

# A2

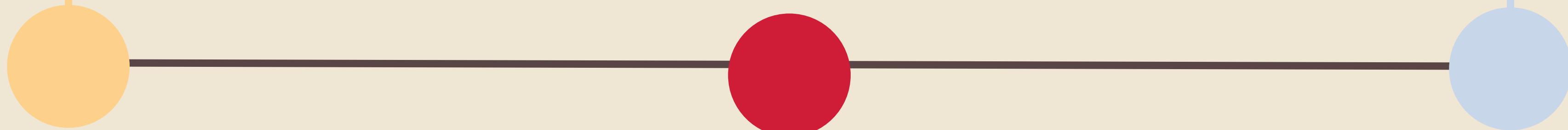


*“dome” app*  
angie vimonkhon

#1

# project overview

*Brief description of project goals & objectives; Problem, research, solution; Audience*



#2

# design process

*Moodboard of visual style & color; typography*

#3

# concepts

*Introduction and mockup of deliverables*

# project overview



# *problem*

Excessive screen time & mindless scrolling

# *research*

- Anecdotal desire to reduce screentime
- Regular exposure to social media, the internet, & technology in daily lives
- Concerns of mental health & productivity
- Trend of content surrounding digital management, productivity, & mindfulness

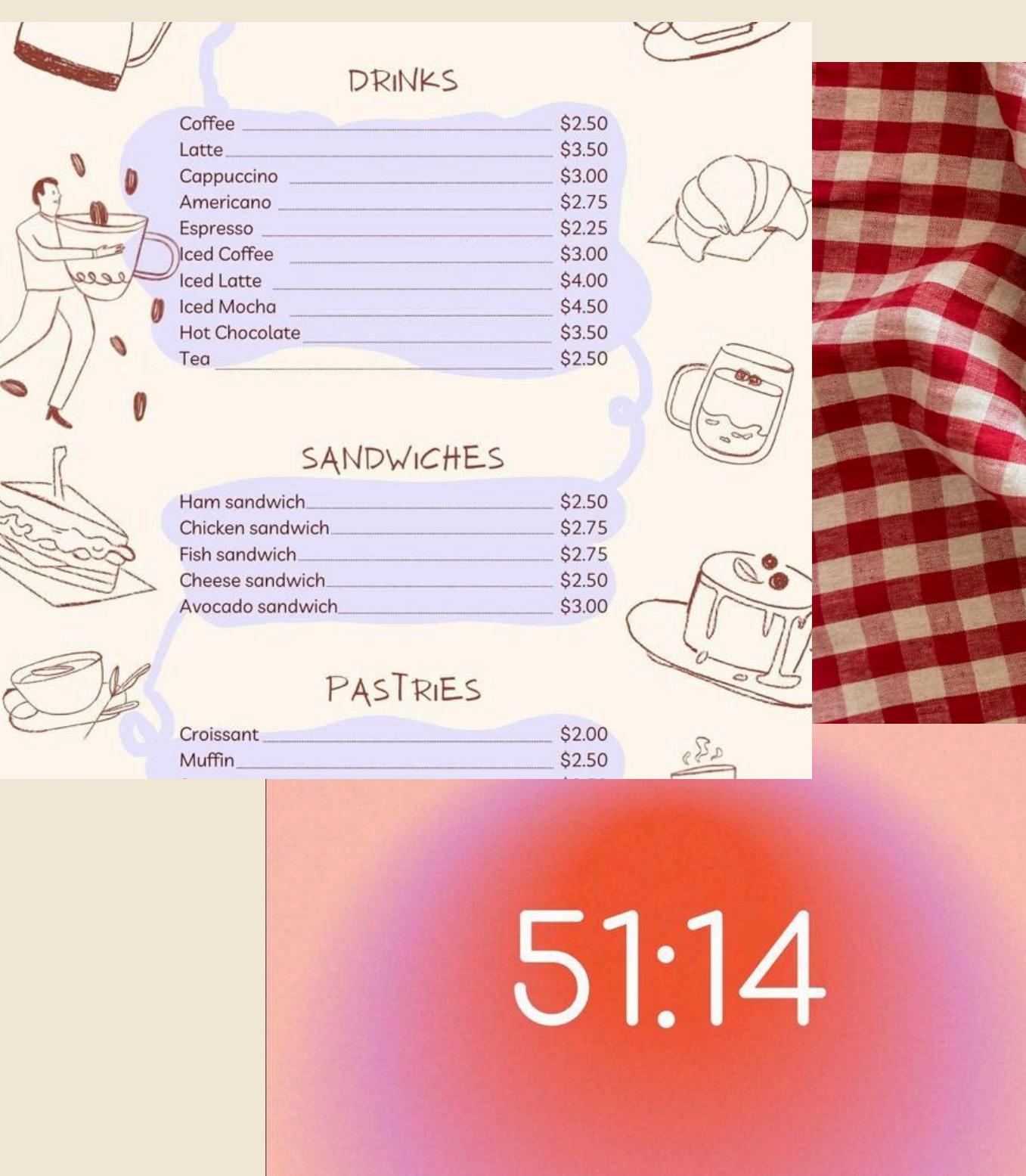
# *solution*

An intentional way to manage screentime & attention

design  
process



## DESIGN PROCESS



## DOPAMINE MENU

### APPETIZERS

(15 minutes or less)

- 15 minute timer clean
- 10 minute pinterest scroll
- Dishes
- Stretch
- Legs up wall
- Go outside
- Gratitude journal
- Make bed

### SIDE DISHES

(to help complete tasks)

- Listen to a podcast
- Put on a face mask or skincare
- Make a fun drink
- Put on comfortable clothes
- Light a candle

### DESSERT

(sweet sometimes)

- Go to dinner with a friend
- TV time
- Social media scrolling
- Play a video game
- Online shopping
- Order takeout

### MAIN COURSE

(longer time frame)

- Clean an entire room
- Call someone
- Have an everything shower
- Go for a walk
- Sweep and mop
- Donate clothes
- Do a guided meditation
- Go to the gym
- Fold laundry
- Reorganize closet
- Go to a park/beach
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### SPECIALS

(bigger events)

- Book a trip
- Go to a concert
- Get a spa treatment
- Go to the movies
- Dress up and go to a nice place for dinner

