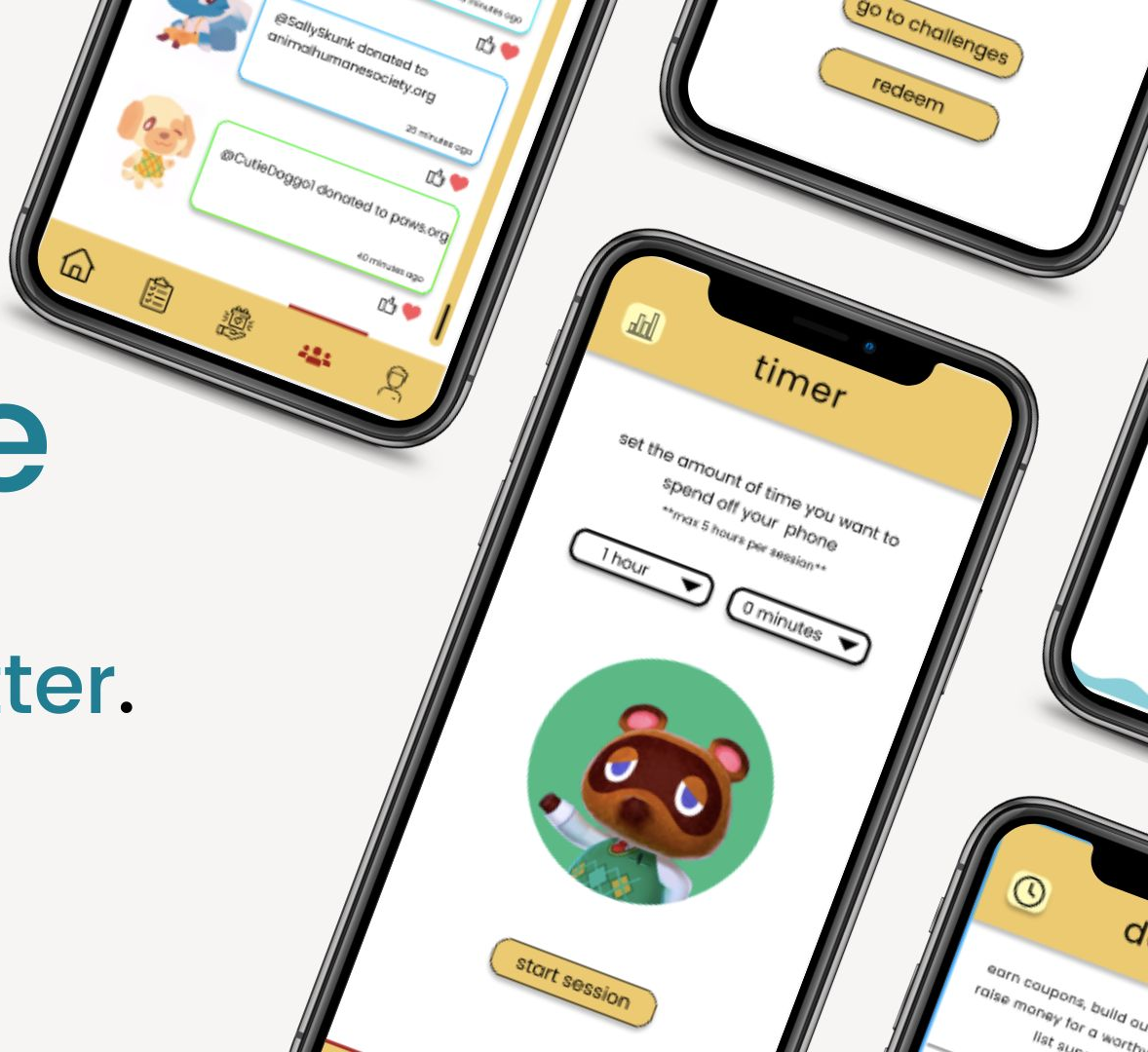# arbeide

make every moment matter.

presented by quaran-team
casey poon A15701888 cpoon@ucsd.edu
david kim A13800407 dkk009@ucsd.edu
sabrina chan A14454815 sac131@ucsd.edu
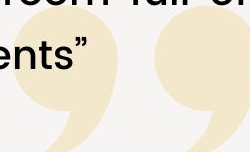tyler chau A13496858 t8chau@ucsd.edu

challenge of problem domain

how can we promote productivity and a healthy work-life balance following the sudden transition to remote work?

working from home is creating anxiety and stress in our user's lives because they no longer feel in control of their own productivity.

