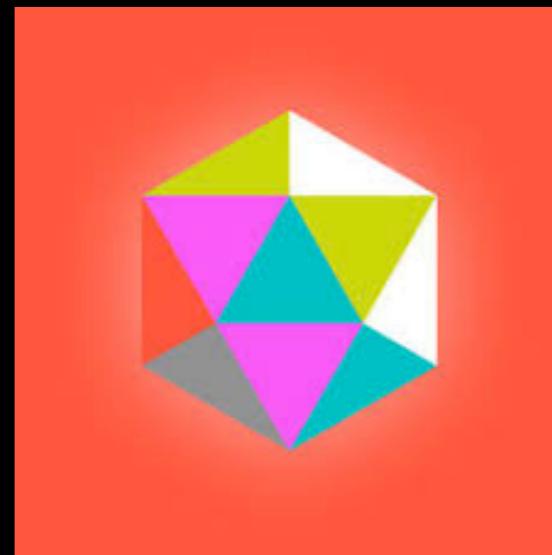
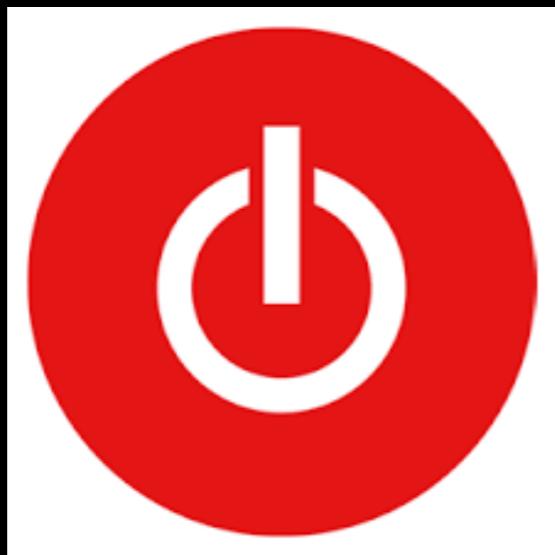


