LockedIn

User Evaluation of the Low-Fidelity Prototype

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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
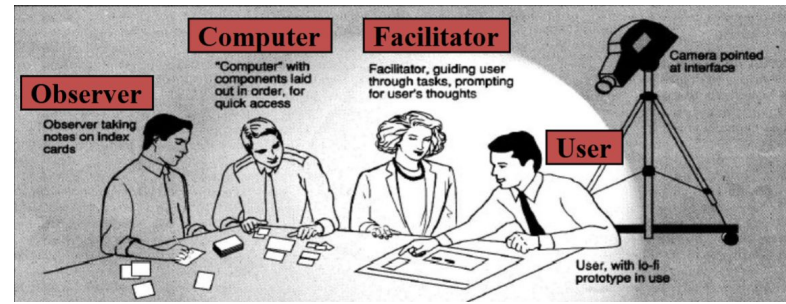
Research Method

From Prototyping I Lecture

Testing Location

- In person at locations chosen by the user
- Presented UI Interface using Balsamiq wireframes laid out on a laptop

Testing Procedure

- Asked User to complete a series of predefined scenario/task(s) using the provided wireframes
- Presented a different wireframe UI based on interactions with the nav bar and 'add, edit, save, delete' icons to mimic user's flow
- Observed user's actions & points of confusion, hesitation when interacting with wireframe(s)
- Asked for feedback regarding the UI design and app idea

Participants

Aimed to interview prospective users of the application who have different forms of studying, task management, and shortcomings

4 College Students between the ages of 18 - 24

Took notes of their typical study habits, motivations, needs, & values

We had the following personas: Some users fell under more than one persona.

- Reward-Driven Achiever
- Procrastinator
- Perfectionist who engages in unhealthy behaviors to complete tasks
- Meticulous Planner - Plans schedule in advance

Interviewee & Traits

User Persona:

- Perfectionist who engages in unhealthy habits to complete tasks
- Reward-Driven Achiever

Interviewee: Shreya, 22 year old, full-time college student

Traits: Skips meals and delays sleep to manage deadlines and tasks. Spends too much time on one task in order to perfect it.

Needs: Help managing time efficiently and forming healthier habits

Motivations: Drawn to rewards and reminders but struggles with over-scheduling and burnout

Interviewee & Traits

User Persona:

- Meticulous Planner

Interviewee: Akash, 20 year old, full-time college student. Balancing academic goals & personal activities

Traits: Uses calendars and adjusts schedules in advance to optimize time.

Needs: Prefers non-intrusive reminders, efficient scheduling, & progress tracking

Motivations: Drawn to structure & seamless planning.

Interviewee & Traits

User Persona:

- Reward Driven Achiever
- Procrastinator

Interviewee: Rosanna , new graduate who recently entered industry

Traits: Finishes everything last minute close to deadlines

Needs: A way to draw her attention to work before the deadline

Motivations: Values visualization of deadlines

Interviewee & Traits

User Persona:

- Meticulous Planner

Interviewee: Sissy, first-year master student. Juggling research assistant position, coursework, & job hunting

Traits: plans daily tasks and completes tasks before deadline

Needs: A way to organize her daily schedule more efficiently

Motivations: Values organization and structure in applications

Tasks completed by Participants

Task 1: Scheduling a Study Session:

- Adding an upcoming study session to the study schedule

Task 2: Editing & Claiming a Reward:

- Navigating to the rewards page

- Edit an existing reward detail (different for each participant)

- Claim rewards from previously completed tasks

Tasks completed by Participants

Task 3: Start and Complete a Study Session:

- Make a decision when viewing a reminder dialog on the home screen for upcoming session.
- If yes:
    - View upcoming sessions on home page and progress of the current session.
    - Start the session by interacting with the timer.
    - Complete of session when timer ends for said session
- If no:
    - Edit the study session and save

Task 4: Changing preferences

- Going to the settings and changing a sleep/blocked time

Results of User Evaluation - Strengths

- Navigation panel disappears when session begins to limit app interactions & distractions

- Separation of Calendar, Study sessions, & rewards that was easily accessible with the navigation panel

- Clear and user-friendly calendar layout supports effective planning

- Rewards system is motivational and helps users stay engaged in study sessions

- Progress visualizations are appreciated for tracking achievements

- Comprehensive functionality covering most study and time management needs

Results of User Evaluation - Weaknesses

Usability issues with Creating a Session

- **Tags** - confusion around the usage and purpose of it. No options to edit and delete them either.

- Request for what **Reward Name** entails and if there is an example.

- Unsure what the "**Repeat In**" option was meant for.