"I'm struggling with distractions like family. [and] not having something to hold me accountable, like say a classroom full of other students"
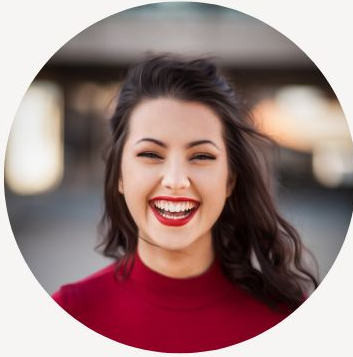
motivated sarah

has trouble balancing school work, but is motivated to find structure in her daily life

key frustration: absence of structure leads to poor time management

key want: wants a distinction between work and home environment

frustrated sam

rarely feels productive anymore, and his mental health is suffering as a result
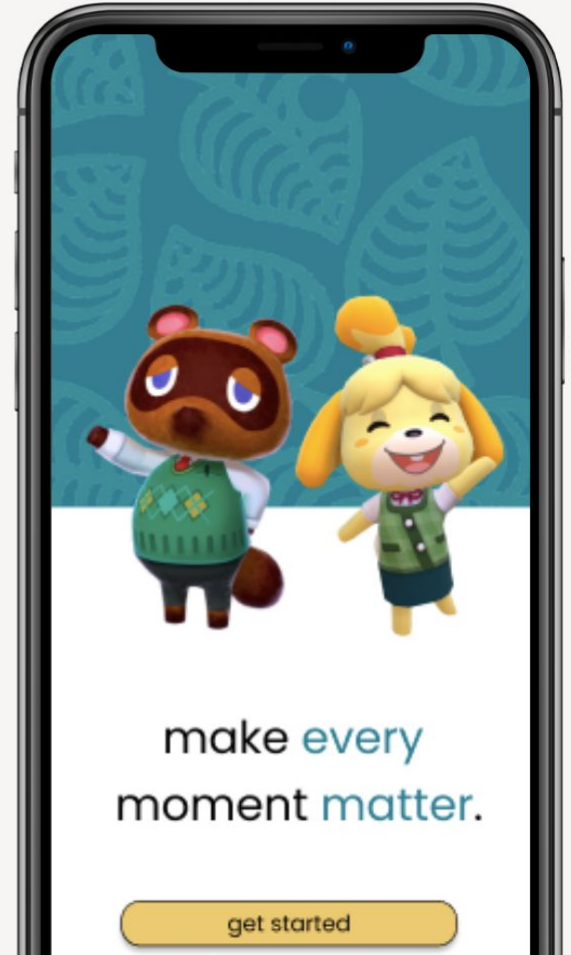
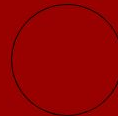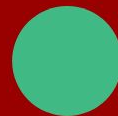key frustration: doesn't feel in control of his deadlines or workload

key want: needs collaboration and social pressures to keep him on task

mission statement

bringing philanthropic incentives and gamification into productivity

users can earn points by staying off their phone and completing challenges. rack up points and redeem them for charitable donations, coupons, and avatar customizations.

make every moment matter.

get started

wholesome

fun

rewarding

Cute

giving

productivity

productive

Caring

established

constructive

effective

Charity

dynamic

colorful

Meet me for Coffee

style guide

poppins / poppins light

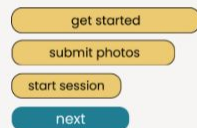## header: screen titles

sub-header: section titles
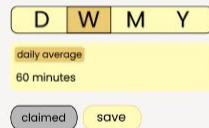
sub-header 2: secondary text

