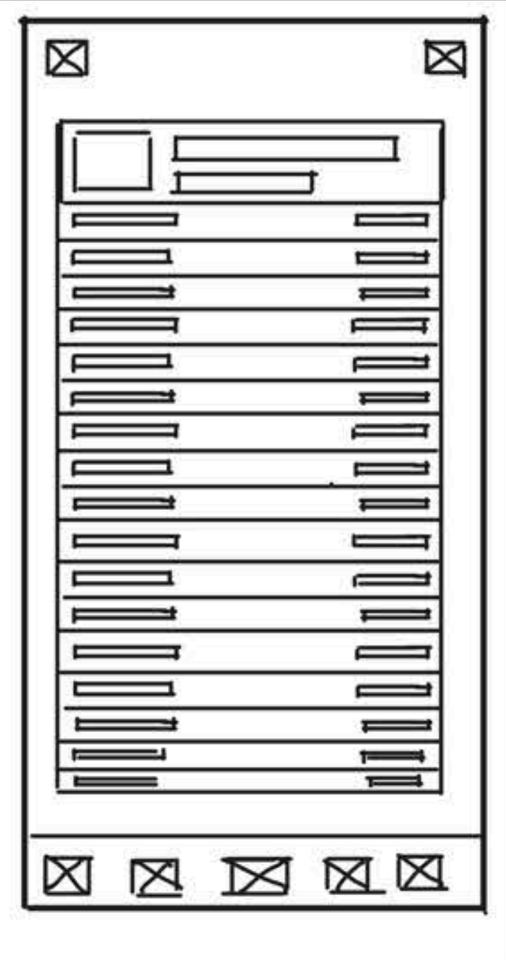
- This wireframe is a detailed view of a task showing information in a much detailed and improved view.
- The top is an image including a timer or a stopwatch like display for that given task followed by images and text boxes having elaborate information of the task.

Wireframing



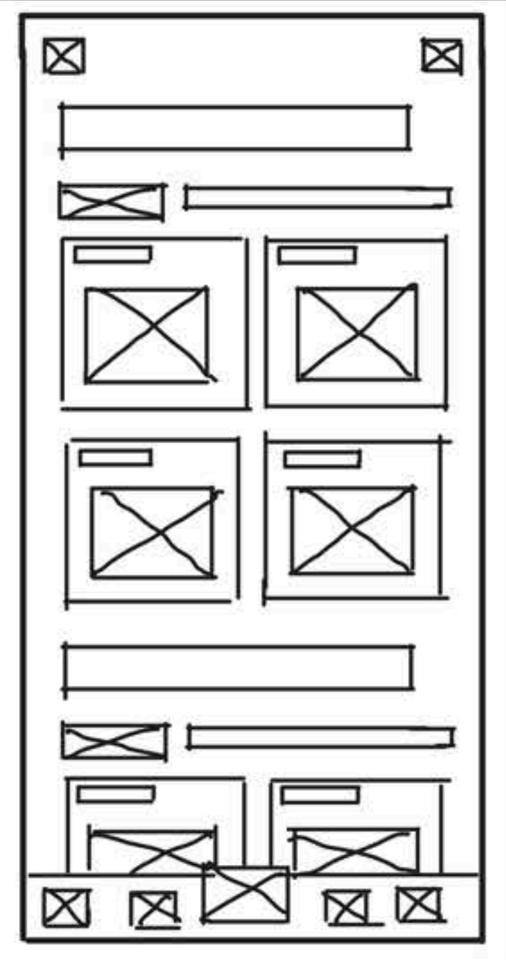
- This wireframe shows the task/event scheduling menu.
- A few input forms and drop downs are present on the screen to select tasks and their parameters like type, duration, time etc.

Wireframing



- This is the layout for the settings menu of that app.
- The top is a section about personal information and a profile picture, foloowed by a list like view of various settings.

Wireframing



- This is the wireframe of the Rewards section having a users name at the top followed by the amount of coins they have got in various sections in boxes.

- The page continues ahead with the same layout having rewards in multiple boxes including basic text information and images.

Week 06

High-Fidelity Prototyping

Final Prototype: Overview

-Final Design Link on Figma.

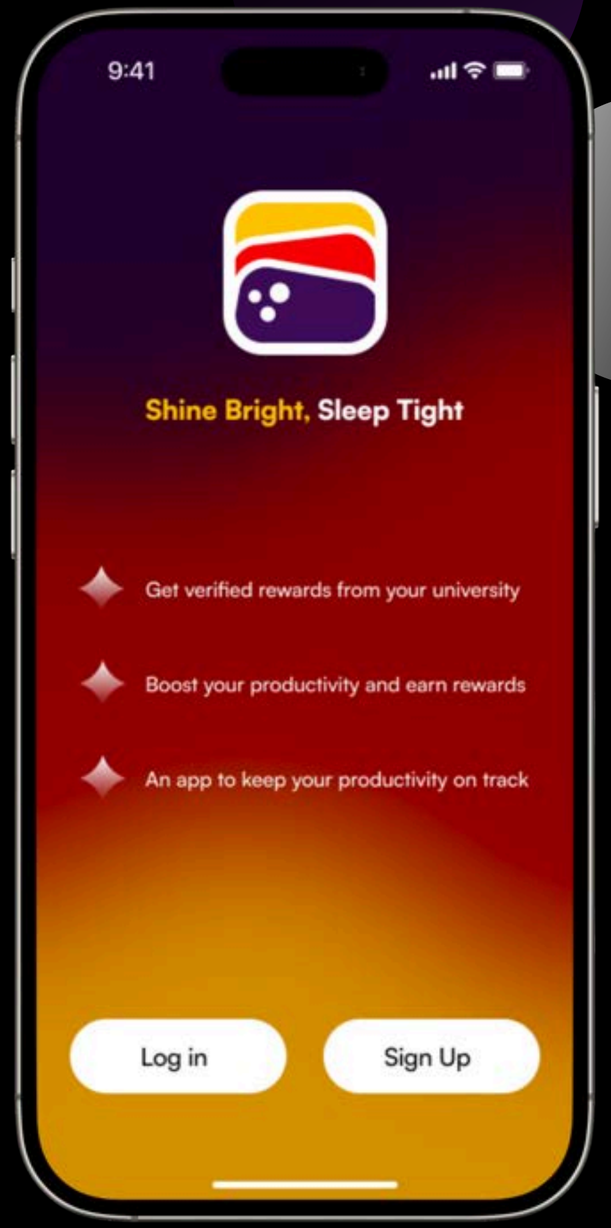
-Final Prototype Link on Figma.

Prototype: Splash Screen

- Working ahead on the wireframe of the splash screen this high fidelity prototype was created for the same.
- The initial wireframe had a smaller logo size but a a bigger logo helps leave a much better initial imprint on the user.
- Initially the background was meant to be a gradient of all 3 brand colours but the logo wasn’t evident on that so this design was worked upon.