Results of User Evaluation - Weaknesses

Trouble changing preferences

- Users expected traditional settings (e.g., light/dark mode, help) under settings rather than in profile/preferences.
- Users thought that blocks could also be created by the **'+' icon**
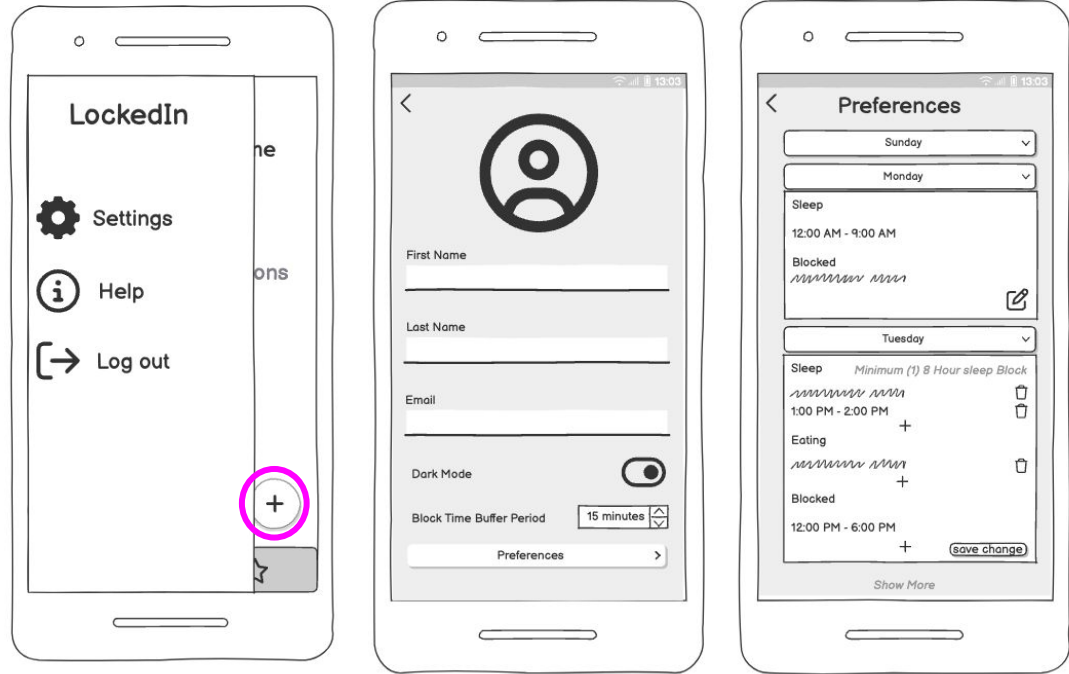
Results of User Evaluation - Weaknesses
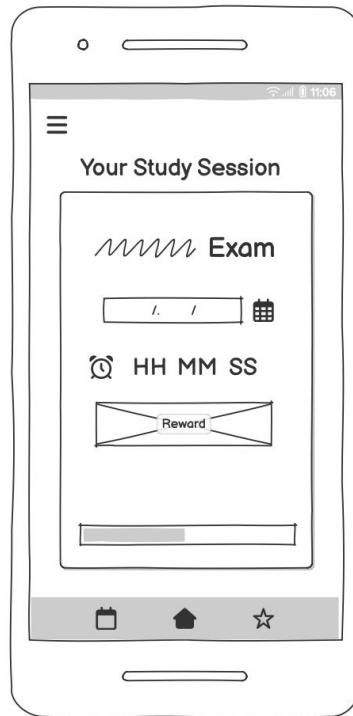
Lack of notification system preferences

- Users expected a more customizable notification preferences.
- Limited snooze options for reminders.
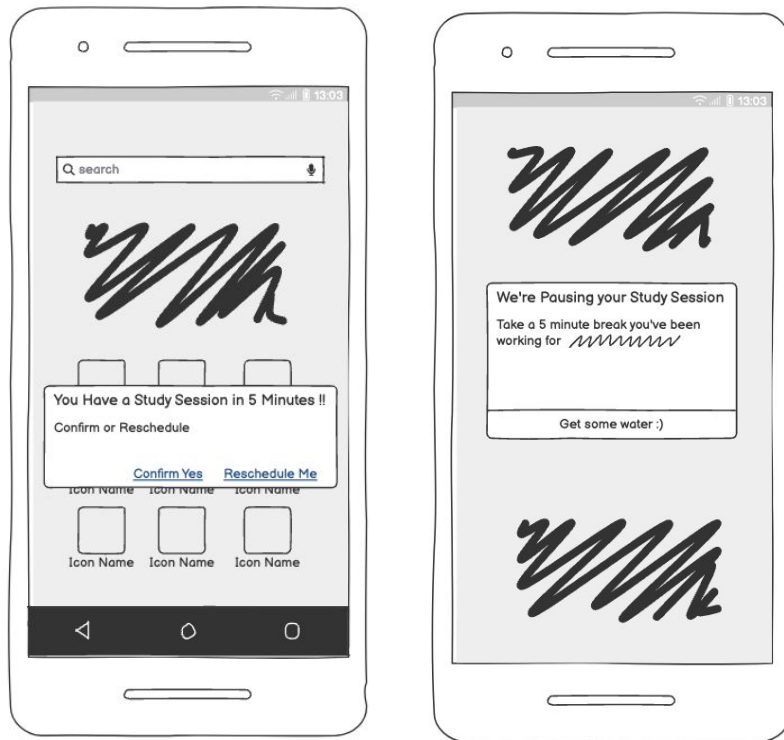
Results of User Evaluation - Weaknesses

