ACE Prototype Report

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Need Finding Results

In this Need Finding section of our comprehensive project report, we delve into the heart of understanding our users' specific needs and preferences related to reminder management. This section is crucial as it lays the foundation for our project's direction, ensuring that our solution is not just innovative but also genuinely user-centric. We have conducted detailed interviews and analyzed the responses to gain insights into the current practices, challenges, and desired features in reminder management systems, particularly focusing on our primary demographic which includes individuals in their early 20s, encompassing college students, recent graduates, and professionals.

Current Reminder Management Practices

1. Usage Patterns:
    - Most interviewees utilize apps for managing reminders.
    - Preferred features include ease of use, customization, and reliability.
2. Pain Points:
    - Common issues include lack of adequate customization, non-intuitive interfaces, and reminders being too subtle or easily missed.

Incidence of Missed Reminders

- Several interviewees recounted instances of missing appointments or events, highlighting a need for a more effective and noticeable reminder system.

Platform Preference

- A unanimous preference for a mobile application was observed, suggesting the need for a solution that is accessible and convenient for on-the-go users.

Essential Features for a User-Friendly Reminder App

1. Customizable Reminder Timings:
    - Users desire multiple, recurring, and far-future reminder options.
    - Suggested default reminder times (e.g., 10 minutes, 30 minutes, 1 hour before the event) for quick setup.
2. Alert Level System:

    - The system should categorize events by urgency, with more persistent notifications for important reminders.
3. Calendar Integration or Inclusion:
    - A visual representation of events and reminders is crucial, with a preference for integration with existing calendar apps.
4. UI and Design Customizability:
    - Some users express a desire for aesthetic customization, indicating the importance of UI design in user satisfaction.
5. Post-Event Notifications:
    - Features to remind users of post-event actions or to summarize daily activities are valued.
6. Quick Reminder Setup:
    - The ability to set reminders swiftly and without unnecessary complexity is essential.

The insights gathered in this Need Finding section provide a clear understanding of the gaps in current reminder management solutions and the specific needs of our target users. The findings highlight a strong preference for a customizable, intuitive, and efficient mobile reminder application. This section not only reaffirms the relevance and urgency of our project but also shapes the direction for the subsequent design and development phases. As we progress, these user-centered insights will be pivotal in guiding our decisions, ensuring that the final product resonates well with the needs and expectations of our users.

Universal Design Principles

Our design adheres to universal design principles, ensuring that it is useful and accessible to people with diverse abilities. To achieve equitable use, we prioritize features such as large and easily readable text and icons, catering to users' needs for accessibility as identified in our Need Finding Results. Additionally, incorporating voice commands for setting reminders addresses the challenges faced by individuals who struggle with on-screen keyboards, aligning with users' preferences for ease of use.

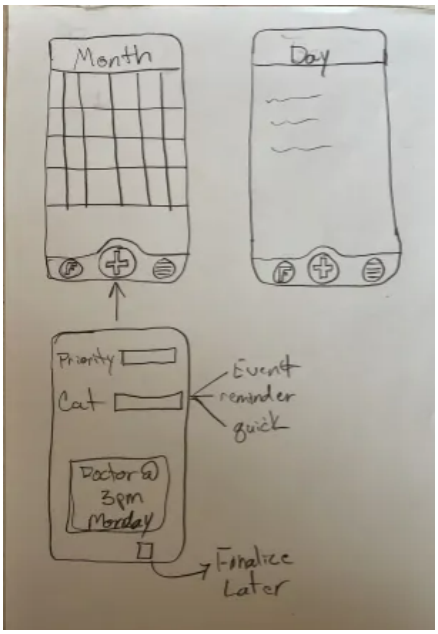
Customizable color options accommodate users with color preferences or vision impairment, promoting inclusivity. Moreover, we rely on icons to convey information instead of relying solely on colors, aligning with the need for intuitive visual cues expressed by our users.

Our design also offers flexibility in use by providing users with some control over icons and colors, balancing flexibility with simplicity, as highlighted in the need for customization options. Customizable notification levels further enhance flexibility, allowing users to personalize their notification settings according to their preferences.

In terms of simplicity and intuitiveness, our design emphasizes a minimalist approach with limited buttons on each screen and visual cues through icons. This approach ensures that the design remains easy to understand regardless of users' experience, knowledge, language skills, or current concentration level, aligning with the preference for intuitive interfaces highlighted in our findings.

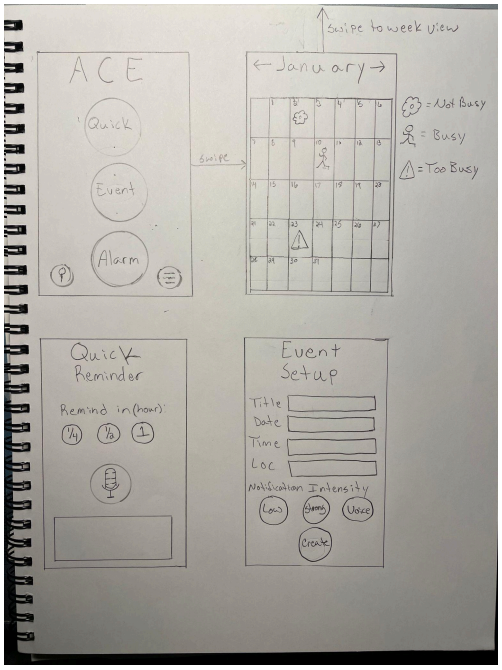
By aligning our design with these principles and insights gathered from the need finding process, we ensure that our application meets the specific needs and preferences of our target users while prioritizing inclusivity and accessibility for all users.

