

Tester from group 15:

cool ranking

how to do family

shop info on top

clearly show contact and incognito mode difference

how does incognito work with the rankings that are longer than short time intervals

good overview, 4 screens

Ideas for improvement:

- more shop items, nicer name color

- achievements for special things or shop items

notification ideas:

- positive notifications

- with achievements (eg certain rank obtained)

profile pages (can be combined with achievements)

Tester from group 12

unintuitive double button at bottom (quick link to rankings)

maybe also show previous day on dashboard

looks like the more [energy used] the better

count down [coins] like clock/cake/wheel

=> clearly show more energy = less coins = bad

what happens with purchased items [do they disappear or greyed out?]

compare to your average [show how you are doing compared to your average self]

daily challenge with tips

groups [you and friends against others]

real value incentives

Tester TA

groups have more pressure [because other group members pressure you]

maybe allow users to form groups

think about household vs individual [maybe rank households]

how would ranking households work [with different sizes]

Tester from group 3

nice simple interface

good overall concept

good learning curve

better things to buy in shop

real world incentives

aggregate notification maybe weekly

choose notification density