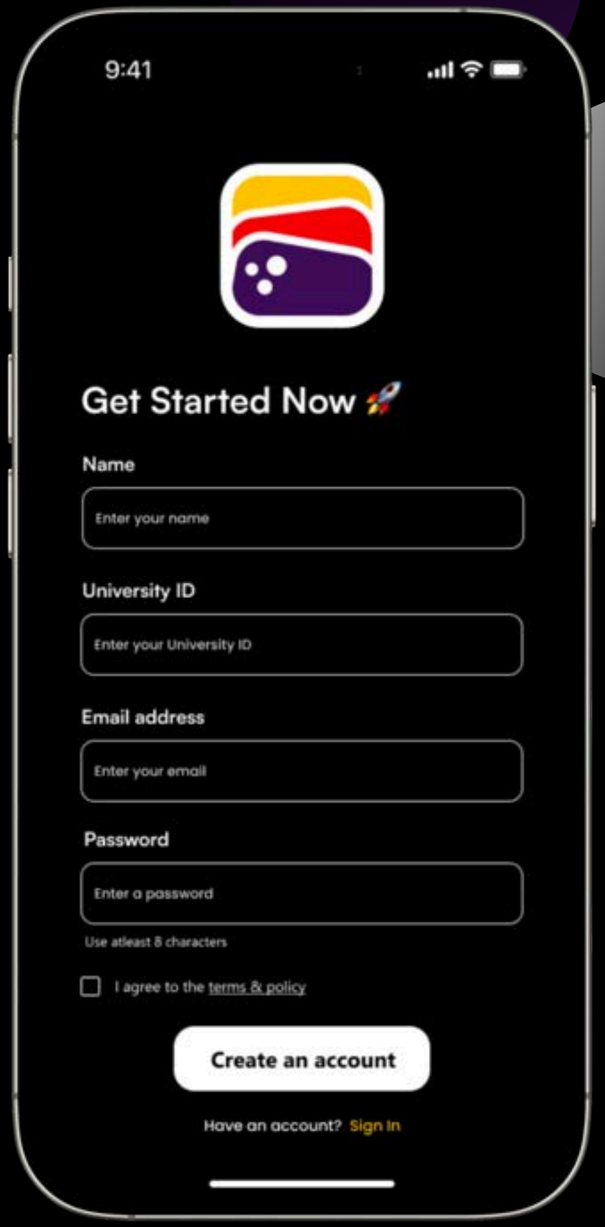
Prototype: Introduction Screen

- Initially not present in the wireframe this is an extension of the splash screen; the introduction screen.
- The gradient rejected for the splash screen was darkened out and used here for background since this page has a smaller version of the logo at top.
- This page encourages a new user to use the app by mentioning a few motivations and providing the options to login/sign up.
- This screen would only appear for a non logged in user or for a new user.



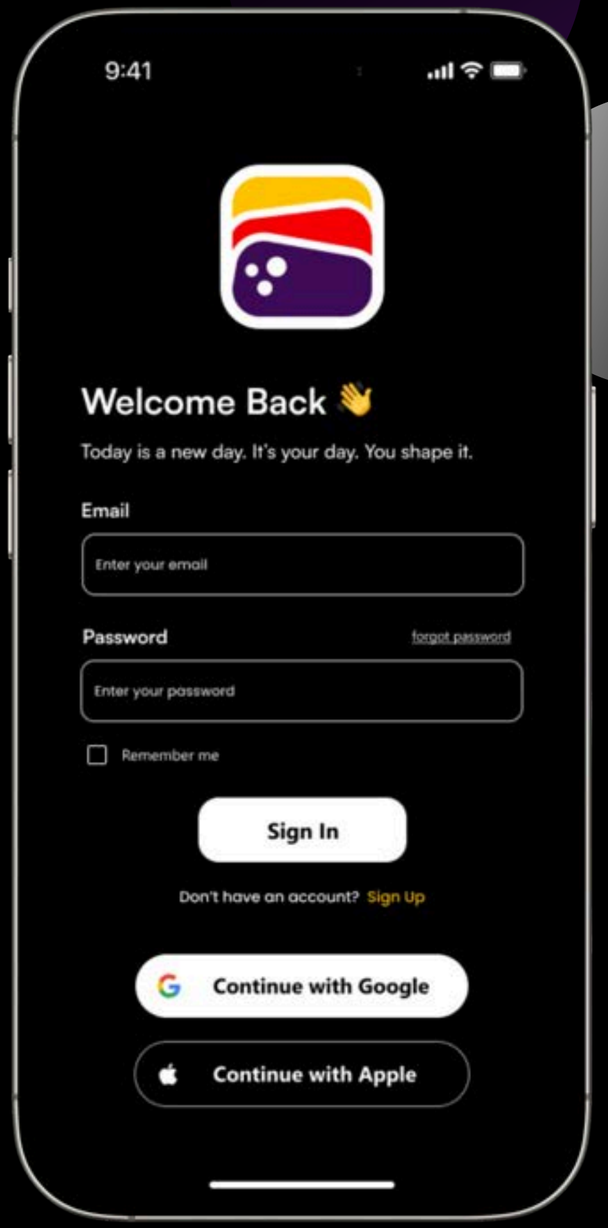
Prototype: Signup Screen

- A pretty standard sign up page similar to the earlier designed wireframe.
- A sign up screen that doesn’t require too many details at the very beginning allows users to start quick and makes the onboarding process hassle-free.



Prototype: Login Screen

- This is the Login screen desgined based on the wireframe worked on earlier.
- It includes the options of logging in using one’s socials so that the onboarding is swift and smooth.



Prototype: Home Screen

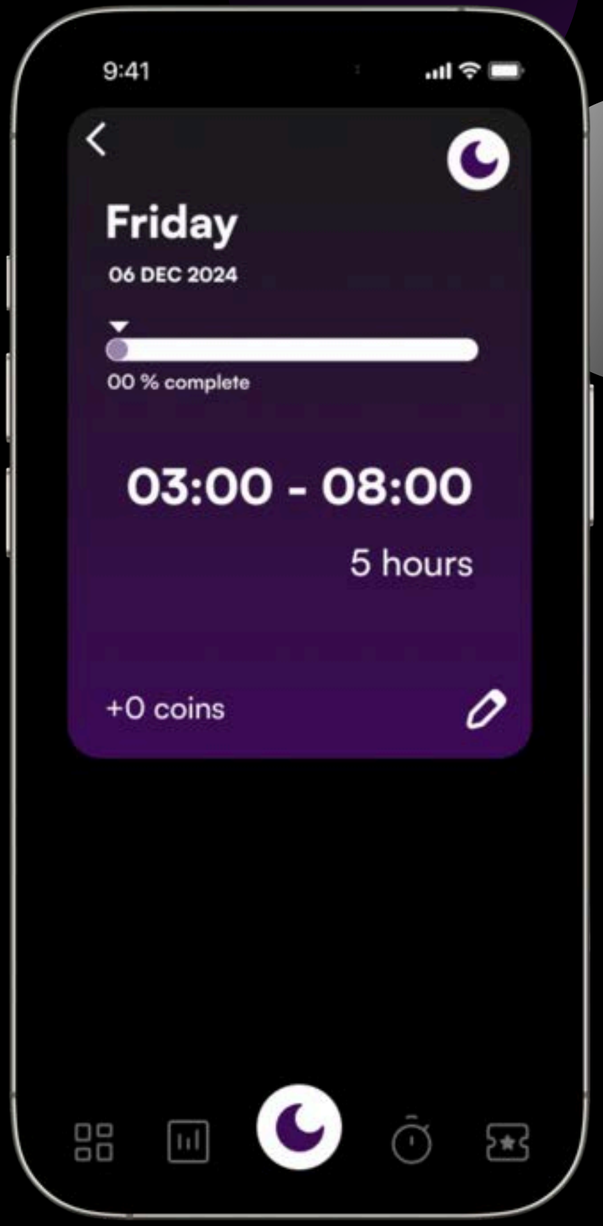
- The home screen's high fidelity version was made based on the wireframe designed earlier.
- The heading text "Overall" was present at the bottom of the graph in the initial wireframe but it looked cluttered and didn't come into the spotlight for any user to notice, so it was moved above.
- Each section has it's own colour based on psychological aspects: Violet depicting calmness for sleep, Red depicting strength for workouts & Yellow depicting excitement for tasks.
- These 3 colours combined make the app's whole theme which is very evident ion the home screen.

Prototype: Sleep Section

- The landing screen of the ‘Sleep section’ is designed following the main layout of the home screen. The design is synonymous to the wireframe designed earlier.
- The center of the taskbar has the logo for the sleep section making the user notice that information clearly.
- There is a add button just above the events/tasks for ease of access, so that the user can add events/tasks easily.
- The events/tasks were square boxes in the initial wireframe but the information looked crammed in them so instead of 2 small square boxes one big rectangular box was decided upon.
- The violet coloured theme makes this section distinguishable from other sections for ease of interpretation.