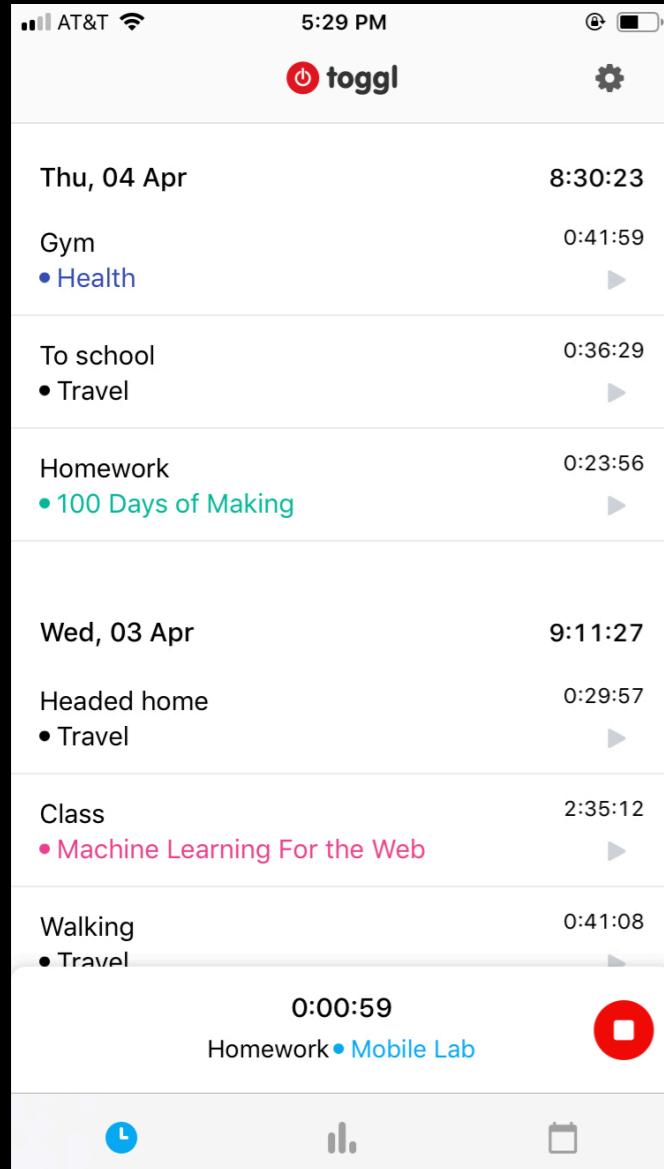
# Work Productivity

developing a system to build better work habits

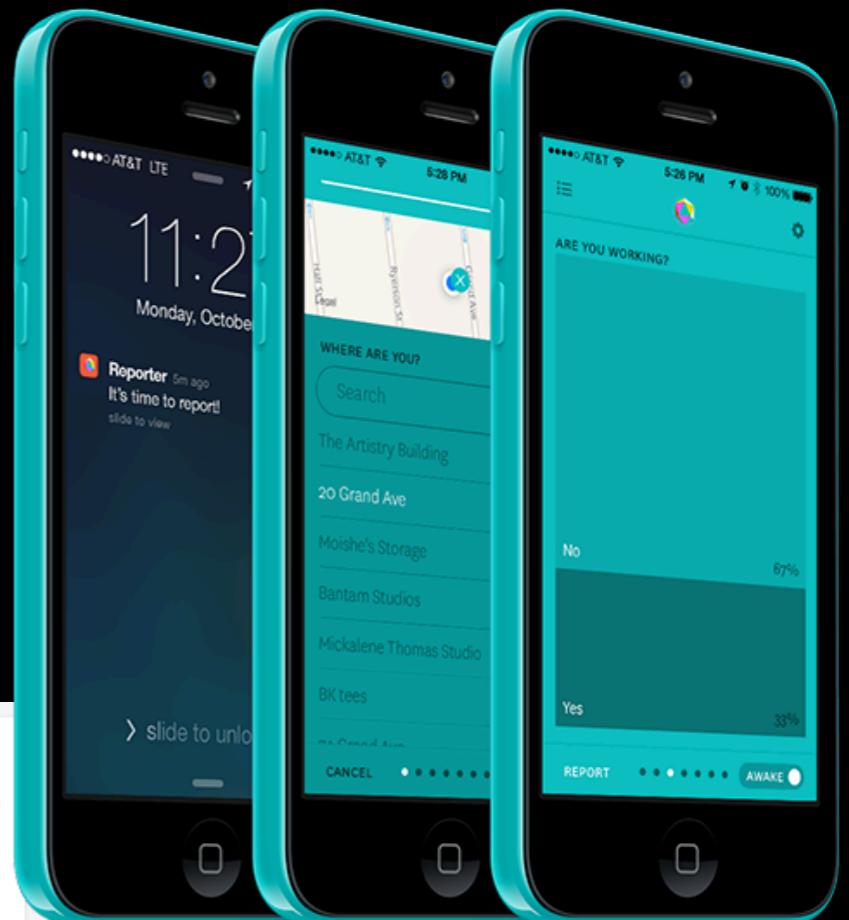
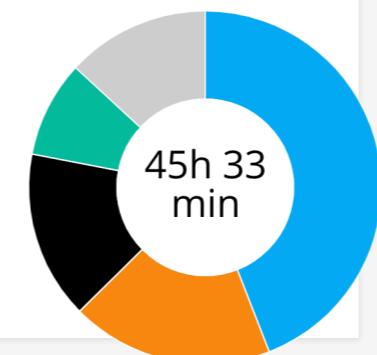
# Quantified Humanist



# Inspirations



- Mobile Lab 20:05:18
- Quantified Humanist 8:26:06
- Travel 7:01:17
- 100 Days of Making 4:01:47
- Other 5:59:01



Walking • Travel	5:03:14
Homework • 100 Days of Making	4:37:58
Gym • Health	3:54:44
Class • Quantified Humanist	3:09:10
Class • Machine Learning For the ...	2:35:12
To school • Travel	2:33:04
Headed home • Travel	2:31:34
Class • Nature of Code	2:31:04
Class • Mobile Lab	2:05:37

# Big Take Aways from Research

- prioritizing
- excitement leads to motivation
- time management vs attention management
- focus on things that matter
- important to choose where and when you work

# App feature ideas

- don't show timer while working
- motivation notification when bad weather is coming
- opportunity to reflect

# Concept

- Build an app to record and collect work data
- Theme: “The Zone”
- Stages:
  - “Work Zone”
  - “Reflect Zone”
  - “Analysis Zone”

# More on the Project

- create mobile application to record data
  - Build UI Template [Quantified Humanist]
  - Build a first iteration of the app [Mobile Lab]
- build backend API [Quantified Humanist]
- Build an output visualization framework with comparison capabilities [Quantified Humanist]

# Sample Screen Designs



**Input? Questions?**