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Kinder

Point of View

People want to do good deeds, but life gets in the way. We often become so absorbed in our own activities and work that we forget to acknowledge others or even ourselves. By doing good deeds regularly and keeping track of them, we can make time and strive to create a positive environment around us and to make ourselves happy.

Inspiration

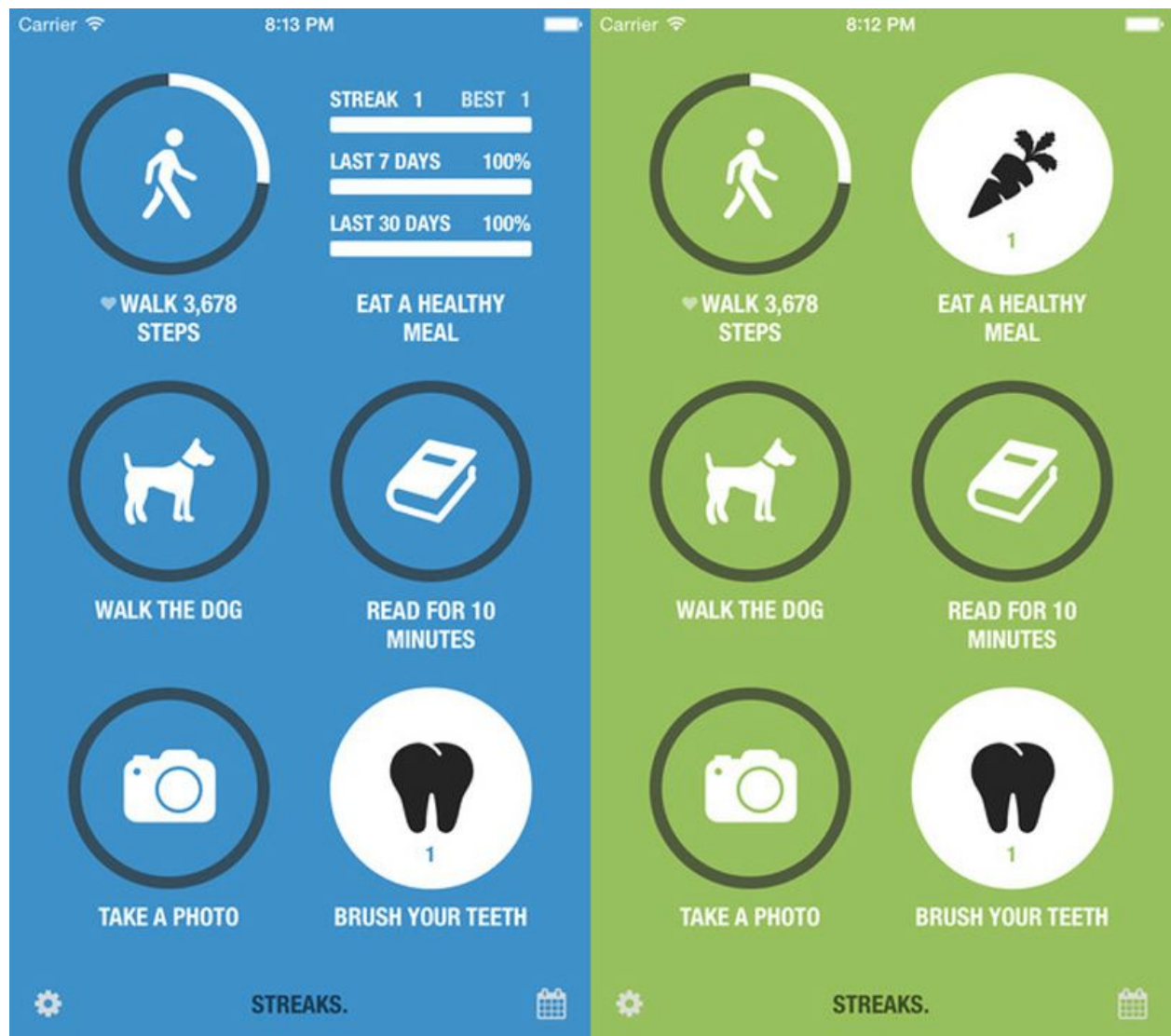
Happy, Friends, Positive, Encouragement, Commitment, Yourself, Habits, Compliments, Counting, Health

<http://www.webmd.com/balance/features/science-good-deeds>

This article explains the benefits of doing good deeds and altruism. Psychologically, people are happier and have a better outlook in life which may even lead to a longer life. This may provide information to help encourage users to continue using the application.