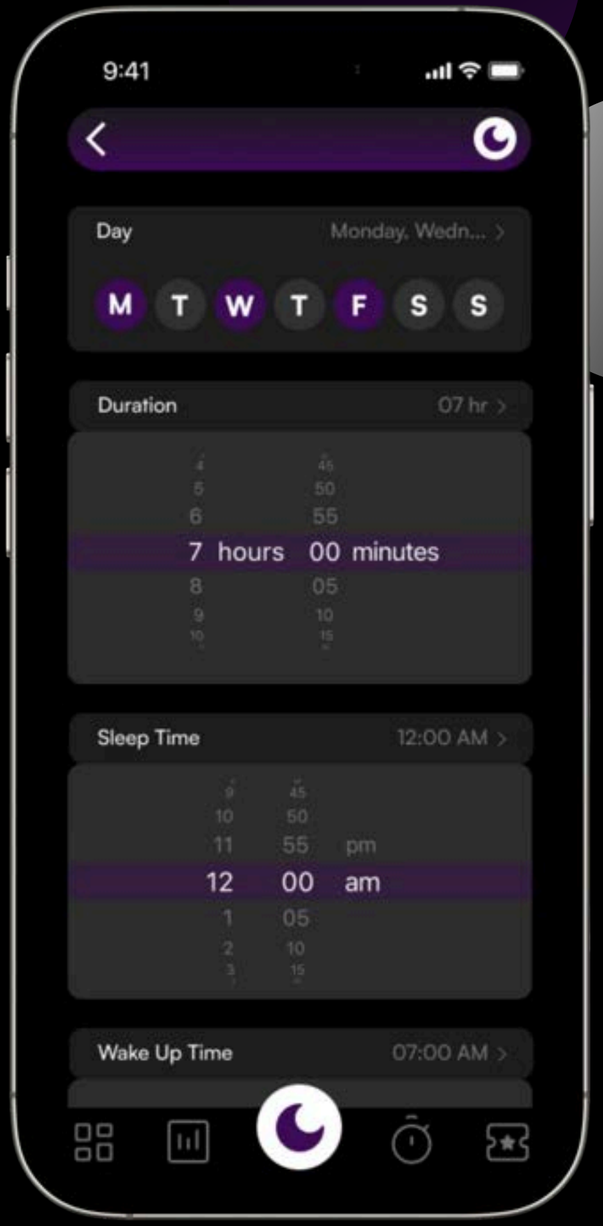
Prototype: Sleep Section

- The individual event/task view for ‘Sleep section’ has some significant changes when compared to the initial wireframe.
- Initial wireframe included a graphical image atop and then the event/task details in text below, but that doesn’t provide information concisely so a structure similar to viewing your passes in ‘Apple wallet’ was adopted.
- This change enabled to deliver information clearly and concisely with a crisp look.



Prototype: Sleep Section

- The screen while setting any event/task is designed similar to the wireframe initially designed with a few changes.
- Initial wireframe intended user to input text inputs, but that is a tedious task so dropdowns and easy selections were implemented in the final design for ease of use.
- The accents are in violet colour reminding the user of the section they currently are in.

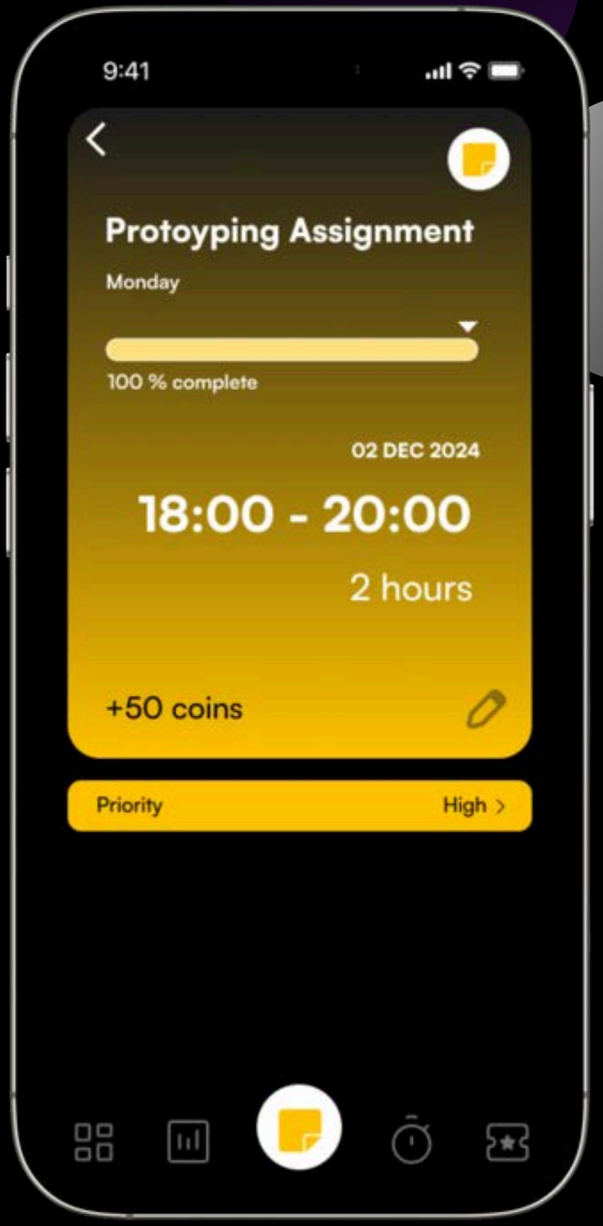


Prototype: Tasks Section

- The landing screen of the ‘Tasks section’ is designed following the main layout of the home screen. The design is synonymous to the wireframe designed earlier.
- The center of the taskbar has the logo for the tasks section making the user notice that information clearly.
- There is a add button just above the events/tasks for ease of access, so that the user can add events/tasks easily.
- The events/tasks were square boxes in the initial wireframe but the information looked crammed in them so instead of 2 small square boxes one big rectangular box was decided upon.
- The yellow coloured theme makes this section distinguishable from other sections for ease of interpretation.

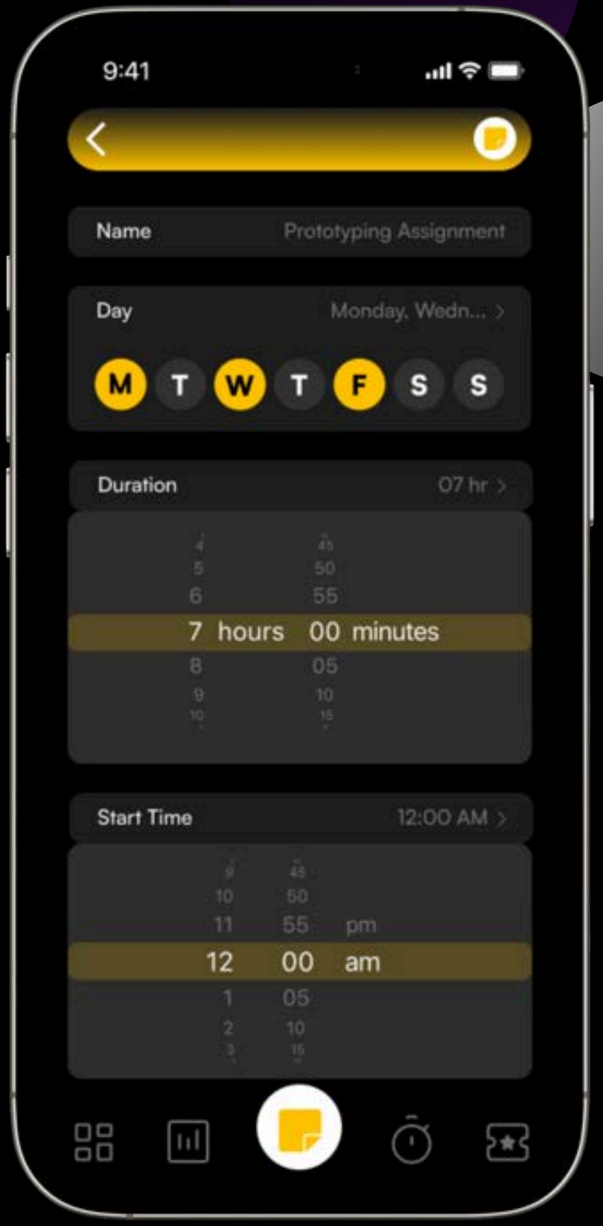
Prototype: Tasks Section

- The individual event/task view for ‘Tasks section’ has some significant changes when compared to the initial wireframe.
- Initial wireframe included a graphical image atop and then the event/task details in text below, but that doesn’t provide information concisely so a structure similar to viewing your passes in ‘Apple wallet’ was adopted.
- This change enabled to deliver information clearly and concisely with a crisp look.
- Additionally a tab to change the task’s priority level is provided separately.