# Roboto Serif Karla

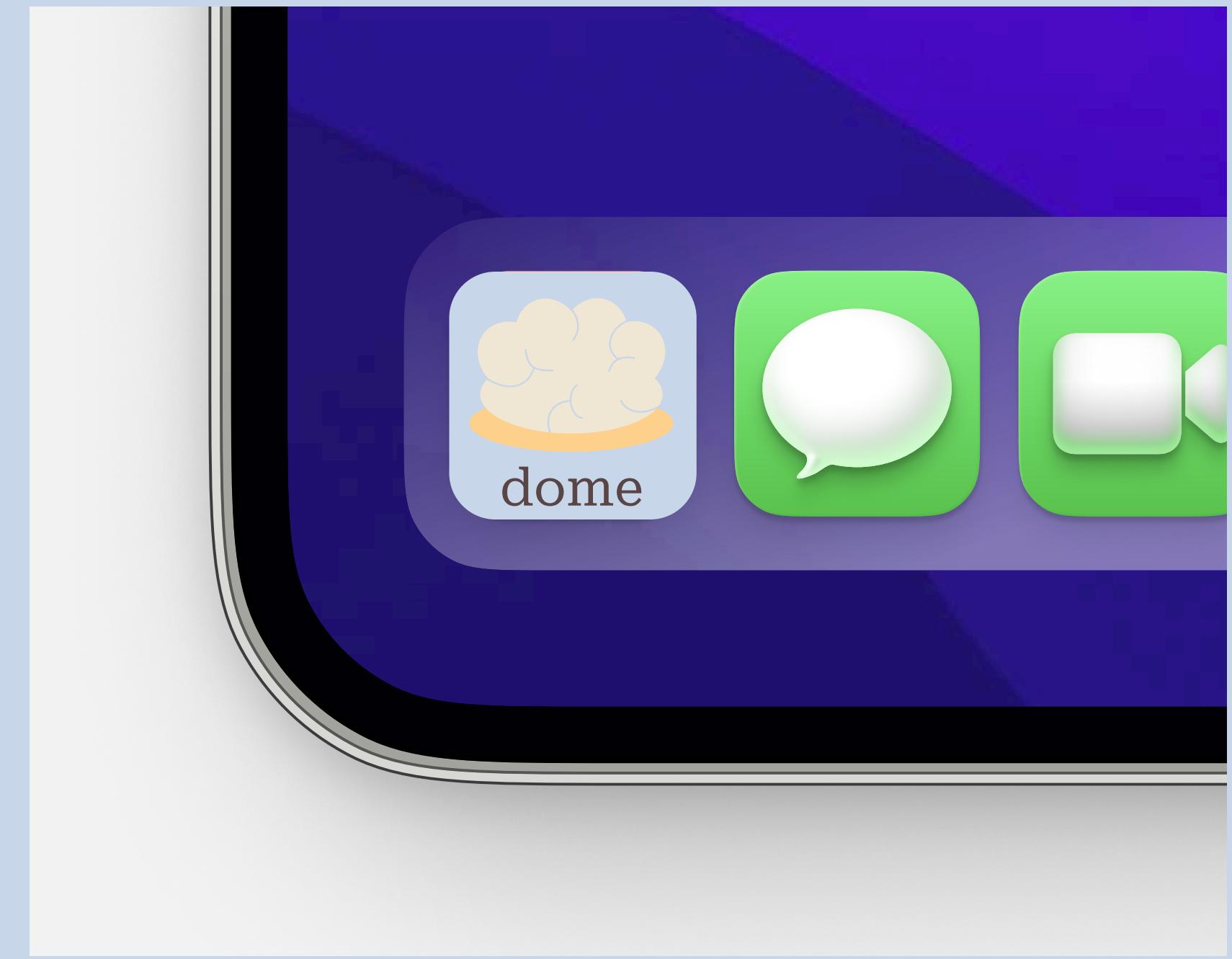
# concepts