Ongoing Session Card Layout

- Users expected a pause option when doing a study session
- Too many details on the session card
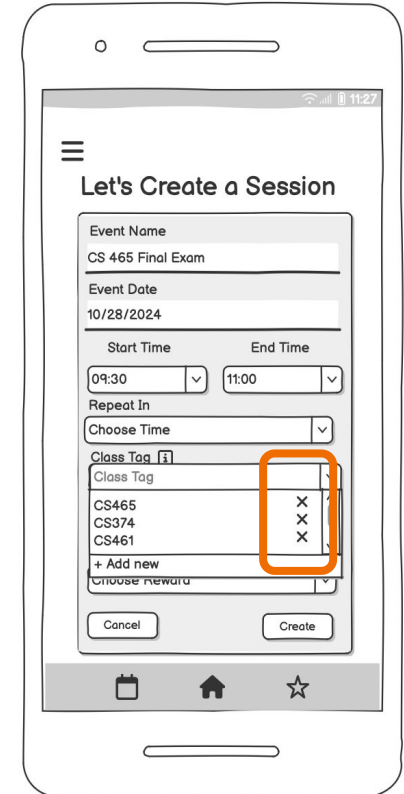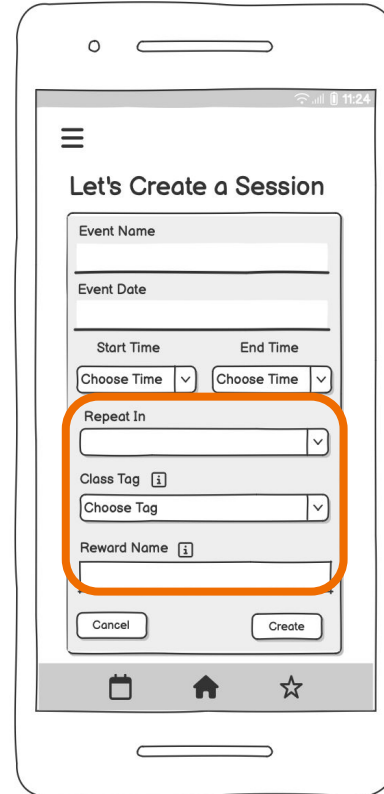 - Wanted just the timer
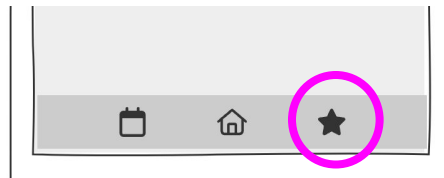
Rewards icon:

Navbar icon (star) for rewards was assumed to be something like "favorites"

Results of User Evaluation - Improvements

Session card changes

- Added information Icon to rewards & tags
- User can tap the information icon for more information about what the rewards and tags mean
- User can delete and add new tags for sessions