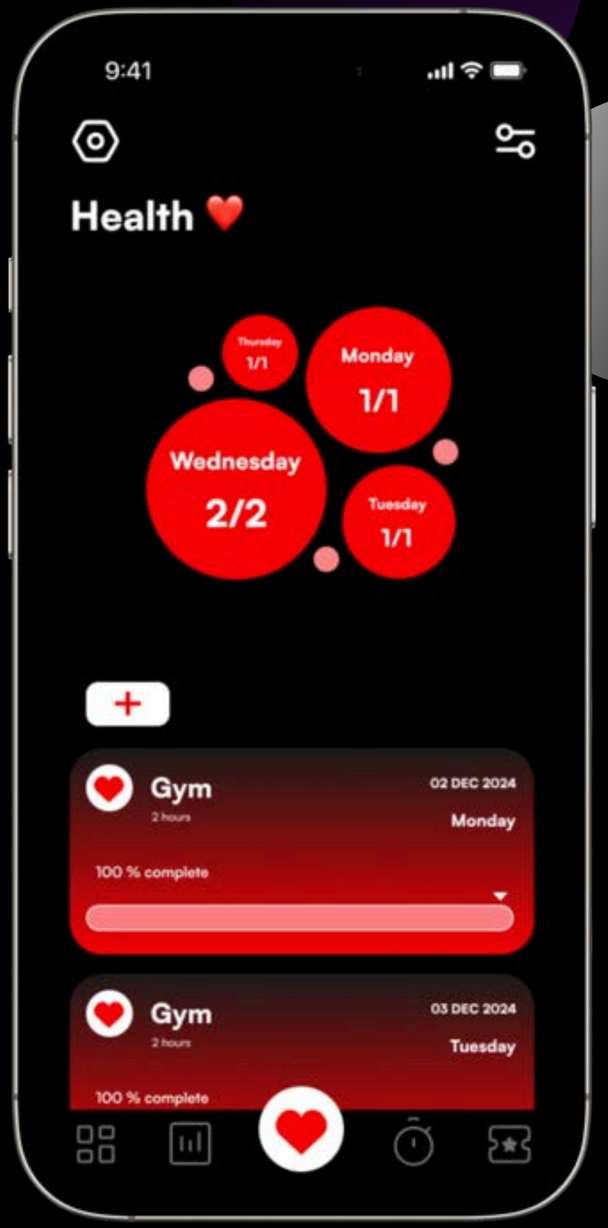
Prototype: Tasks Section

- The screen while setting any event/task is designed similar to the wireframe initially designed with a few changes.
- Initial wireframe intended user to input custom text inputs, but that is a tedious task so dropdowns and easy selections were implemented in the final design for ease of use.
- Only the name of the event/task is a custom text input.
- The accents are in yellow colour reminding the user of the section they currently are in.



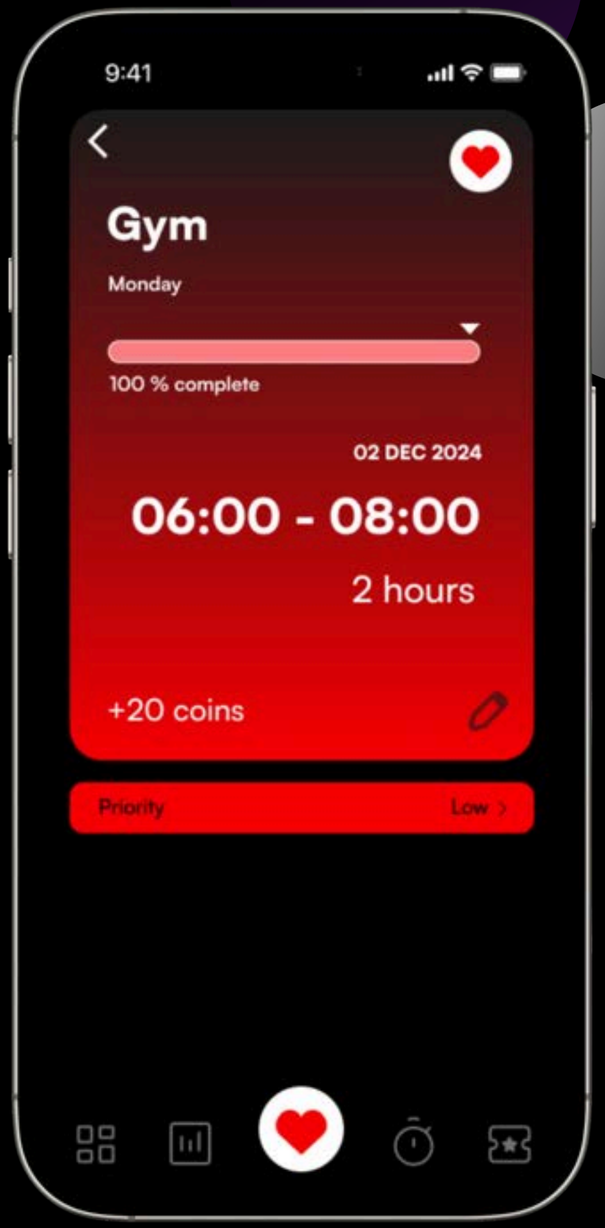
Prototype: Health Section

- The landing screen of the ‘Health section’ is designed following the main layout of the home screen. The design is synonymous to the wireframe designed earlier.
- The center of the taskbar has the logo for the health section making the user notice that information clearly.
- There is a add button just above the events/tasks for ease of access, so that the user can add events/tasks easily.
- The events/tasks were square boxes in the initial wireframe but the information looked crammed in them so instead of 2 small square boxes one big rectangular box was decided upon.
- The red coloured theme makes this section distinguishable from other sections for ease of interpretation.



Prototype: Health Section

- The individual event/task view for ‘Health section’ has some significant changes when compared to the initial wireframe.
- Initial wireframe included a graphical image atop and then the event/task details in text below, but that doesn’t provide information concisely so a structure similar to viewing your passes in ‘Apple wallet’ was adopted.
- This change enabled to deliver information clearly and concisely with a crisp look.
- Additionally a tab to change the task’s priority level is provided separately.



Prototype: Health Section

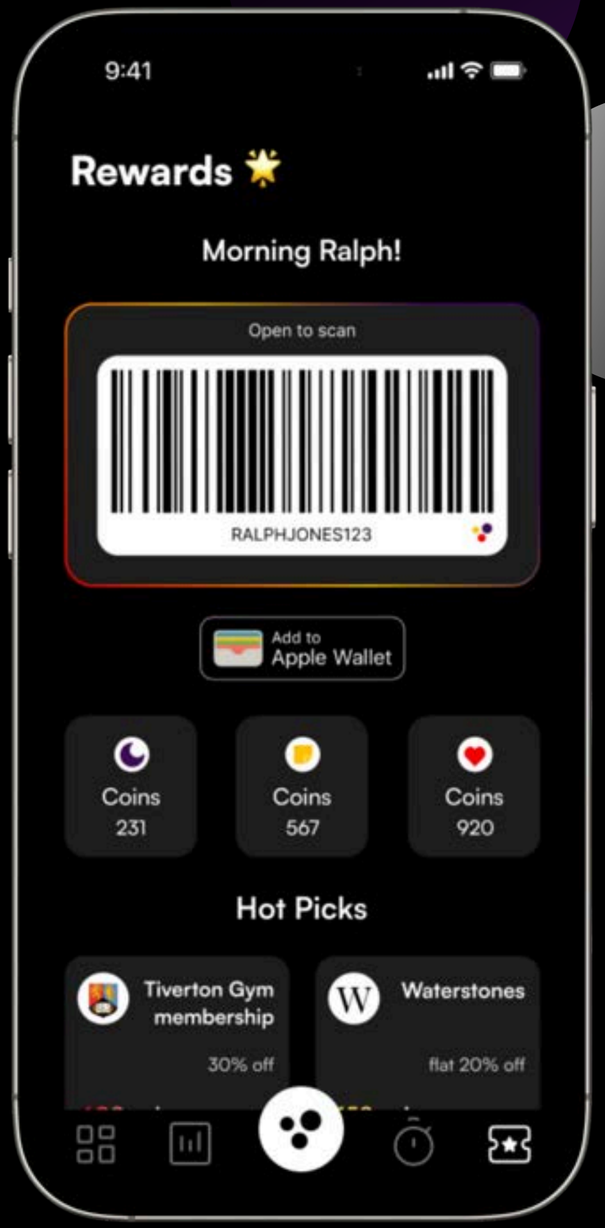
- The screen while setting any event/task is designed similar to the wireframe initially designed with a few changes.
- Initial wireframe intended user to input custom text inputs, but that is a tedious task so dropdowns and easy selections were implemented in the final design for ease of use.
- Only the name of the event/task is a custom text input.
- The accents are in red colour reminding the user of the section they currently are in.

