
LockedIn - Low-Fidelity Prototype

— 404 MARSJ NOT FOUND —

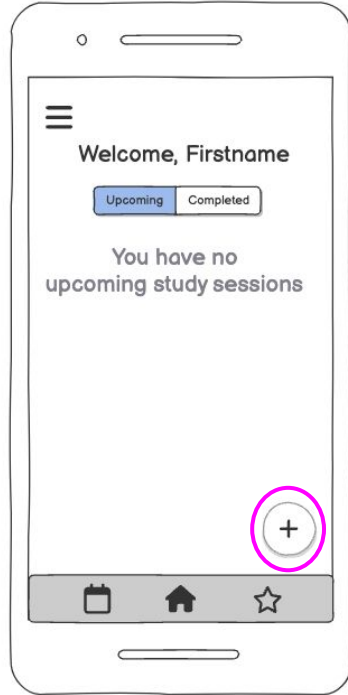
Overview

- **User Need:** Students need help managing study routines, balancing personal commitments, and staying motivated.
- **Problem with Existing Solutions:** Lack of incentives and healthy-habit inducing features.
- **Insight in Prototype:** Combines personalized planning, habit-building, and progress-based rewards.
- **Healthy habits:** Users schedule sessions around their sleeping and eating times to prevent overlap.

Overview

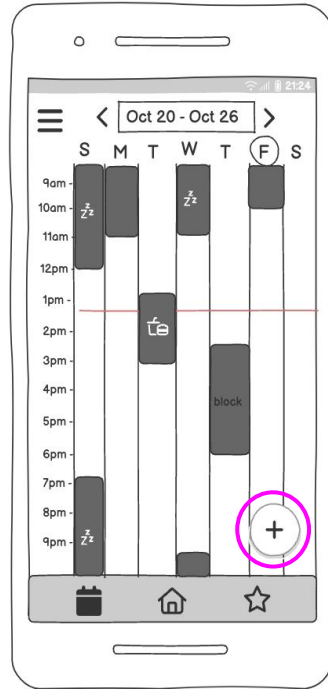
- **Tracking Progress:** Dashboard shows upcoming/completed sessions with progress bars.
- **Managing Rewards:** Users unlock rewards based on study achievements.
- **Healthy Habits:** Requires 8 hour sleep blocks to prevent over-scheduling.
- **Flexible Planning:** Weekly view helps users adjust plans as needed.
- **Key Features from the User's Perspective:** Home/Dashboard, Preferences Page, Rewards System, Calendar View

Task 1: Scheduling a time to study



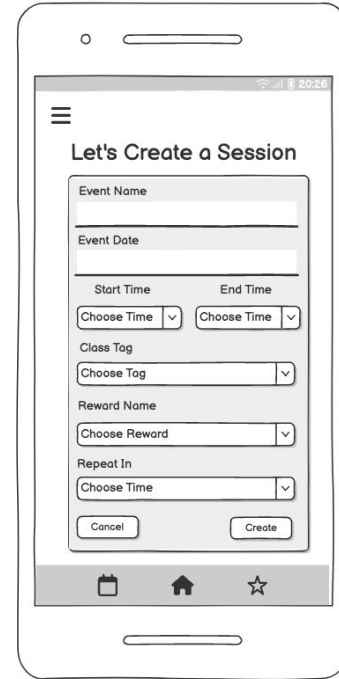
Home screen

OR



Calendar screen
(gray blocks indicate existing
sleep/eat/block times)

User clicks on add
button (either on the
home screen or
calendar screen)



Card to schedule a study session pops up

Task 1: Scheduling a time to study

Dropdowns in the session card

Let's Create a Session

Event Name
CS 465 Final Exam

Event Date
OCTOBER 2024

S	M	T	W	T	F	S
29	30	1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30	31	1	2
3	4	5	6	7	8	9