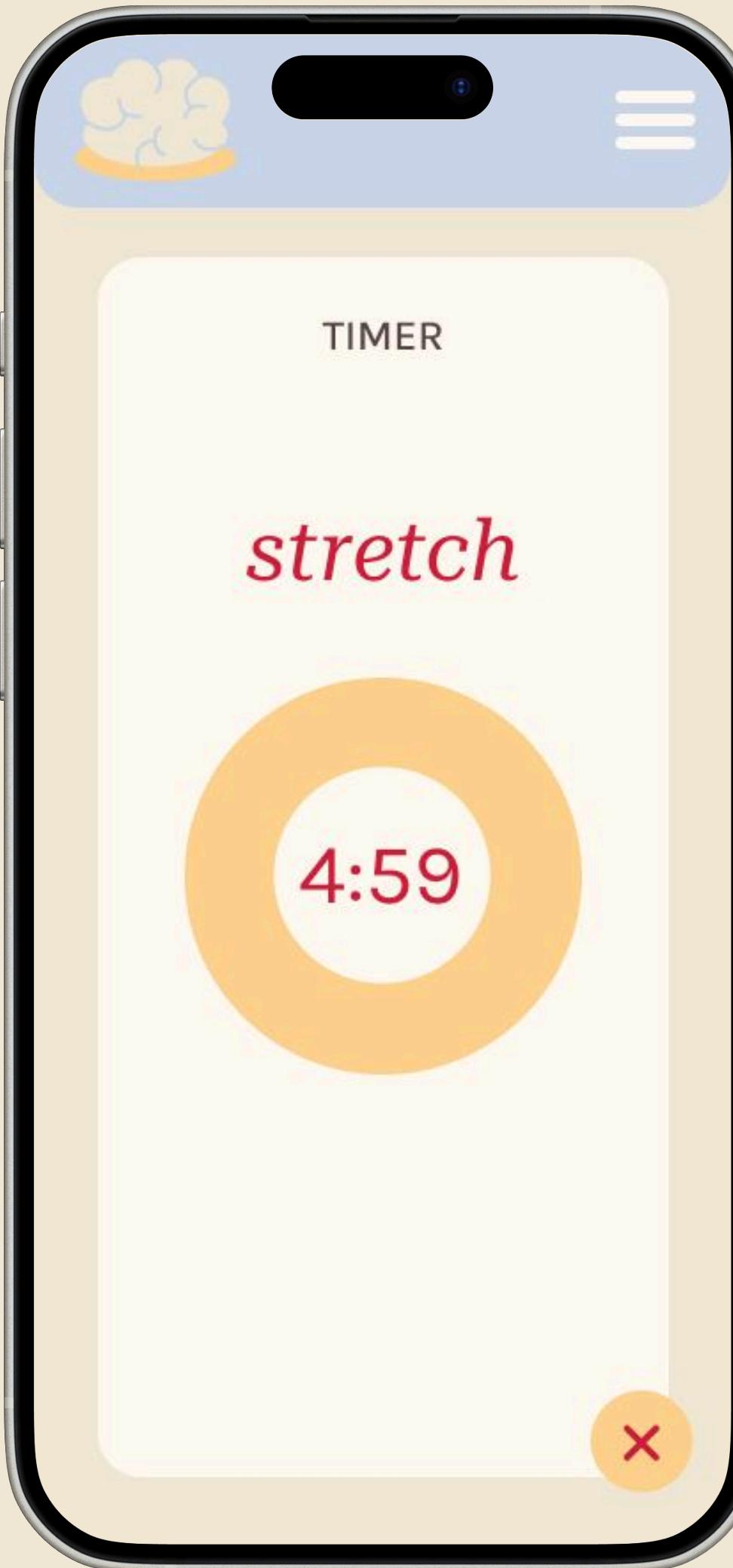
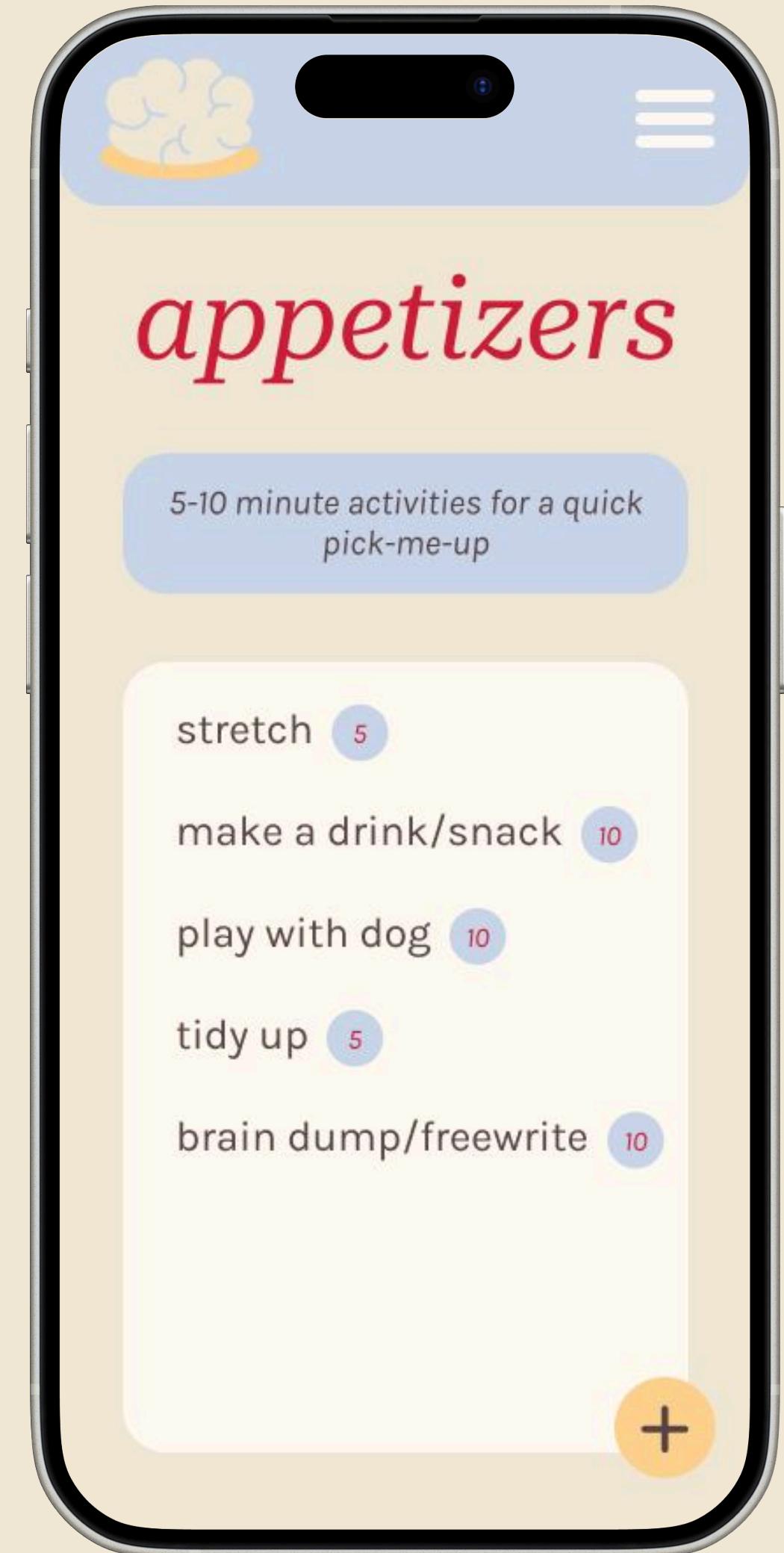