body: paragraph text

graphic components
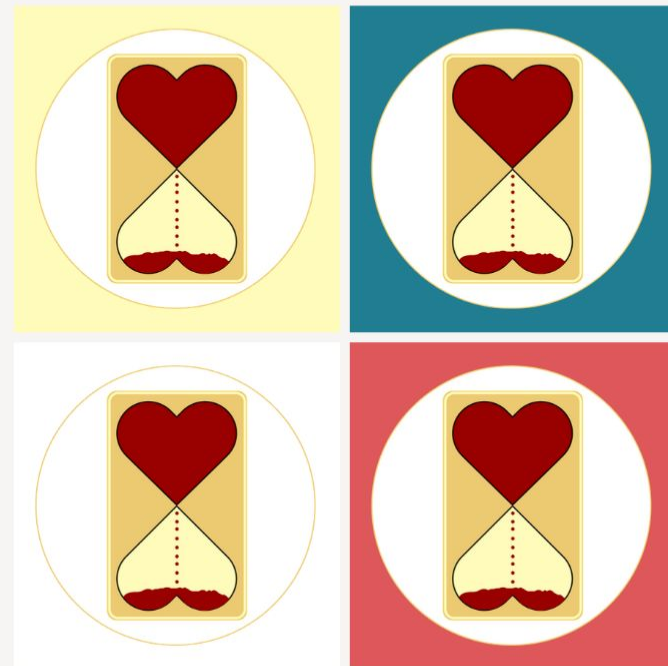
button examples

clickable

get started

submit photos

start session

next

unclickable

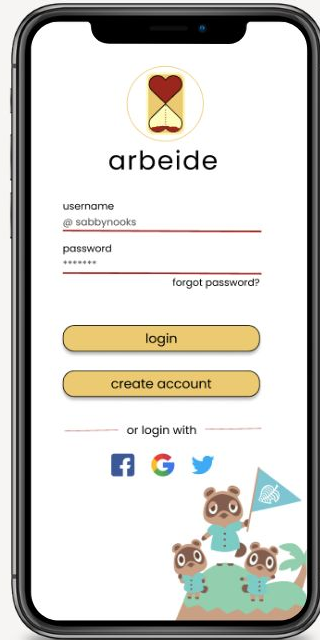| D | **W** | M | Y |

daily average

60 minutes

claimed | save

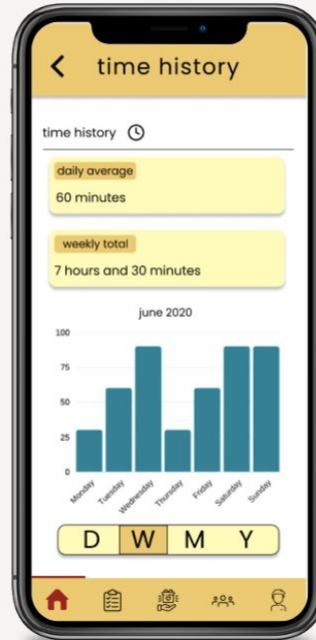### navigation bar

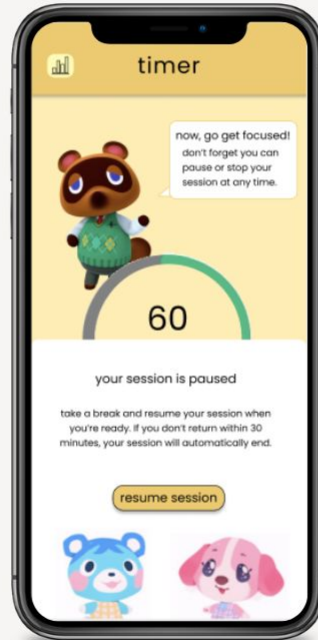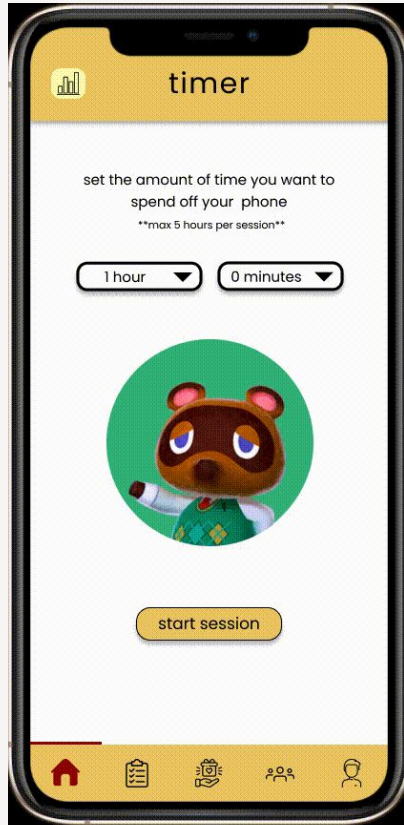### iconography

logos

mobile information system: splash page

welcome to arbeide

- splash page to introduce our application and branding
  - log in / create account
- log in using social media
- welcome screen to showcase arbeide's mission
- initial avatar selection

mobile information system: timer page

set the amount of time you want to spend off your phone
max 5 hours per session

1 hour ▼   0 minutes ▼

start session

timer

now, go get focused! don't forget you can pause or stop your session at any time.