Repeat In
Choose Time

Cancel Create

Date picker

Let's Create a Session

Event Name
CS 465 Final Exam

Event Date
10/28/2024

Start Time End Time

Start Time Choose Time

09:30 09:45 10:00

Reward Name

Repeat In
Choose Time

Cancel Create

Time dropdown

Let's Create a Session

Event Name
CS 465 Final Exam

Event Date
10/28/2024

Start Time End Time

09:30 11:00

Class Tag

Class Tag

CS465
CS374
CS461

+ Add new

Repeat In
Choose Time

Cancel Create

Tag dropdown

Let's Create a Session

Event Name
CS 465 Final Exam Prep

Event Date
10/28/2024

Start Time End Time

09:30 11:00

Class Tag
CS 465

Reward Name
Watch an Episode of Suits

Repeat In
Repeat In

Never
Daily
Weekly
Monthly
Weekday Only

Repeats dropdown

Task 1: Scheduling a time to study

Enter name, date, time, tag, reward and repeat frequency

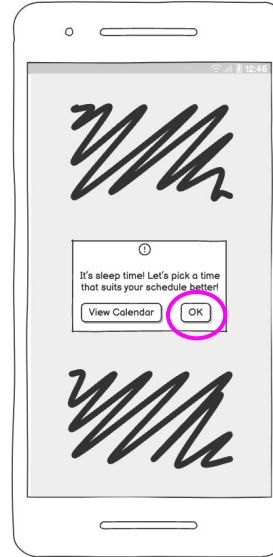
The screenshot shows a mobile app interface for creating a study session. The form includes fields for Event Name (CS 465 Final Exam Prep), Event Date (10/28/2024), Start Time (09:30), End Time (11:00), Class Tag (CS 465), Reward Name (Watch an Episode of Suits), and Repeat In (Weekly). A 'Create' button is circled in pink at the bottom right of the form.

Click on create!

If there are no time conflicts

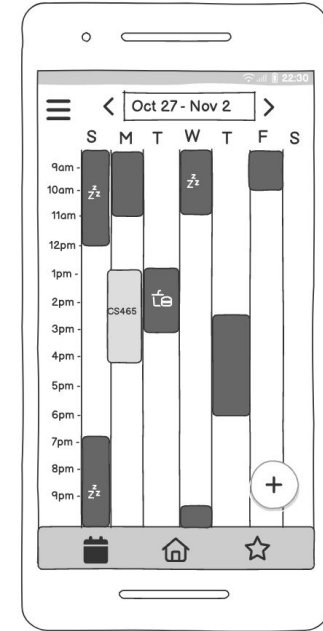
If there is a time conflict (i.e. a sleep conflict)

Error recovery.
User is prompted to change time



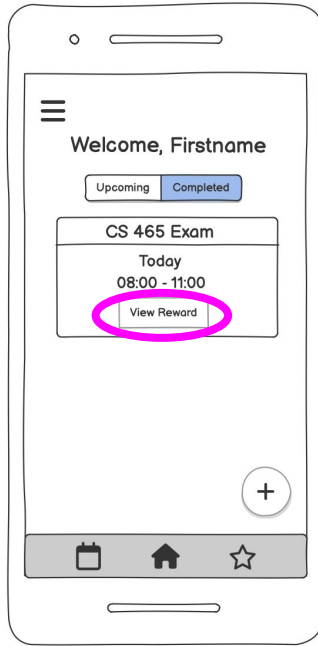
Error pops up

Clicking OK takes you back to the session card.
The user can also choose to view the calendar.

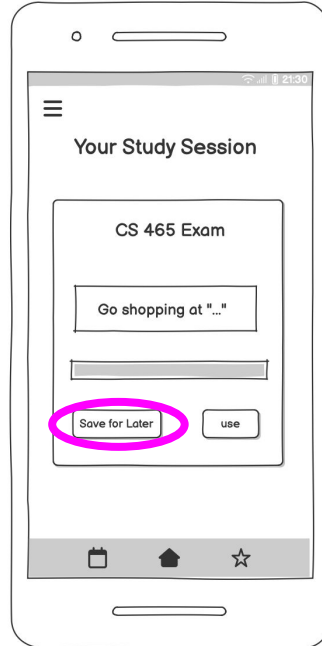


Calendar shows the scheduled study session

Task 2: Claiming and Editing Rewards



View your reward by clicking on the "View Reward" button.