Prototype



Our prototyping process evolved iteratively based on user feedback and our need finding results, ensuring that our solution aligns with the specific needs and preferences identified during the research phase. Initially, our prototype aimed to provide users with a simple interface focused on creating reminders with minimal friction. The earliest draft (shown right) featured a calendar on the home screen, allowing users to visualize their schedule at a glance and select a day to set a reminder. Although this version was rudimentary, it laid the groundwork for subsequent iterations.

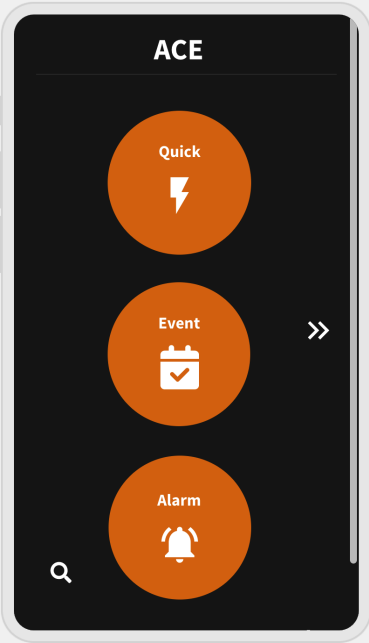
In response to the need for low-friction reminder creation highlighted in our findings, we refined the main screen layout in our second prototype (shown below). Here, users are presented with three large buttons representing different reminder types, streamlining the process of initiating a reminder. By categorizing reminders upfront, we tailored the depth of customization to match the specific requirements of each reminder type. For instance, the "quick" reminder option offers flexibility and simplicity, with predefined time ranges and a text box for a brief description. In contrast, the "event" reminder provides more comprehensive customization options to accommodate complex scheduling needs.



Incorporating user convenience features such as voice recognition for quick reminders and intuitive icons on the calendar page further enhances usability and accessibility. The inclusion of a "finalize later" option allows users to set reminders swiftly and return to

refine or add details at their convenience, reflecting our commitment to user-centric design.

Our final prototype, developed using Uizard, refines the user experience with separate screens for viewing monthly, weekly, or daily schedules, enhancing navigational ease. The addition of a home button for quick access to the main menu and intuitive swipe gestures streamlines user interaction. Each reminder type is meticulously designed to balance simplicity with functionality, with options to customize notification intensity and choose from multiple icon sets for calendar visualization.



Furthermore, the settings screen offers users the ability to personalize their experience by selecting background colors and calendar icons, promoting user engagement and satisfaction. By incorporating user feedback and aligning our decision choices with the principles of inclusivity and accessibility, our prototype represents a significant step towards delivering a user-friendly reminder management solution that meets the diverse needs of our target demographic.

As we move forward, user testing and refinement will continue to inform our design decisions, ensuring that the final product resonates with users and addresses their evolving needs efficiently. A video walkthrough is included along with this report to provide a detailed demonstration of our final prototype. The interactive prototype may also be viewed at https://app.uizard.io/p/28b11524

Sus Evaluation Results

The survey results from our app provide valuable insights into user perceptions and experiences. The survey uses a Likert scale from 1 (strongly agree) to 5 (strongly disagree) for various statements related to the usability and complexity of our app. Here's an analysis based on the provided data:

1. Frequent Usage: Users express a favorable opinion regarding their willingness to use the app frequently. This suggests that the app is engaging and meets user expectations in a way that encourages regular interaction.

2. Complexity Balance: The feedback indicates that users are comfortable with the level of complexity in the app. This is a positive sign, showing that the app strikes a good balance between being feature-rich and user-friendly.

3. User-Friendliness: The users' response highlights the app's user-friendly nature. This is a crucial aspect of any app, as ease of use is often a significant factor in user retention and satisfaction.

4. Independence in Usage: The responses suggest that users feel confident using the app without the need for extensive technical support. This is a testament to the app's intuitive design and straightforward functionality.

5. Integrated Functions: The survey shows that users appreciate how well the app’s features work together. This seamless integration enhances the overall user experience, making the app more efficient and enjoyable to use.

6. Consistency: The feedback here indicates that users find the app consistent in its performance and usability. Consistency is key in building user trust and ensuring a smooth user experience.

7. Ease of Learning: Users indicate that the app is easy to learn and get accustomed to. This ease of learning is important for attracting and retaining new users, as it lowers the entry barrier to using the app.

8. Non-Cumbersome: Users do not find the app cumbersome to use. This indicates a well-thought-out user interface and user experience design, ensuring that the app is straightforward and pleasant to use.

9. User Confidence: The responses show that users feel confident in using your app. User confidence is crucial for engagement and long-term adoption, as it directly impacts how users interact with the app.

10. Minimal Learning Curve: The feedback suggests that users don't feel the need to undertake extensive learning before using the app. This ease of initial use is a strong point, indicating that the app is accessible and user-friendly right from the start.

Overall, the survey paints a very positive picture of the app. Users seem to appreciate its usability, functionality, and design, which are all critical factors for the success of an app. This is shown further by our SUS Score. After taking the responses and converting the score we get 90 out of a total of 100. This is great as it lets us know that our app's design, usability and functionality is in a great spot for us to move forward.