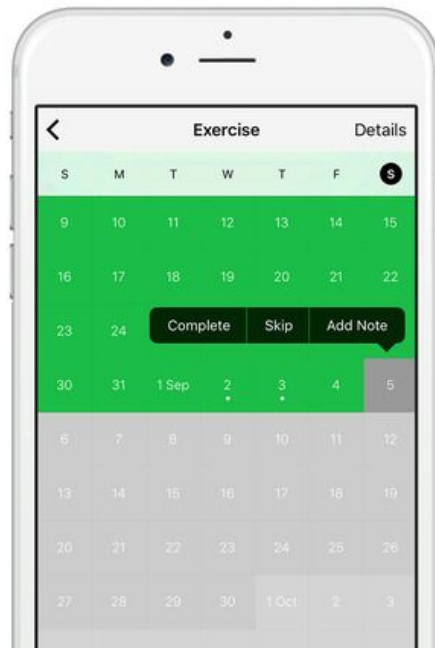
<http://www.dailymail.co.uk/femail/article-2874858/Luke-Cameron-does-good-deed-day-12-months-people-hate-it.html>

This article is about a man that did a good deed every day for a year. He explains how it changed his life. It got me thinking about incorporating a challenge type activity in our app which sets a goal for the user.



This design has a clean and simple approach to tracking streaks and progress. The layout is simple to understand and provides the information you are looking for in an easy to read fashion.

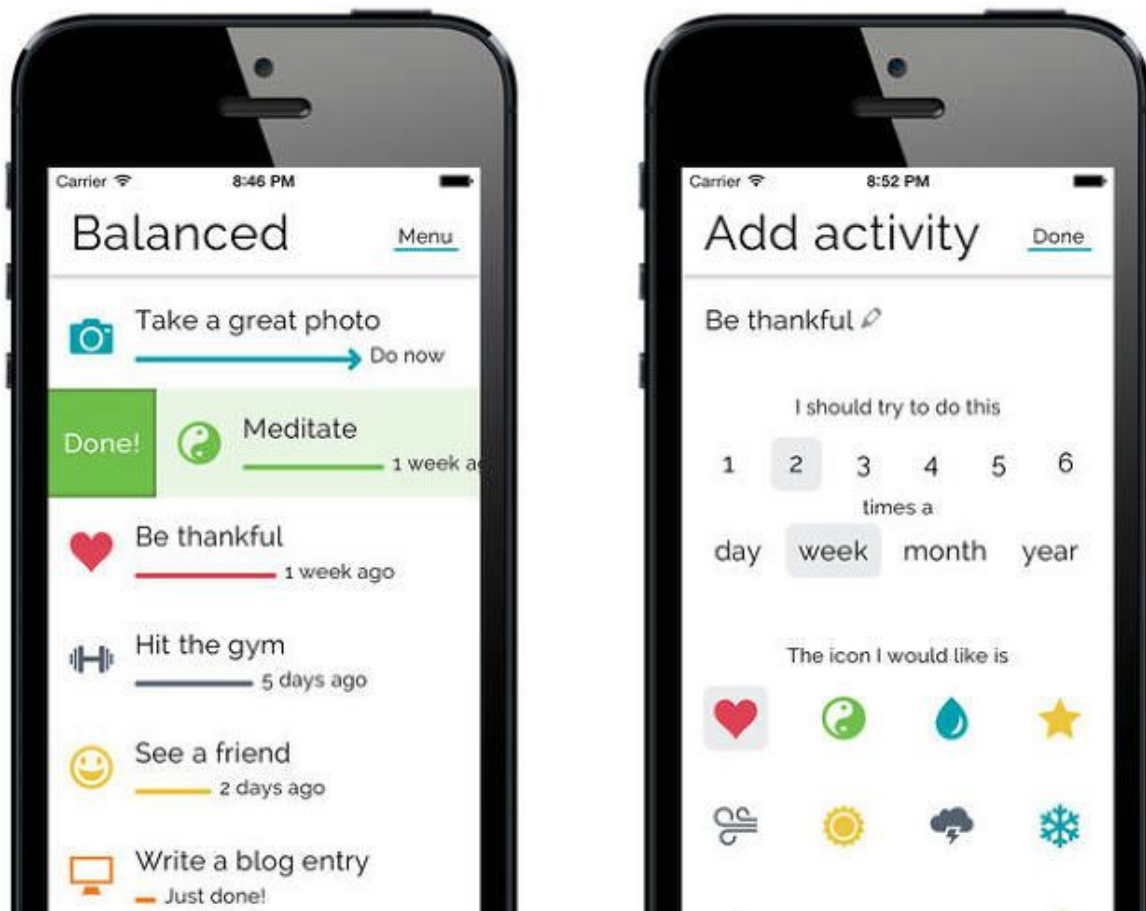
Get motivated
by streaks.