Results of User Evaluation - Improvements

Pop-up when you click on the info icon for class tags

Pop-up when you click on the info icon for reward name

Please select/enter the class associated with this study session. Examples: CS 465
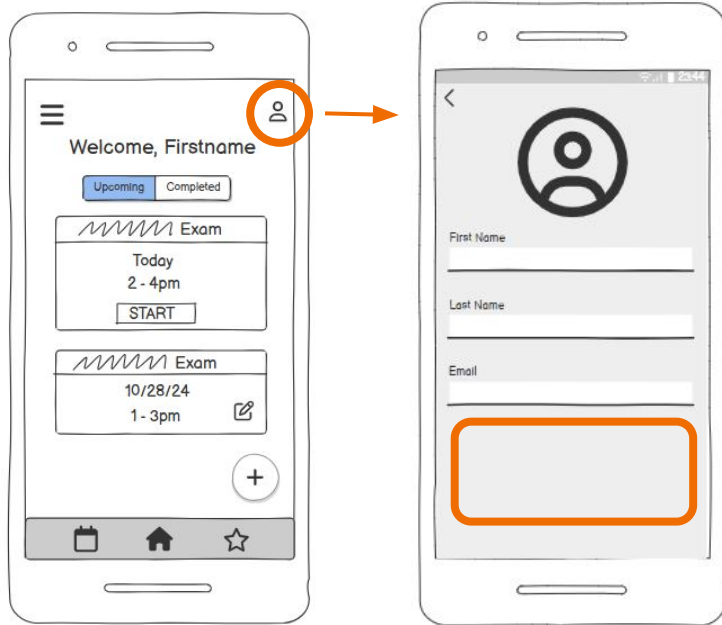
Please enter what you aim to win when you finish a study session. Examples: Watch a TV Episode
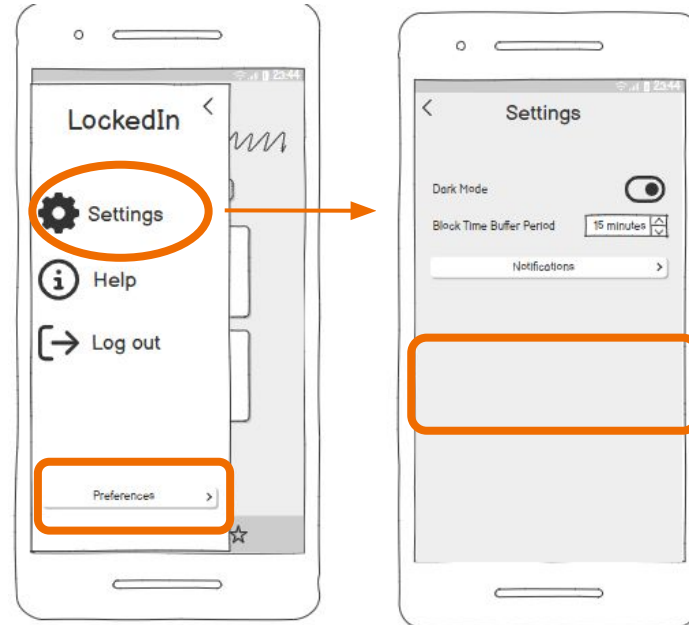
Results of User Evaluation - Improvements

- Separate Settings & User Profile/Preferences under the navigation side panel
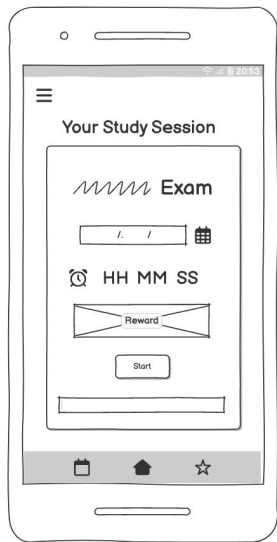
Separate the User profile From the side Bar

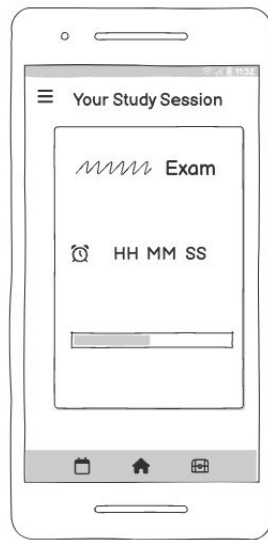Add Dark Mode & Buffer Period to settings

Details TBD with Notification Preference settings

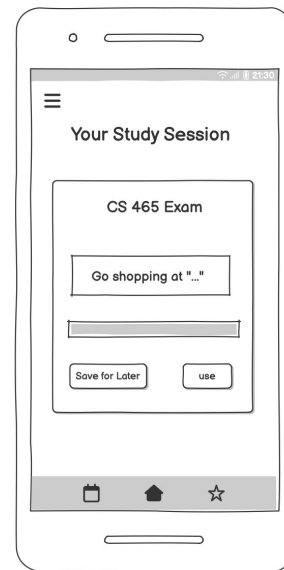# Results of User Evaluation - Improvements

- Remove everything from the session cards during an ongoing session except the timer to limit interactions.

User Starts the Session

Removed Rewards and Date from session card to focus on timer

User Completes the Session

Results of User Evaluation - Improvements

- Modified the rewards page Icon to a treasure chest (change not shown in previous slides)

- Navigating to Home Page: Press the Home Button

- Navigating to Reward: Press the Treasure Chest Button (NEW)

- Navigating to Calendar: Press the Calendar Button