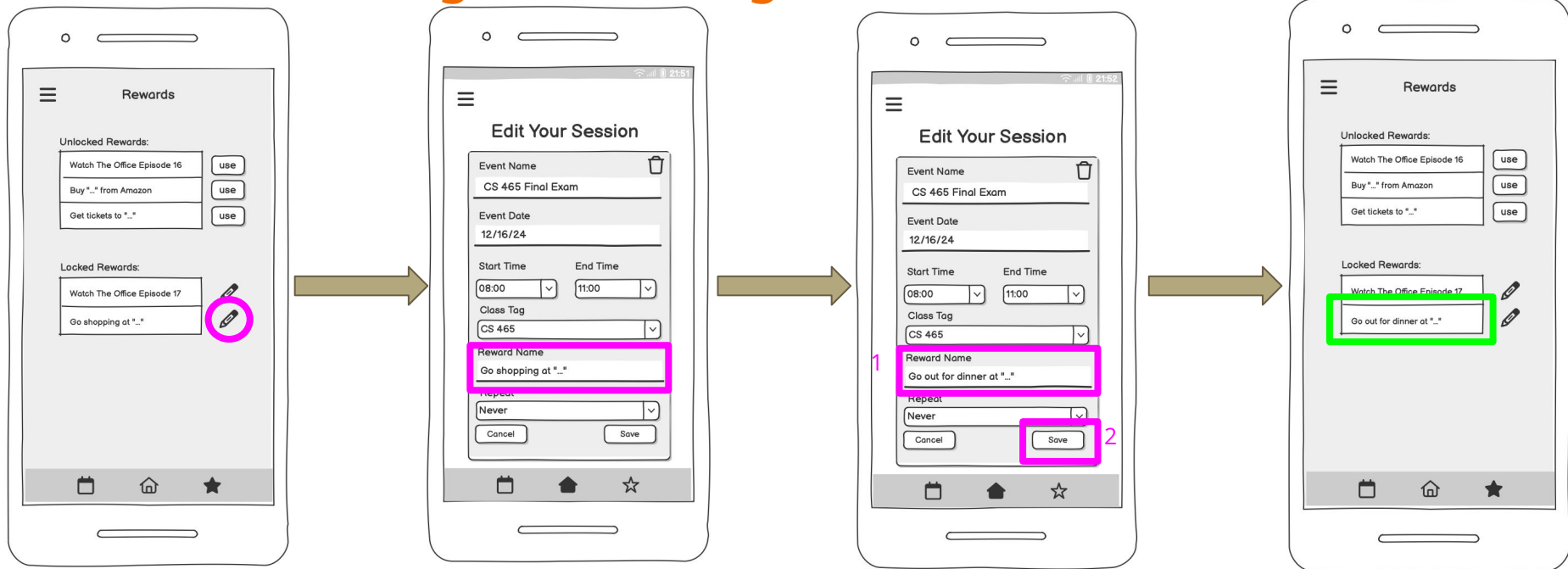


You can either choose to use your reward instantly or you can save it for a later time.



If you choose to use your reward at a later time, you can access your unlocked rewards in the Rewards page.

Task 2: Claiming and Editing Rewards



Click on the edit button if you wish make changes to any one of your upcoming rewards.

*You won't be able to edit any rewards that you've already unlocked

Edit your reward in this field.