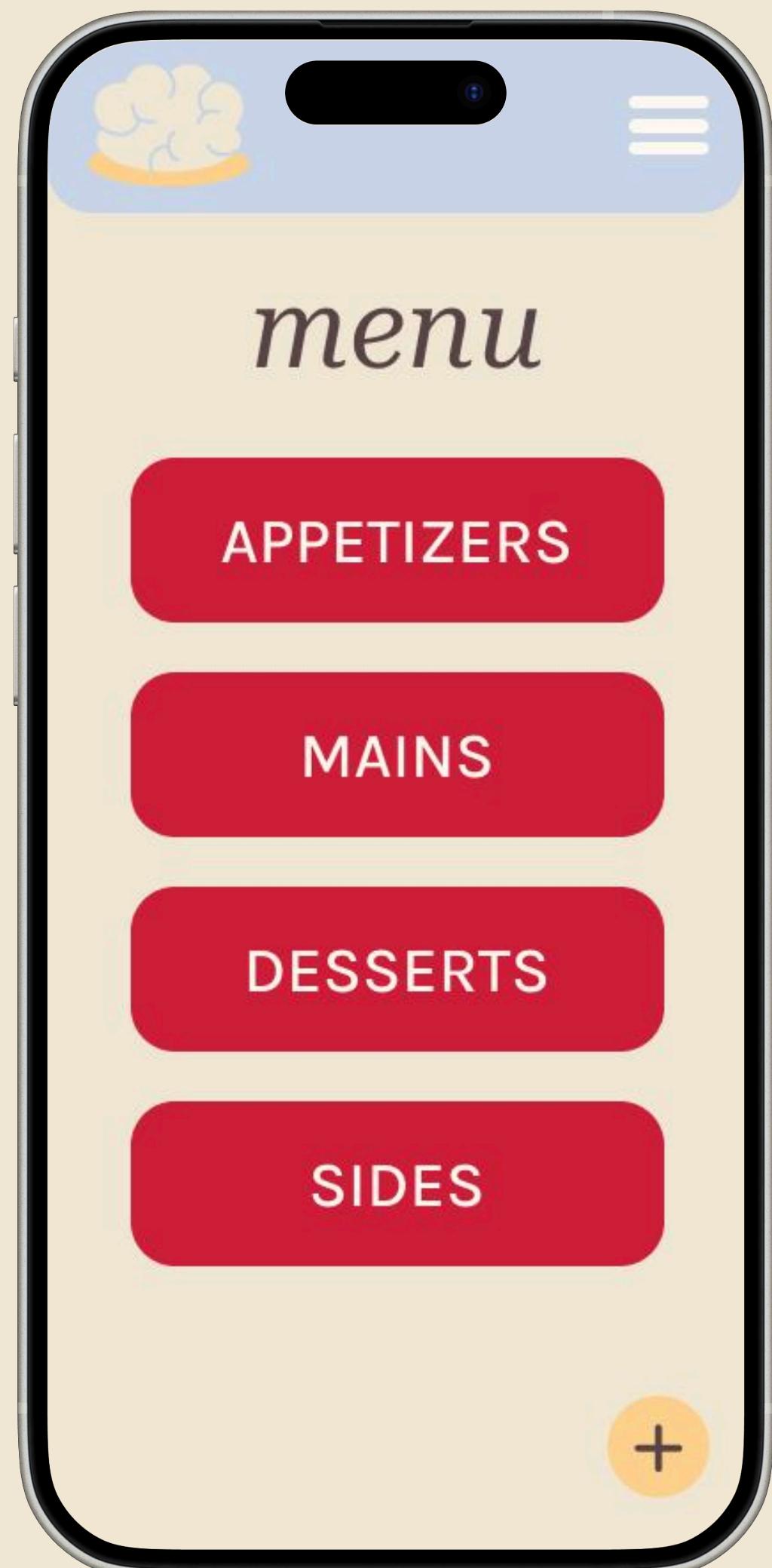
# app logo



- dome = “**dopamine menu**”
  - cloud and brain motifs
  - plate = menu imagery



# app page mockups



RECAP

# dome