This app displays the user's progress using a calendar and highlights the days he/she completes a certain task, which encourages users to keep up with their habits. We can also use a calendar to record the days when they do a good deed as a way to motivate users.

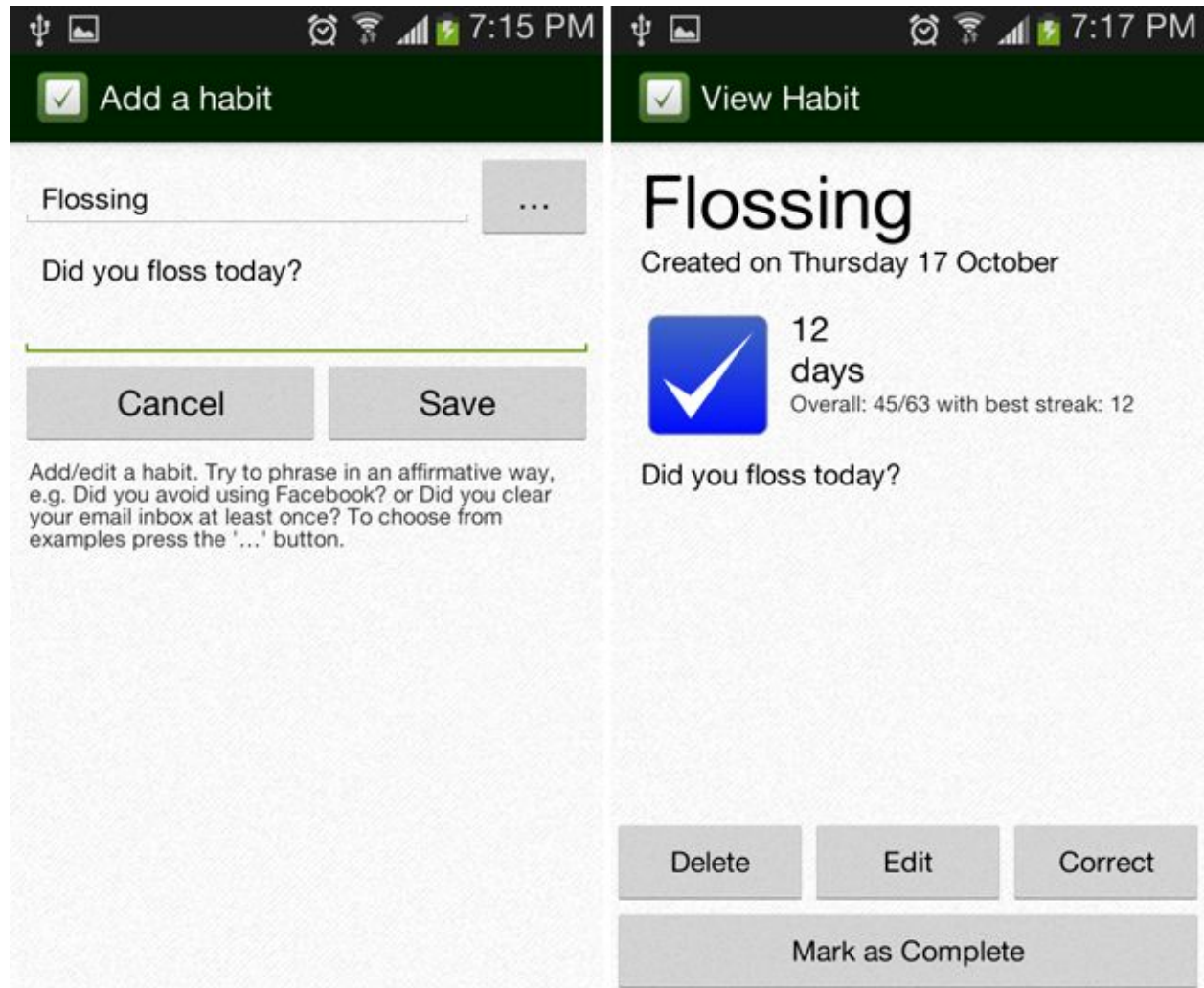


HabitClock allows users to set alarms to remind them to complete a task. Similarly, we can send notifications to remind users about their progress.