Prototype: Rewards Screen

- The rewards screen had a lot of changes when compared to the initial wireframe. The rewards initially were planned to be divided based on the app's sections.

- The final design has a bar code at the very top to scan, so that the user can redeem their rewards easily. There's a button for add to Apple Wallet just below for ease of access.

- There is a display of the user's earned coins in every section followed by rewards in square display boxes.

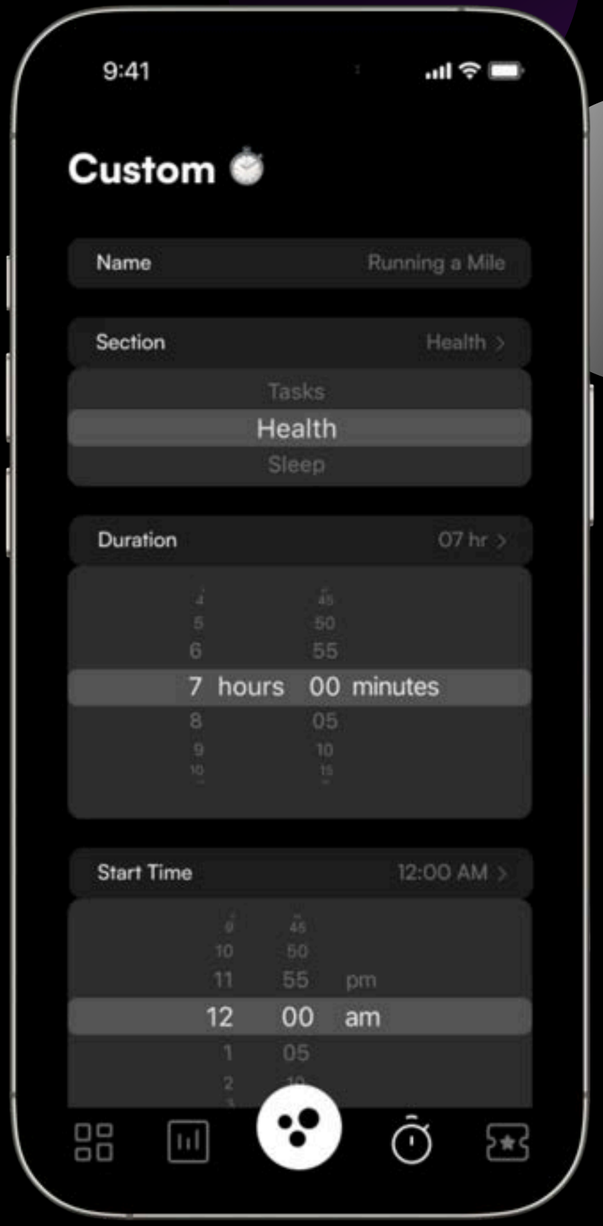


Prototype: Insights Screen

- The insights page is similar to the wireframe designed earlier.
- The initial graph is for the user’s sleep throughout the week.
- The next graph is about the tasks section giving user’s updates.
- The last section is about the health section providing user insights.

Prototype: Custom Event Screen

- The custom event/task page is similar to the event/task page in each section similar to the wireframe initially designed.
- This also has dropdowns for ease of use instead of input texts.
- One can select the section at the start in which they wanna add this custom task to after it’s complete.



Prototype: Custom Event – Sleep

- The next part of the custom event/task screen is the type of task screen based on the section selected (here: sleep).
- The type of task is selected using a scroll wheel.
- The back button has a design with the section’s colour to help the user understand what section they’ve selected.

Prototype: Custom Event – Sleep

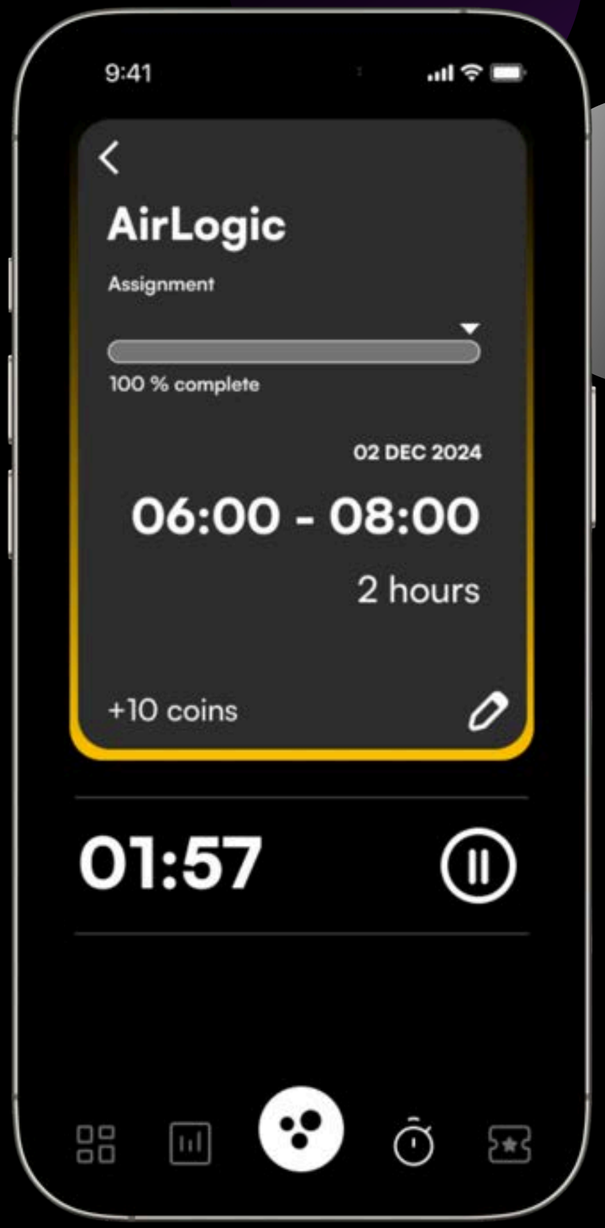
- Moving ahead the custom event/task details as set and selected by a user will be displayed in a similar fashion to the individual event/task details in any section inspired from the pass display in Apple wallet.
- The information displayed is concise and clear.
- Additionally a timer is present at the bottom indicating the duration of the custom task as set by a user.
- The display box just has an edge coloured in violet to differentiate it as a custom event/task in the sleep section.

Prototype: Custom Event – Tasks

- The next part of the custom event/task screen is the type of task screen based on the section selected (here: tasks).
- The type of task is selected using a scroll wheel.
- The back button has a design with the section’s colour to help the user understand what section they’ve selected.

Prototype: Custom Event - Tasks

- Moving ahead the custom event/task details as set and selected by a user will be displayed in a similar fashion to the individual event/task details in any section inspired from the pass display in Apple wallet.
- The information displayed is concise and clear.
- Additionally a timer is present at the bottom indicating the duration of the custom task as set by a user.
- The display box just has an edge coloured in yellow to differentiate it as a custom event/task in the tasks section.