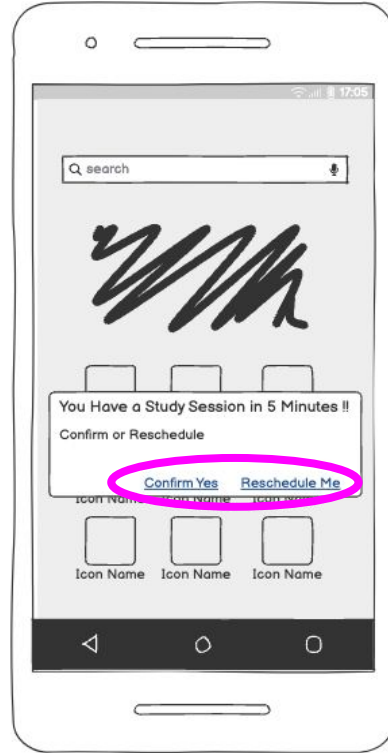
Once done (1), click "Save" (2) to apply your changes.

Any reward changes you made will be reflected in the Rewards page.

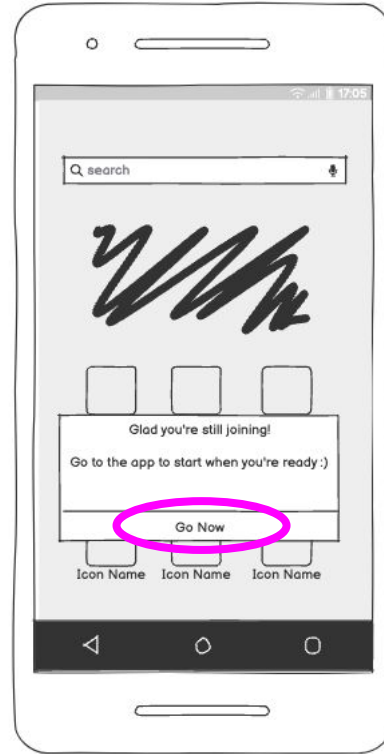
Task 3: Starting and Finishing a Study Session