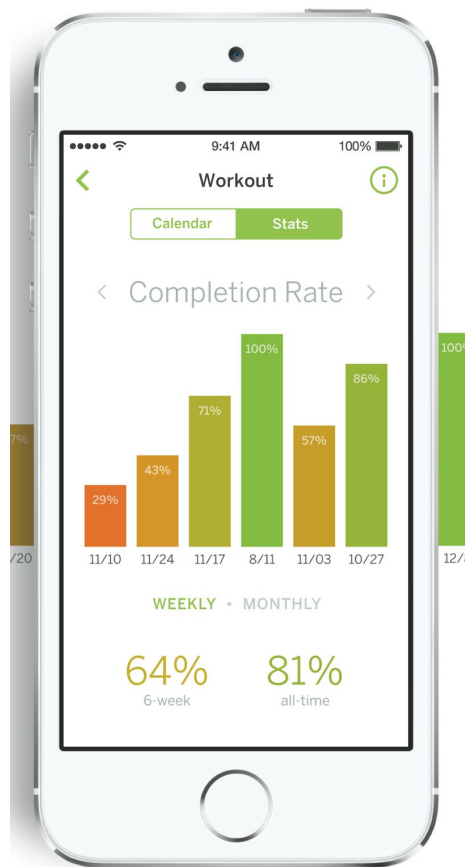


<http://www.fastcompany.com/3033523/the-future-of-work/5-free-apps-for-making-good-habits-and-breaking-bad-ones>

This particular app allows the user to have better visual representations of his/her habits/actions. For example, the app has the option for the user to "take a great photo" to complement the individual's progress. The app also uses icons to enhance the descriptions of the habits, making activities appear to be a little more "cute".

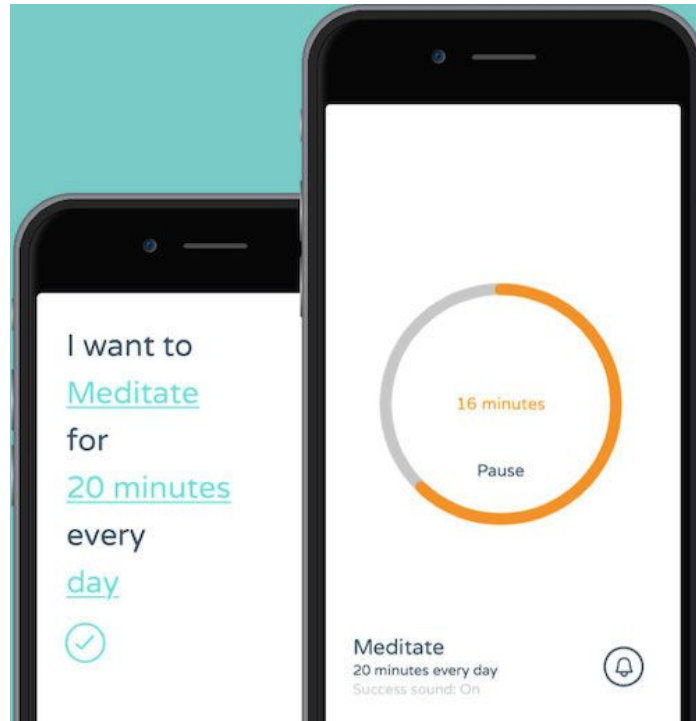


This app is inspiring more for its serviceable purposes rather than its design purposes. As shown above, under "adding a habit", the app reminds the user to "try to phrase [the habit] in an affirmative way", which is surely a good reminder to have when attempting to learn new habits that may seem like a chore. Additionally, the app allows the individual to compare his/her current streak with his/her best streak, seemingly creating a competition to become better than their best self.



Source: <http://habitlist.com/>

Habitlist has an easy to read chart that shows data collected throughout time. With our app, there are multiple ways to represent data and a bar graph could be a nice and simple possibility. It shows the user enough information visually without too much text.

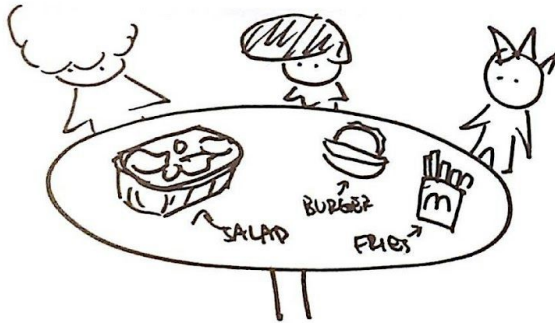


This app includes a timer that allows users to time the activities that they want to complete. The timer makes completing the task easier for the users.

Storyboard #1



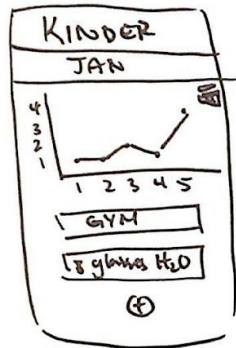
Steve and his friends are deciding a place to eat lunch and the majority wants McDi. Steve is trying to eat healthier for himself



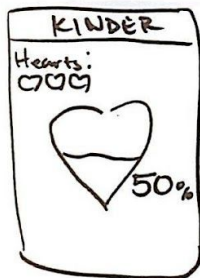
Steve decided to bring his own lunch from home and feels good about himself.