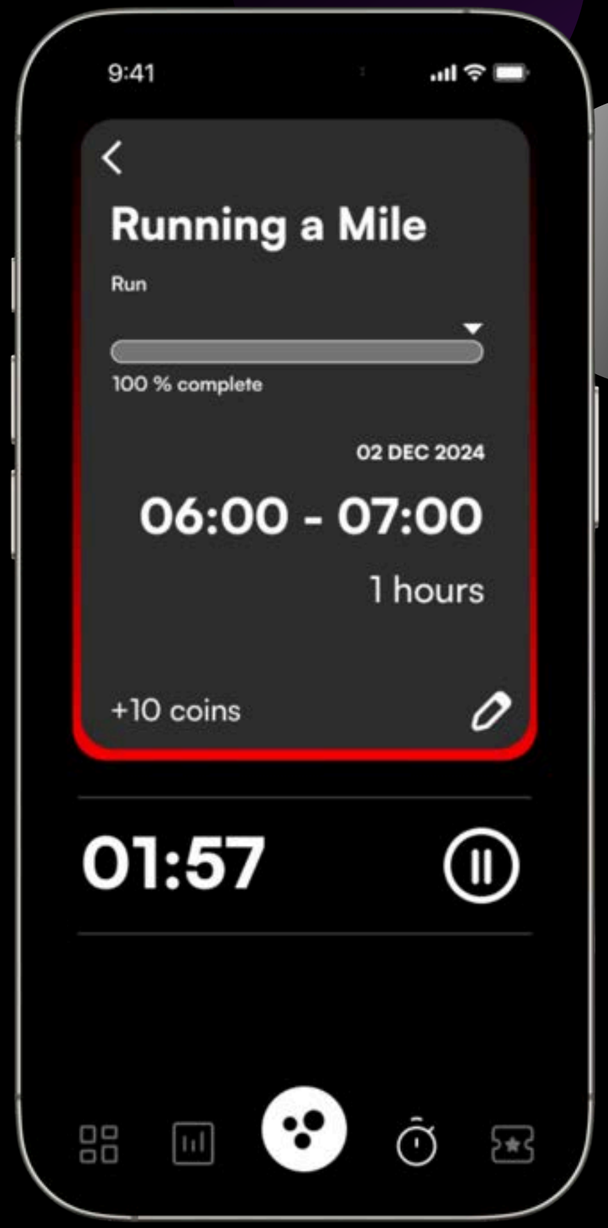


Prototype: Custom Event – Health

- The next part of the custom event/task screen is the type of task screen based on the section selected (here: health).
- The type of task is selected using a scroll wheel.
- The back button has a design with the section’s colour to help the user understand what section they’ve selected.

Prototype: Custom Event – Health

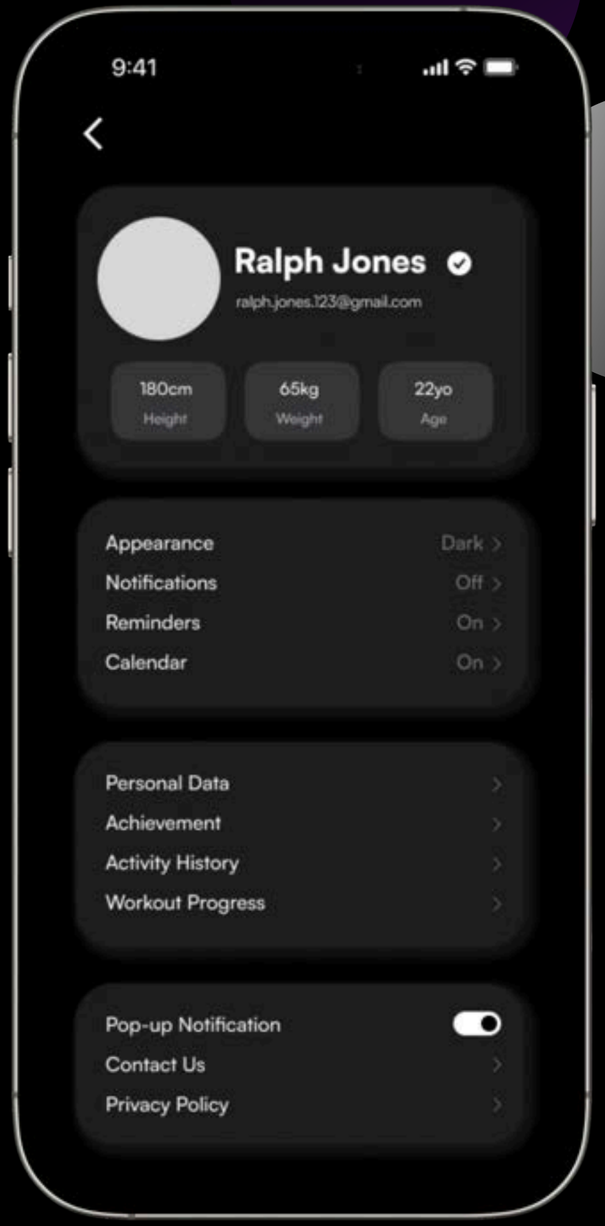
- Moving ahead the custom event/task details as set and selected by a user will be displayed in a similar fashion to the individual event/task details in any section inspired from the pass display in Apple wallet.
- The information displayed is concise and clear.
- Additionally a timer is present at the bottom indicating the duration of the custom task as set by a user.
- The display box just has an edge coloured in red to differentiate it as a custom event/task in the health section.



Prototype: Settings Screen

- The settings screen is like any other settings screen. It follows the design of the wireframe initially made.

- The top part is for the profile section having a profile picture, user's name, age, height, weight and a verified check next to the name showing if or not they are verified as a student.



Design Assets: Overview

Design Assets: Logo

- The app logo was designed to signify some meaning.
- The logo here depicts a folder with various pages in different colours (colours used for different sections in the mobile app) along with the 3 circle icon depicting the signature bubble graph used throughout the app.
- The app logo overall symbolizes task management & productivity,

Design Assets: Shade Card

- The shade card includes of the following colours (in order) : Deep Violet, Chrome Yellow, Vivid Red, Dark Gray, & Black.
- Deep Violet shows calmness and a feeling of lights out whoch fits perfectly to depict sleep.
- Chrome Yellow makes one excited and radiates energy perfect to look to for starting tasks.
- Vivid Red is used to depict aggression and strength and perfect to help any user complete their health goals.
- Dark Gray and Black are used to make the design more elegant and ease the strain on user’s eyes.

Design Assets: Typography

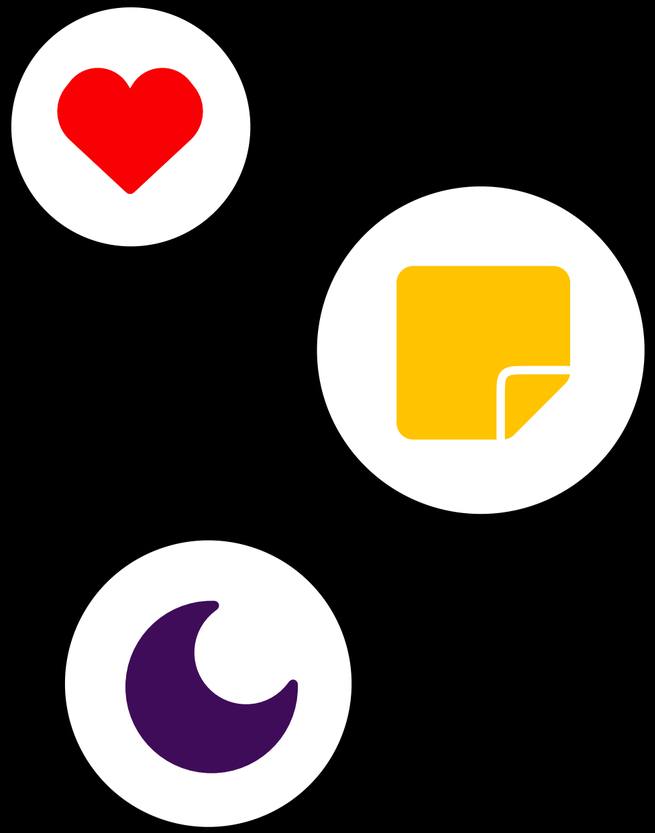
Typeface

Satoshi

Aa Bb Cc Dd Ee Ff
Gg Hh Ii Jj Kk Ll Mm
Nn Oo Pp Qq Rr Ss Tt
Uu Vv Ww Xx Yy Zz

- The font used throughout the design of the app is “Satoshi”.
- The font has thin, regular, medium, bold and black thickness and throughout the app’s design black, medium and regular thicknesses have been used for different purposes.
- This font is elegant, clear to understand and looks modern which suits the look and feel of the whole design.

