Project 3

PARTICIPATORY EXPERIENCE

Design Objective

An application that helps you when you're struggling with sleep.

Inspirations

Clocks
Alarm applications
Alarms ringing in classes
Insomnia
Insomnia cookies
Nights before final presentations

Audiences

People who are having trouble with sleep

Needs

Solutions

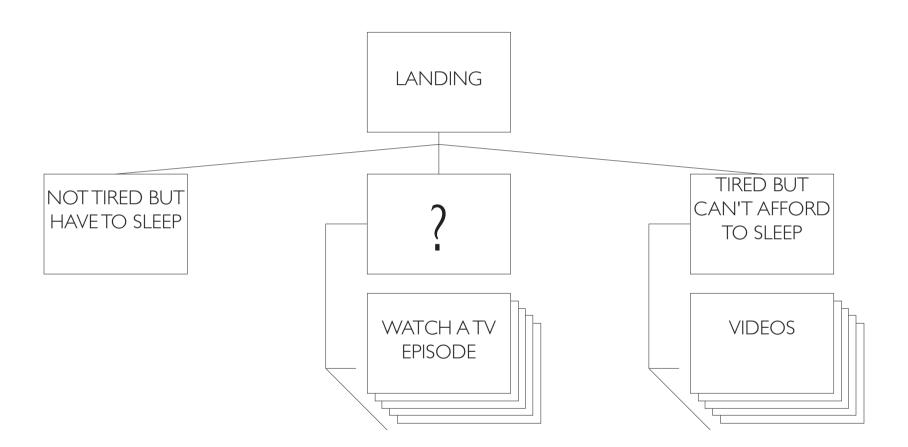
Functional Goals

System will recommend things to help user with their struggle with sleep.

Content Requirements

- -Videos will be played when video section is touched.
- -Random things to do will be given to the user when according section is touched.
- -Whitebox: Random element. Roulet animation.

Information Architecture



Wire Frame





GO DO THE ASSIGNMENT YOU WERE GOING TO DO TOMORROW

GO THROUGH OLD RAW PHOTOS AND RE-EDIT THEM

PLAY A ROUND OF PUBG

WATCH A TV EPISODE

TAKE A MIDNIGHT WALK WITH YOUR DSLR

TAKE A MIDNIGHT WALK WITH YOUR DSLR AND YOUR TRIPOD

TAKE A MIDNIGHT WALK WITH YOUR FILM CAMERA

TAKE A BATH WHILE SMOKING A LIL J LISTENING TO DUKE ELLINGTON ORCHESTRA

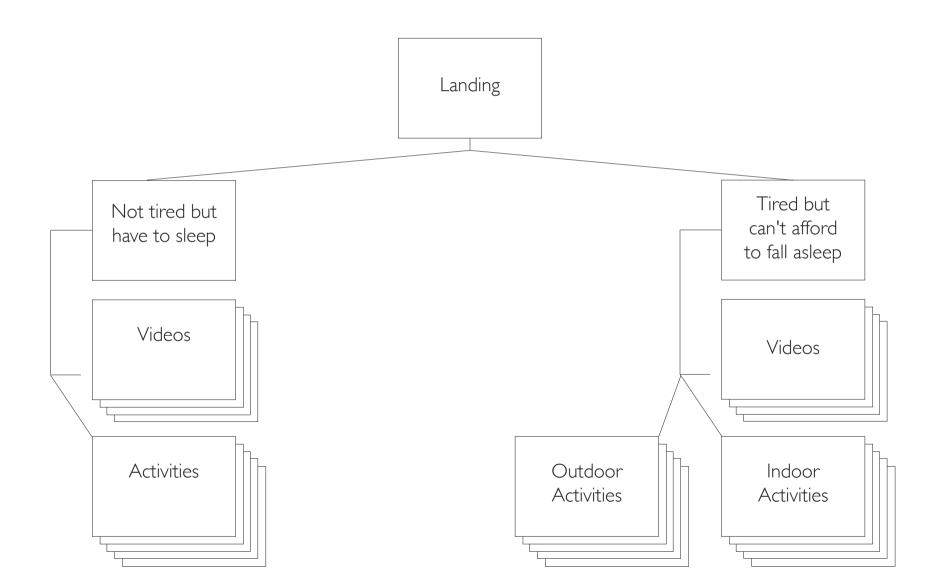








Information Architecture



Style Guide

DIN Condensed AVENIR NEXT HEAVY