Steve opens up his Kinder to record his good deed to himself.



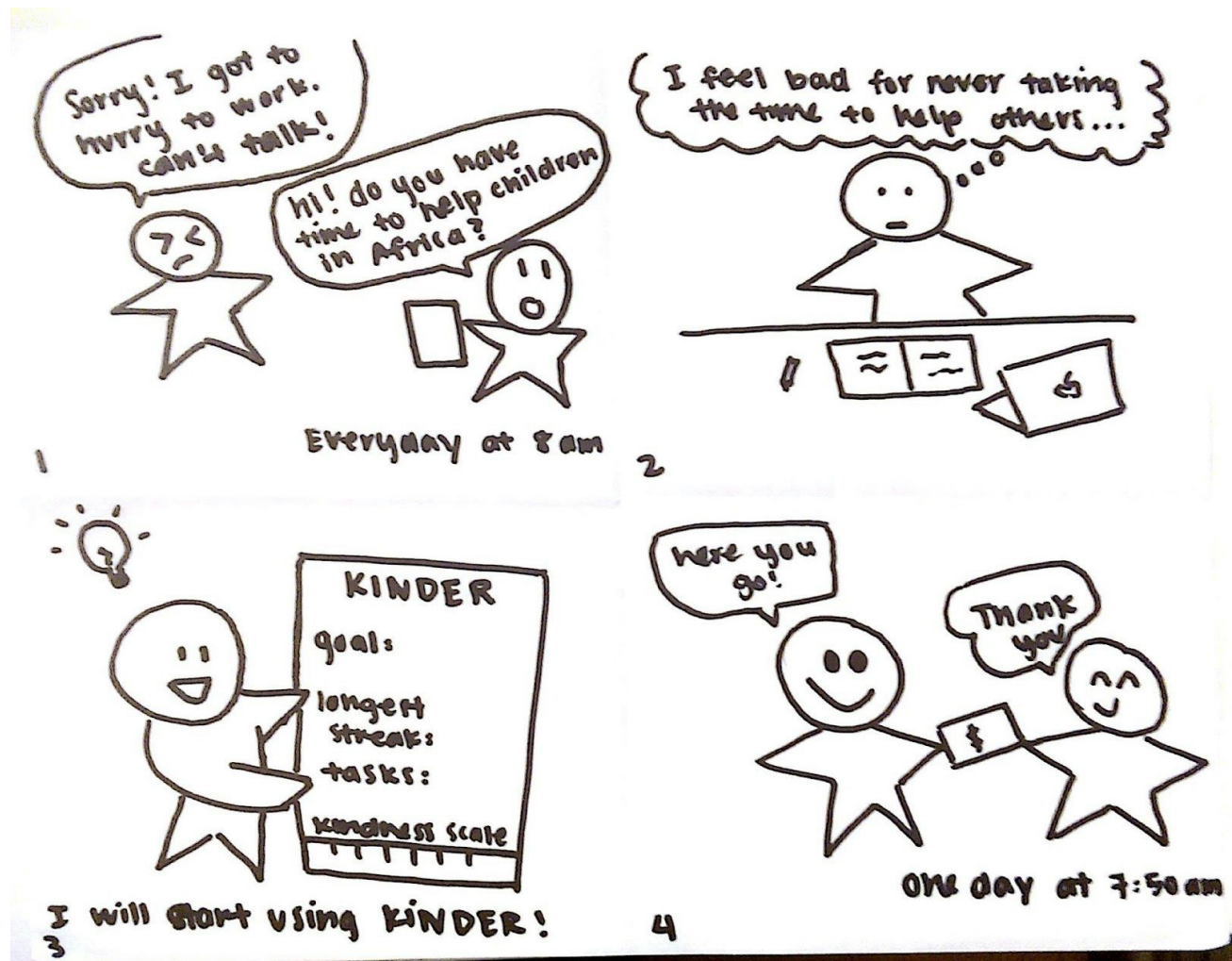
You can see what you have previously done and progress throughout the month



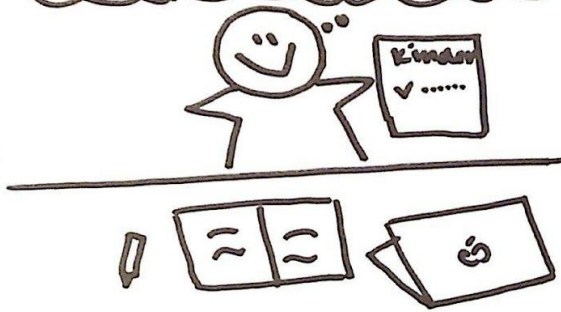
Steve's good deed to himself adds to the hearts he has earned towards happiness