Design Assets: Iconography



- The iconography used across the design is a round edged simple fashioned icon pack.
- The icons are easy to interpret and thus makes visual communication easy for any user.
- The icons used for various sections of the app are the highlight of the iconography with moon being the icon used for sleep, a sticky note being used for tasks and a heart used for health each synonymous with the theme of their use.

Technological Solutions: Overview

Technological Solutions: Flutter

- Flutter is a powerful, open-source SDK by Google for building cross-platform apps with a single codebase. It supports mobile (iOS & Android), web, and desktop applications.
- Cross-Platform: Write once, deploy everywhere (iOS, Android, Web).
- High Performance: Compiles to native code for smooth, fast apps.
- Fast Development: Hot reload allows quick iteration.
- Customizable UI: Rich set of widgets for beautiful, responsive designs.
- Cost Efficiency: Reduces time and resources by supporting all platforms with one codebase.

Technological Solutions: Database

PostgreSQL

Database Options:

- Firebase Firestore: Cloud-based, real-time NoSQL database; ideal for apps needing real-time data syncing (e.g., chat apps).
- MySQL/PostgreSQL: Traditional relational databases for complex data management, suitable for large-scale apps.

Connecting the Database:

- Firebase SDK: Seamlessly integrates with Flutter for real-time data updates.
- Dio / HTTP Package: Used for API calls connecting the app to external databases (e.g., MySQL/PostgreSQL).

Technological Solutions: Languages

- Dart: Primary language for Flutter, optimized for fast, responsive apps.
- Node.js (JavaScript/TypeScript): Popular for building scalable APIs and handling high-volume requests.
- Python (Django/Flask): Ideal for data-heavy apps or those requiring machine learning integration.
- Ruby (Rails): Great for rapid backend development with clean, maintainable code.
- HTML/CSS/JavaScript: Essential for building responsive web versions of the app.

Key Takeaways: Prototype -> Test

- After completing the prototype ideation and refinement process, which included multiple brainstorming sessions, ideation rounds, and low/high-fidelity prototype sketches, we gathered valuable user feedback to further refine our designs by addressing user needs and preferences effectively.

- Now, we are moving toward extensive user testing to validate our solutions and identify remaining areas of improvement. This stage involves collecting detailed information from users through testing sessions, analyzing their feedback, and making final adjustments to our prototypes.

- In addition to these improvements, we are integrating technical details, software architecture and technological solutions to ensure that the final product is robust, scalable and aligned with user expectations.

Test

Week 07

Product Testing & Refinement

Usability Testing

The usability testing was conducted with a diverse group of university students to ensure insights were relevant to Soluna's primary target audience. The below demographic analysis highlights that Soluna successfully caters to a goal-oriented audience of university students while addressing their unique needs for accessible and engaging productivity tools.

Age Group:

Subjects ranged from 18 to 25 years old, capturing a mix of undergraduate and postgraduate students.

Academic Background:

- **Undergraduates (Subjects 1, 2, 3):** Represented various fields such as Computer Science, Business Administration, and Arts.
- **Postgraduates (Subject 4):** Focused on specialized fields such as Human-Computer Interaction.

Geographic Diversity

- The subjects were from different regions, representing an international mix of students studying at universities in the UK, the US, and India. This ensured the app's usability across different cultural contexts. The subjects from outside the UK were tested through a supervised online environment.

Usability Testing - Questionnaire Design

Structure of the Questionnaire: The questionnaire was divided into three sections.

- **Pre-Test Questions:** Focused on understanding the user's current habits, preferences, and familiarity with similar apps.
- **Task-Specific Questions:** Assessed the usability of core features, navigation, and functionality.
- **Post-Test Questions:** Gathered overall impressions, feature preferences, and improvement suggestions.

Question Types: To ensure clarity and actionable insights, a mix of question types was used.

- **Closed-Ended Questions:** For binary responses (e.g., “Yes” or “No”) and scaled ratings (e.g., Likelihood to recommend on a scale of 1–10). These provided measurable data.
- **Open-Ended Questions:** Encouraged users to share detailed thoughts and suggestions (e.g., “What feature did you find most helpful?”).
- **Task-Oriented Questions:** Evaluated specific interactions within the app, such as creating tasks or redeeming rewards (e.g., “How straightforward was it to create a task?”).

Usability Testing - Results Summary

Pre - Test Questions:

Questions	Subject 1	Subject 2	Subject 3	Subject 4
How do you currently manage your tasks and wellness?	I make notes.	I use a mix of apps and planners.	I rely on apps like Notion.	Mostly use sticky notes.
How do you feel about apps with gamified features, like rewards or points systems?	Motivated to use the app more.	Makes tasks feel engaging.	It’s a fun concept.	Encourages consistent use.
How frequently do you use task management or wellness apps?	Pretty frequently.	Occasionally.	Every day.	Only when necessary.

Usability Testing – Results Summary

Task Specific Questions:

- **Navigation**

Questions	Subject 1	Subject 2	Subject 3	Subject 4
Are you able to navigate the app easily?	Yes	Yes	Yes	Yes
Do the labels/icons make sense for what you expected them to do?	Yes	Yes	Mostly yes	Yes

- **Task Creation**

Questions	Subject 1	Subject 2	Subject 3	Subject 4
How straightforward was it to create a task/sleep schedule/fitness goals?	Neat and user friendly.	Intuitive and simple.	Easy and quick.	Very straightforward

Usability Testing – Results Summary

- **Rewards System**

Questions	Subject 1	Subject 2	Subject 3	Subject 4
Is the rewards redemption process seamless?	Yes	Yes	Yes	Yes
How easy was it to understand how to earn coins?	Pretty easy, nothing complicated.	Straightforward.	Easy to follow.	Very simple and clear.
What do you think about the types of rewards offered?	Relevant to student needs.	Exciting and useful.	Practical for students.	Motivates me to complete tasks.

Usability Testing – Results Summary

Post - Test Questions:

Questions	Subject 1	Subject 2	Subject 3	Subject 4
What was your overall impression of the app?	Well built and easy to use.	Polished and functional.	Practical and engaging.	Efficient and attractive.
Which feature did you find the most helpful/novel?	Task management & rewards system.	The rewards system.	Task scheduling options.	Coins for rewards system.
How do you feel about the design and layout?	Pleasing with vibrant colors.	Aesthetic and user-friendly.	Clean and modern.	Eye-catching and simple.
On a scale of 1–10, how likely are you to recommend Soluna?	9	8	9	10

Usability Testing – Results Summary

Post - Test Questions:

Questions	Subject 1	Subject 2	Subject 3	Subject 4
If you could change one thing about the app, what would it be?	Add a light mode for better accessibility.	Include an option to sync with calendars.	A light mode feature would be appreciated.	Provide more predefined categories for tasks.

Key Takeaways: Test

During usability testing, feedback from users highlighted key areas for improvement in Soluna. By addressing these suggestions, we enhanced the app's functionality, usability, and overall experience.

Calendar integration:

- During usability testing, one of the users highlighted the importance of integrating the app with external calendars like Google Calendar or Outlook. They wanted a seamless way to manage tasks and deadlines across platforms without manually transferring information.

The development considerations to incorporate this feature are:

- Platform Compatibility: Ensuring integration works with major calendar services such as Google Calendar, Outlook, and Apple Calendar.

- Data Privacy: Using secure APIs to manage calendar sync while protecting user data.

- User Control: Including an opt-in mechanism for users to activate or deactivate calendar sync as per their preference.

Key Takeaways: Test

Light mode:

- The suggestion for a light mode reflects a user-specific preference. However, this can be addressed by enabling users to modify the app’s appearance through their device settings, allowing them to choose between light or dark modes based on their preference. The app is intentionally designed with a default dark mode to align with other design and usability considerations.