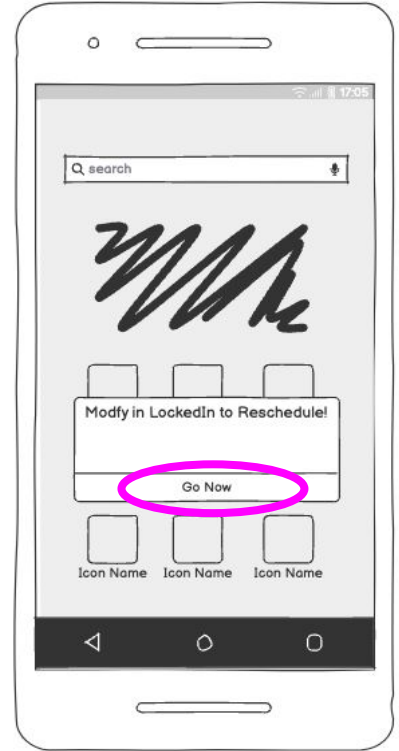
Reminders on home screen



Confirm or Reschedule

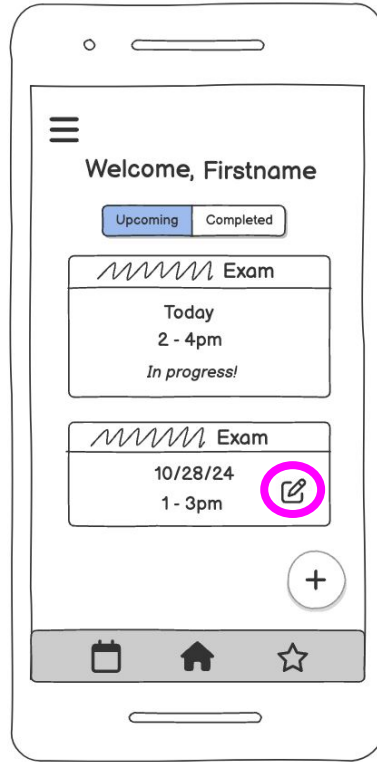


If confirmed - Jump to
APP Home

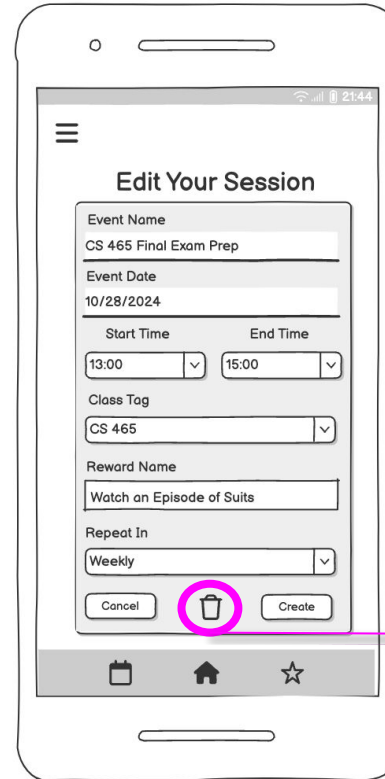


If rescheduled- Jump to
APP Edit Session Page

Task 3: Starting and Finishing a Study Session



User Wants to Edit the Session

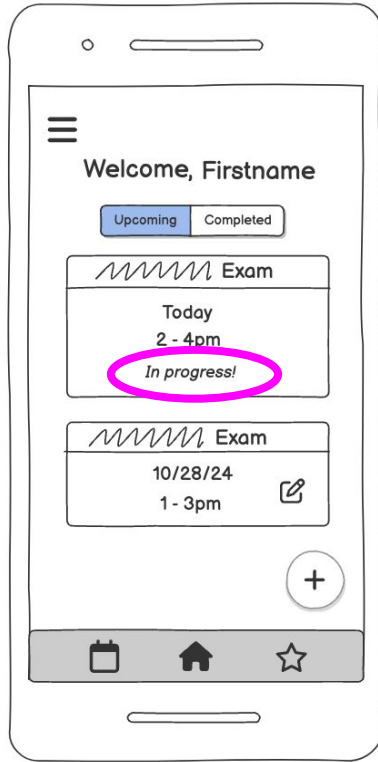


User Can Change Any Info from the Session

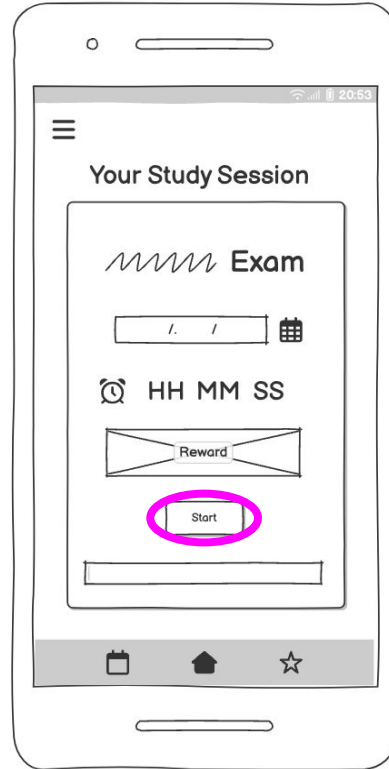
The user can choose to delete the session

Task 3: Starting and Finishing a Study Session

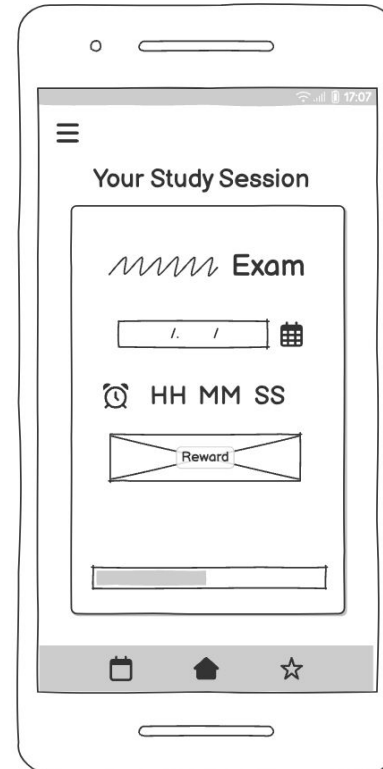
The session card changed to show corresponding reward. Goes into task 2: reward claiming.