Steve adds that he ate a salad

Storyboard #2

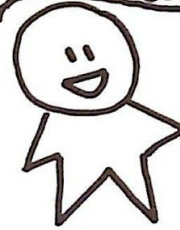


Wow! I feel good today, and I'm gonna record it



5

Hey! you should use Kinder! It'll make work better



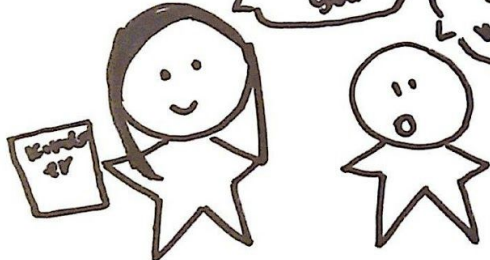
I'm stressed



6

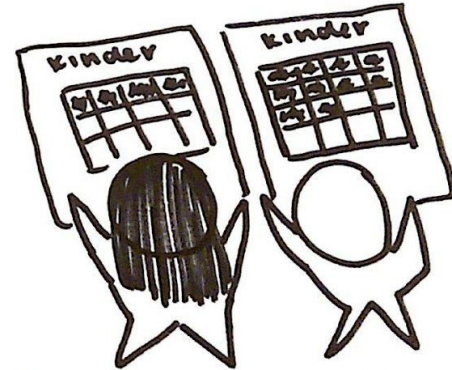
I can pay for you

I forgot my wallet



on the way to lunch...

7



Both are now spreading
8 kindness around the world...♥

Prototype 1:

KINDER

List of Good Deeds for Today:

Currently you have not done any deeds or acts of kindness... :)

YOUR CURRENT STREAK:
17

1/15
1/16
1/17
1/18
1/19

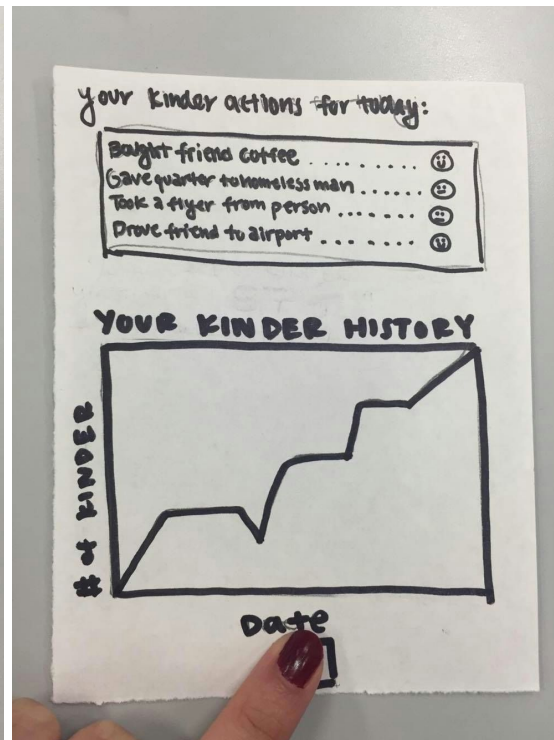
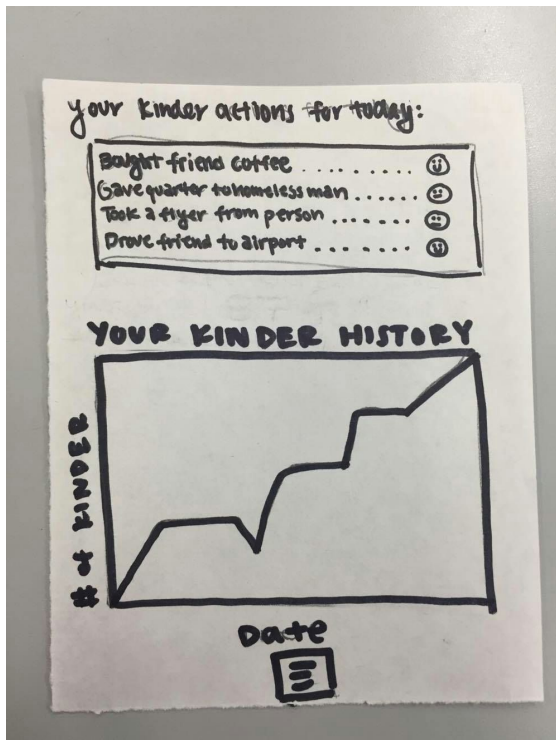
What act of kindness did you do on 1/20?