60

your session is paused

take a break and resume your session when you're ready. If you don't return within 30 minutes, your session will automatically end.

resume session

time history

time history 🕐

daily average
60 minutes

weekly total
7 hours and 30 minutes

june 2020

D W M Y

set aside time to spend off your phone for productive work

- accumulate points to redeem charitable donations
- pause your session if you need a break
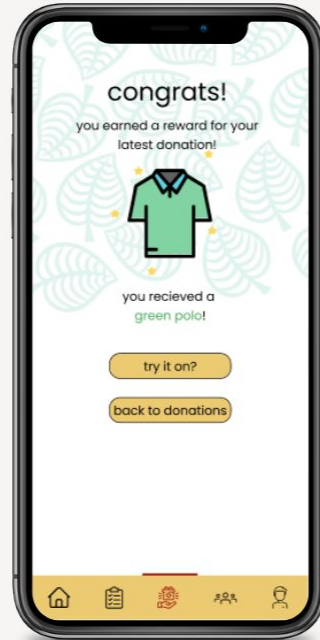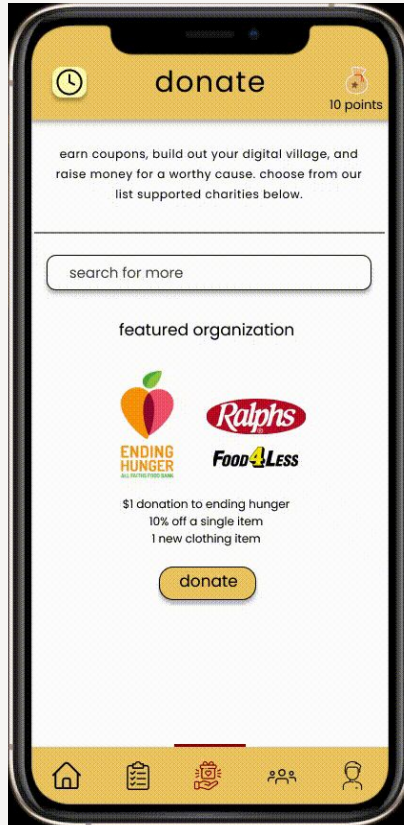- view your "time history" as indicated by the 📊 icon

mobile information system: challenges
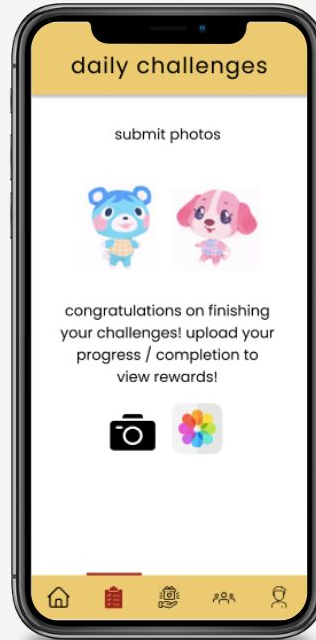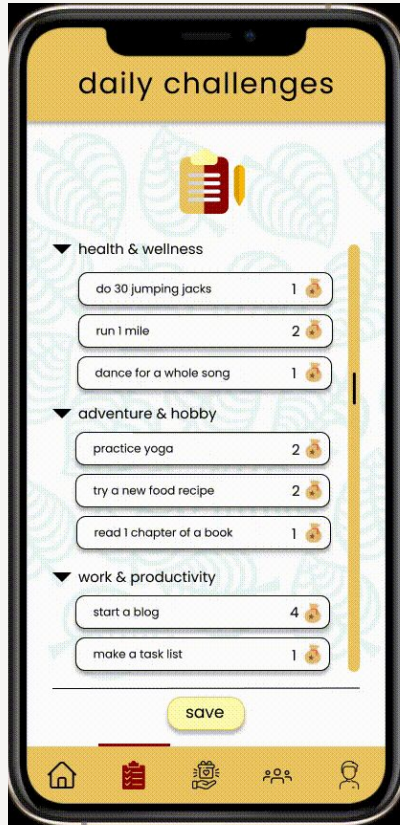
participate in daily challenges to earn extra points