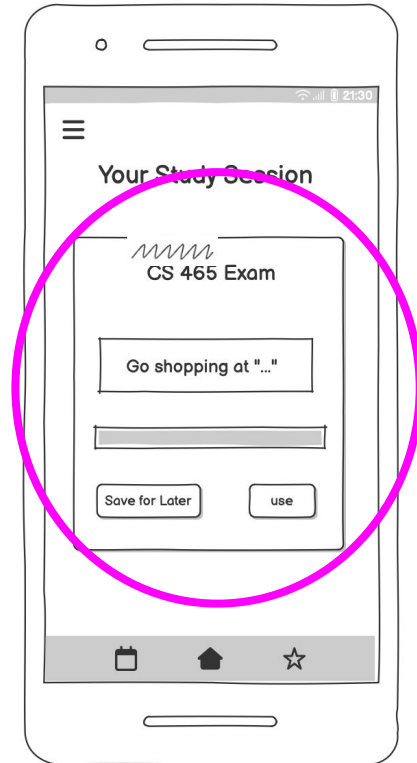
User Sees the Session



User Starts the Session

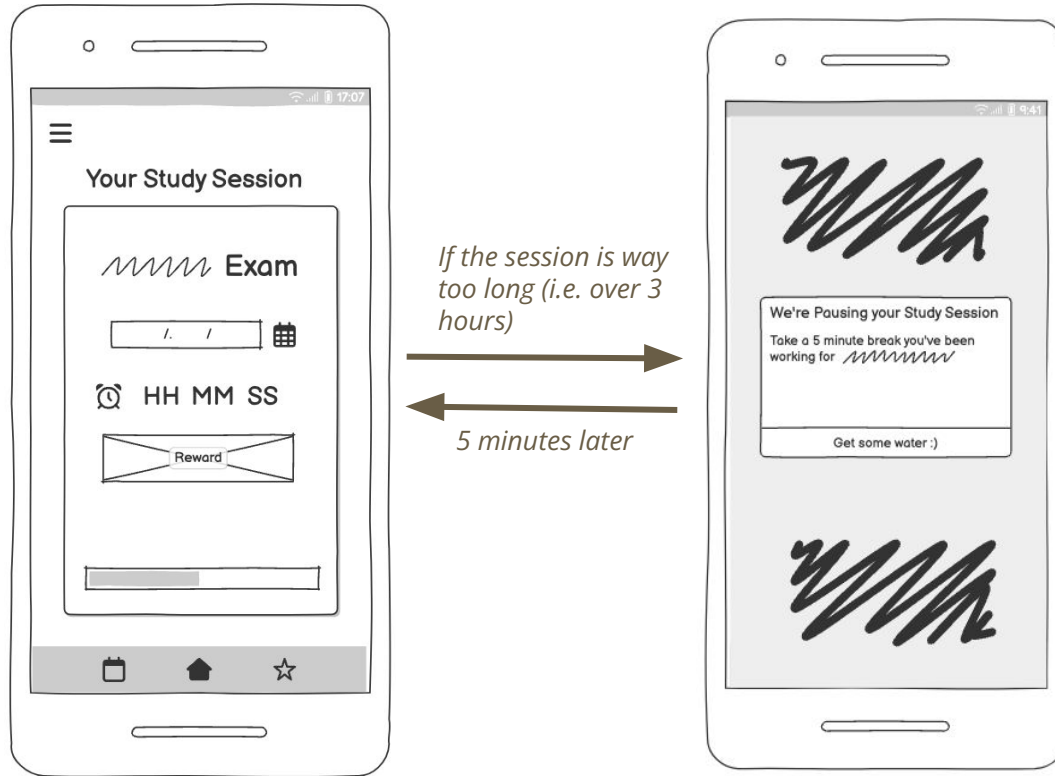


Start Button Disappear to Minimize Interaction so the User could Focus



User Completes the Session

Task 3: Starting and Finishing a Study Session



Navigating Between Views

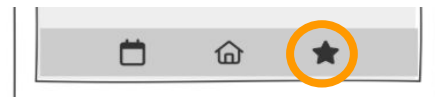
- Navigating to Calendar: Press the Calendar Button