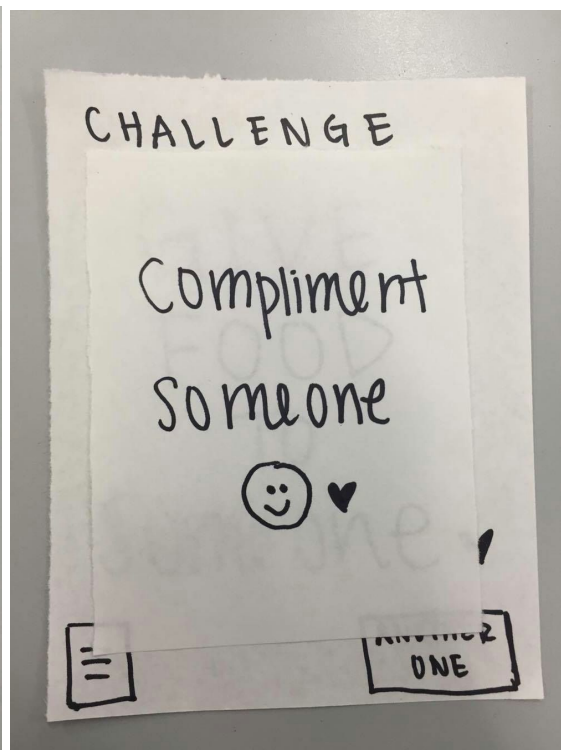
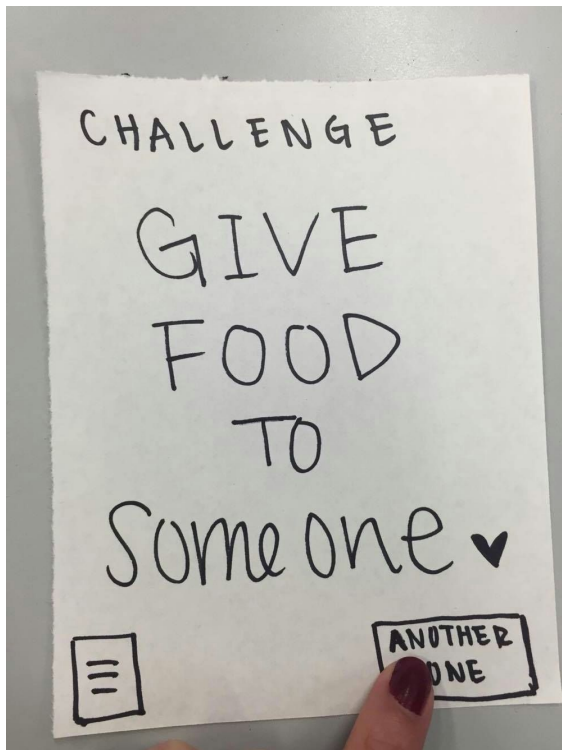
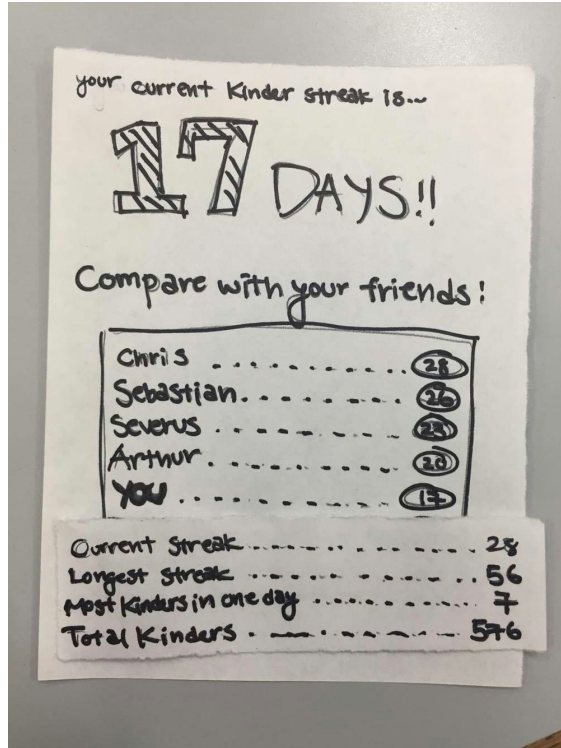
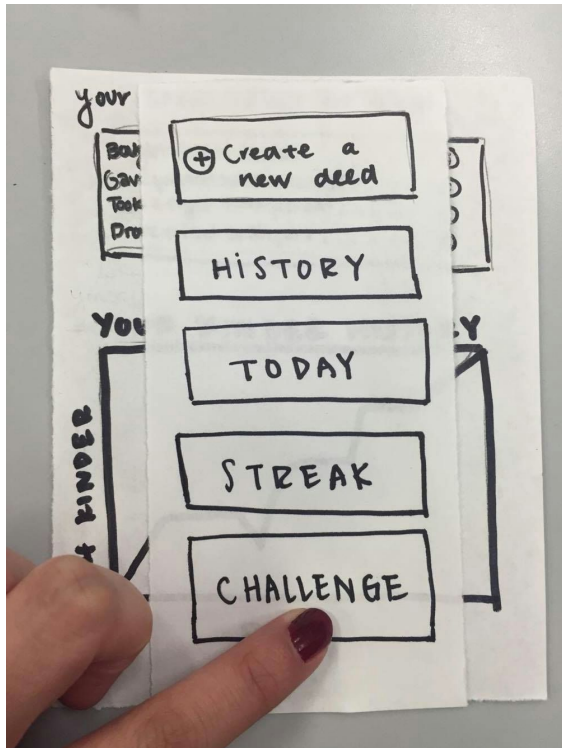
What kinder action did you do?