- complete a maximum of three challenges per day
- challenge categories:
  - health & wellness
  - adventure & hobby
  - work & productivity
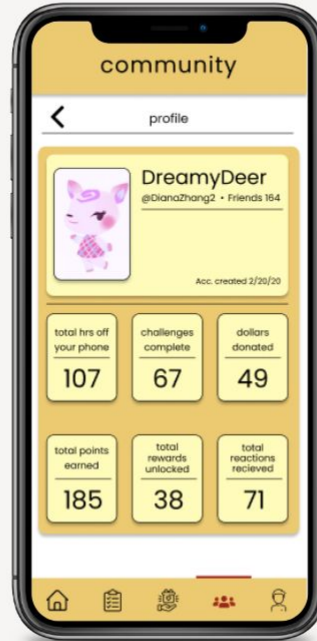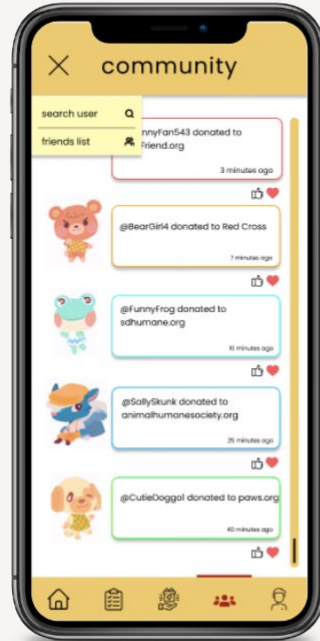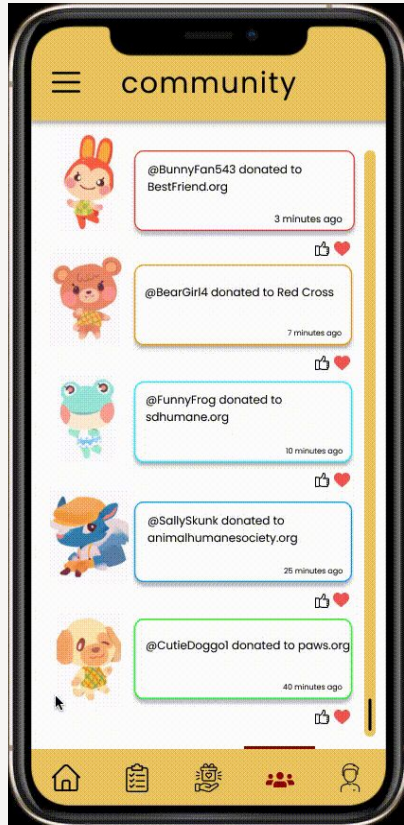- submit photo proof before being rewarded points

mobile information system: donate

redeem your points for charitable donations, coupons, and avatar customizations

- donations are sponsored by corporate partners
  - relevant coupons with each redemption
- view your "donation history" as indicated by the 🕐 icon
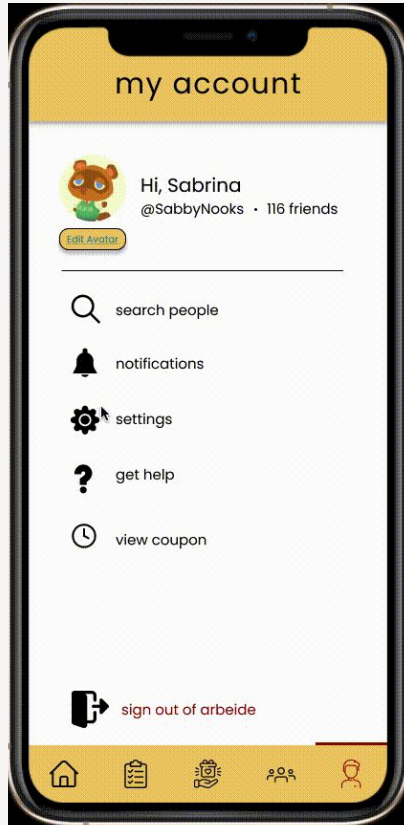
mobile information system: community

connect with your real-life community

- see your friends' recent donation history
  - leave a like or heart
- search for / add new friends
- view your friends and their donation / usage stats

mobile information system: profile

manage your preferences

- edit your avatar using your earned customizations
- change your privacy and profile settings
- view your coupon wallet

conclusion

results & impact

compared with previous versions of our prototype, our most recent user testing showed improved user flow and increased interactions.

takeaways

while remote work has been a challenge for everyone, the biggest take away was learning to collaborate and using resources to be successful as a team

next steps

- incorporate new feature where users can challenge their friends
- make connection between donations and digital rewards more clear

Links for Final Deliverables

Link to google drive:
https://drive.google.com/drive/folders/1DSft5fQX5e8_7_uYvJ0YlN16TOTDhVZE?usp=sharing

Link to figma prototype:
https://www.figma.com/proto/LhzTqviJXo0apyjyPitBoz/DSGN-100-Wireframe?node-id=460%3A4224&scaling=scale-down