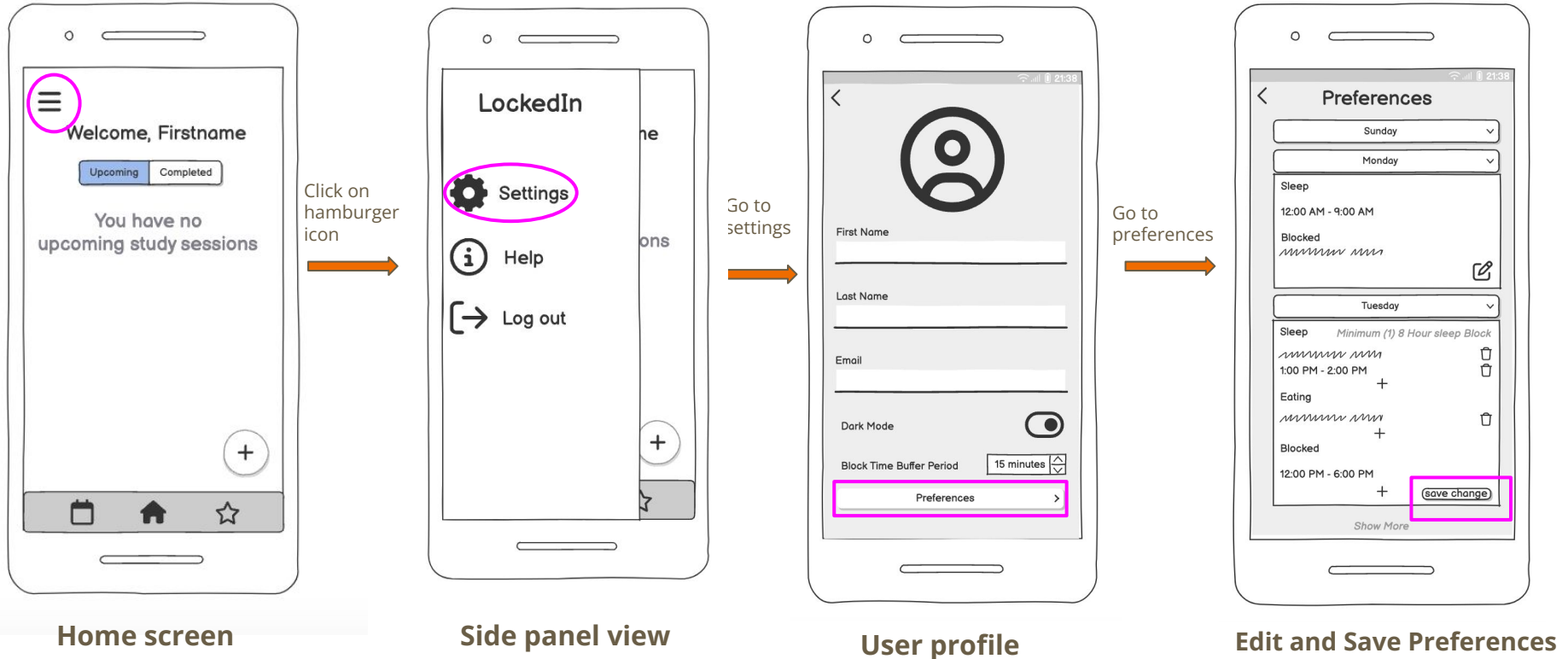
- Navigating to Home Page: Press the Home Button



- Navigating to Reward: Press the Star Button



Navigating to and Managing User Preferences



Conclusion

- This prototype caters to students by providing a personalized, habit-focused study planner with a rewards system.
- By combining essential features like sleep scheduling, flexible session management, and motivational rewards, it offers a more holistic approach than existing apps.
- Through clear navigation and thoughtful design, users will be able to balance personal commitments with academics, overcome procrastination, and stay motivated throughout their study journey.