How Kinder did you feel?

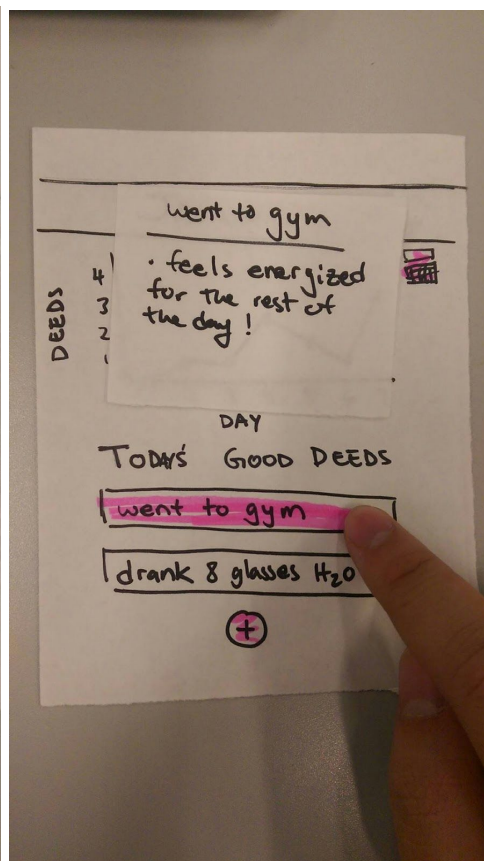
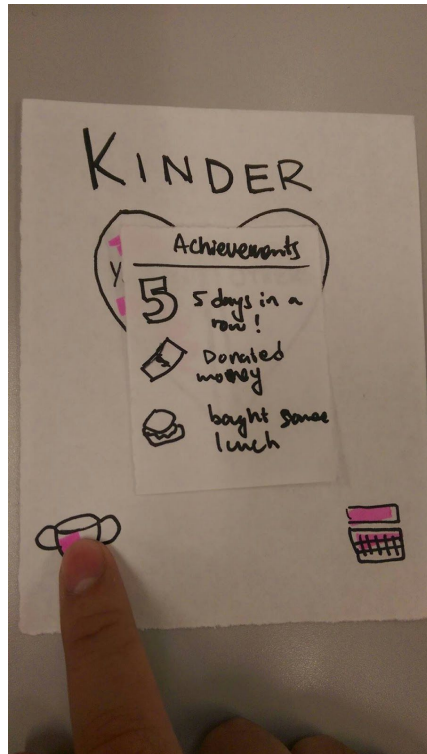
Not Kinder Super Kinder

Who did you help?





Prototype 2:



What did you do for yourself?

How did it benefit you?

DATE ____/____/____



ADD

What did you do for yourself?

JAN

NO

| | | | | | | |
|----|----|----|----|----|----|-----|
| | | 1 | 2 | 3 | 4 | 5 |
| 6 | 7 | 8 | 9 | 10 | 11 | 12? |
| 13 | 14 | 15 | 16 | 17 | 18 | 19 |
| 20 | 21 | 22 | 23 | 24 | 25 | 26 |
| 27 | 28 | 29 | 30 | 31 | | |

DATE ____/____/____



ADD

What did you do for yourself?

Ate salad

How did it benefit you?

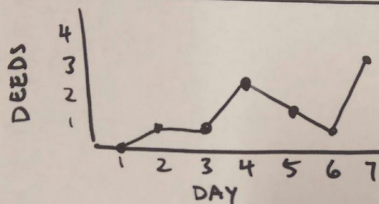
other option was McD's

DATE 1/21/16



ADD

JANUARY



TODAY'S GOOD DEEDS

went to gym

drank 8 glasses H₂O

+