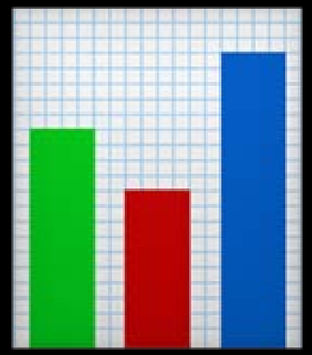
Teamwork: Overview

- Our work was carried out collaboratively, with tasks distributed equitably thanks to weekly meetings where we developed ideas and discussed all potential progress. All together, we identified key areas to explore, developed scenarios, and created initial sketches of ideas.

- Bhuvan helped on the Research Background section, creating personas and scenarios with the support of Mario and Rodrigo, who also led the user research efforts, including designing and administering the questionnaire, evaluating and summarizing results, and reviewing existing solutions.

- Apoorva and Harish refined the previous work, actively participated in brainstorming sessions, and contributed to creating low-fidelity prototypes, incorporating user feedback for improvement. They also supported the process of designing the poster.

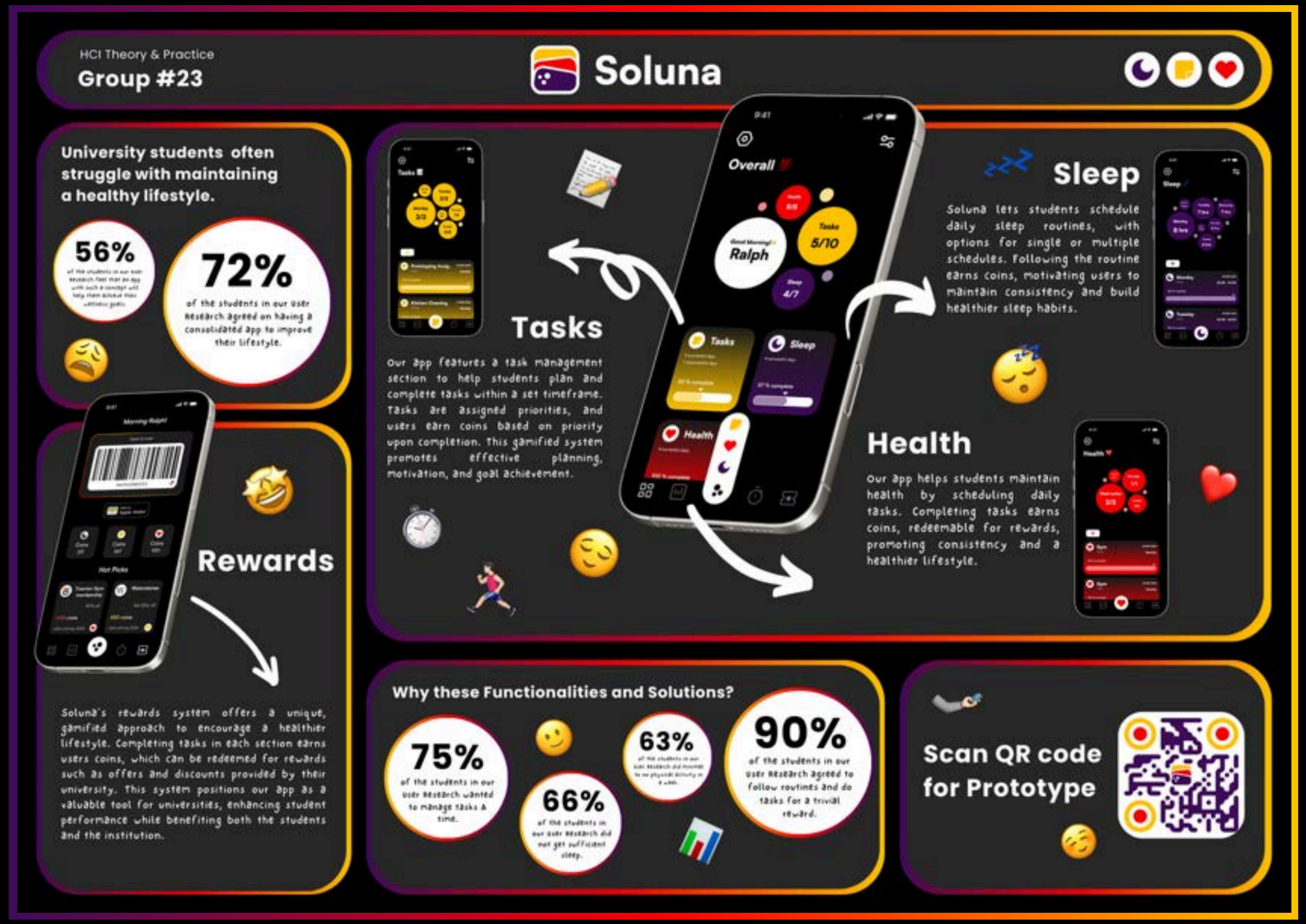
Teamwork: Conclusion



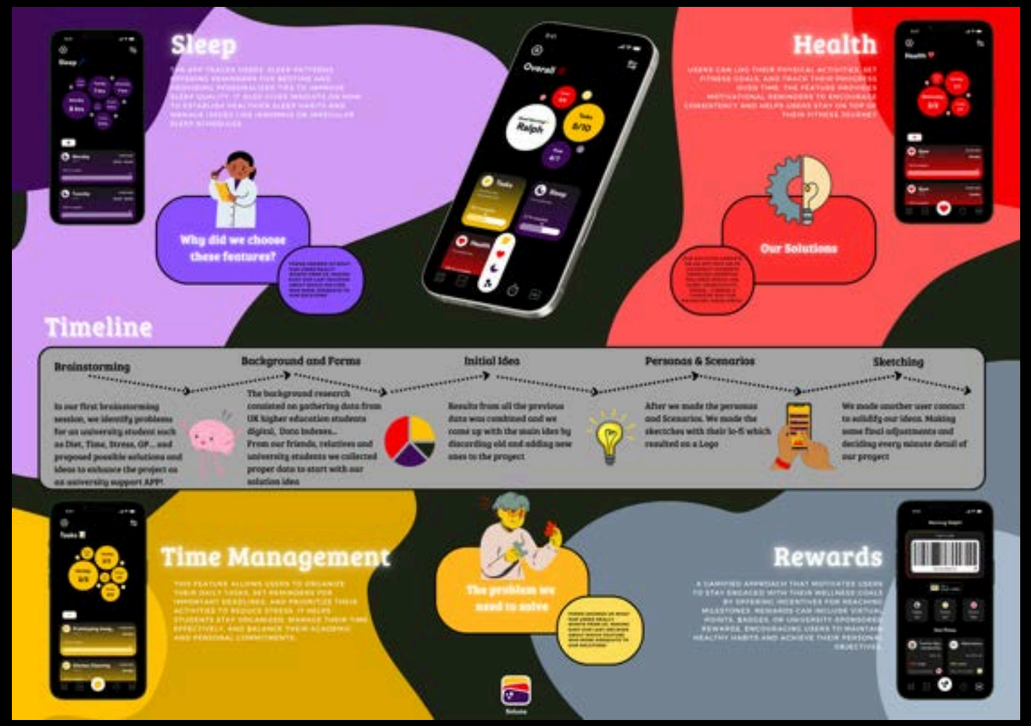
- Although tasks were divided among the team, the project was balanced and equitable due to our weekly meetings, where we continuously developed ideas and discussed all possible advancements, ensuring an integrated and cohesive workflow.

- That allowed us to achieve our goals completing every milestone on time according to the weekly schema and criteria.

Poster: Final Version



Poster: Old Versions



Poster: Run Through

- The Poster initially designed looked a bit cluttered with information overload. The content did not provide the reader with a brief explanation of what our idea was about and instead looked confusing along with a lot of extra and long texts. The element vectors used looked less standard and non-uniform.

- The design in the earlier versions also did not match the overall design theme of our product as it was more abstract instead of tech, clean and crisp.

- The new design consisted of a bento box layout to arrange information in a more orderly fashion with the different sizes of the boxes being used for emphasizing some information better than other.

- The boxes had a gradient border highlighting them on the dark background. The elements used in the poster were emojis to keep a standardize and uniform design for the vectors used.

- The information provided in the final poster is presented well and summarizes the user research and main functionalities along with the prototype in a more fused way when compared to the older versions.

Thank You !