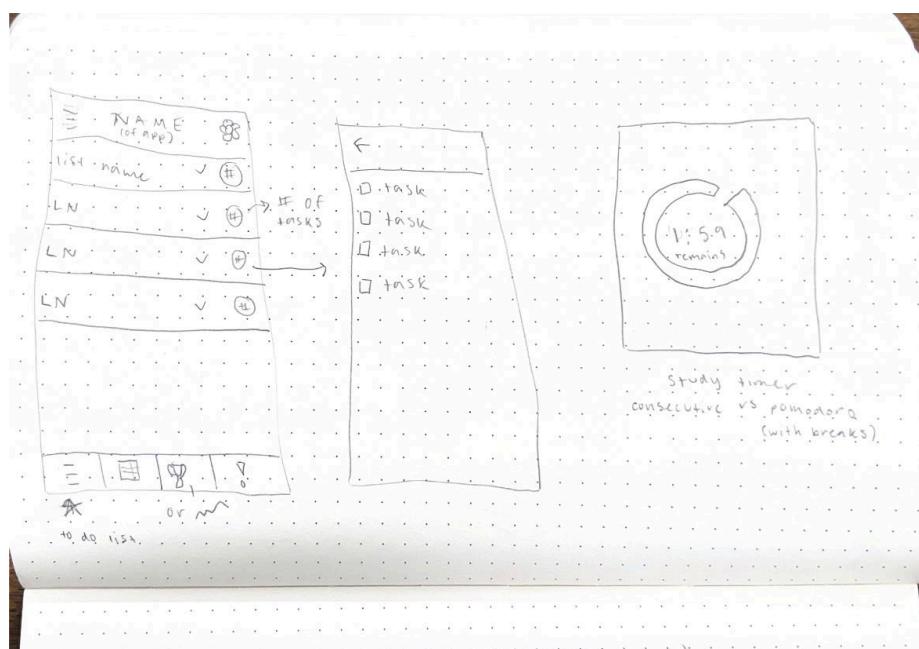
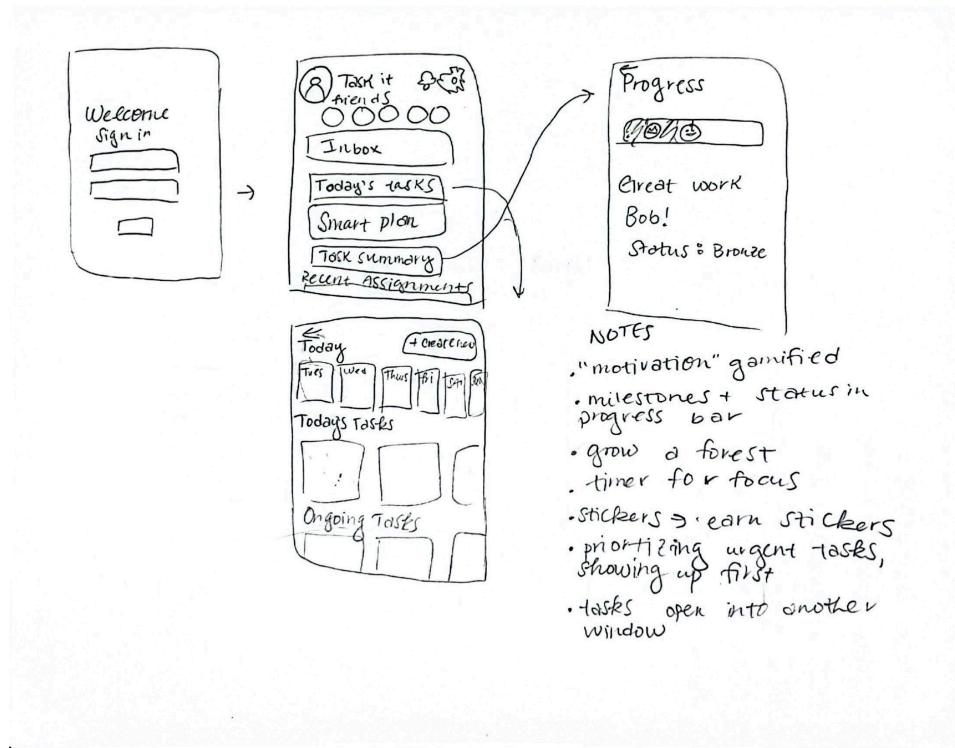
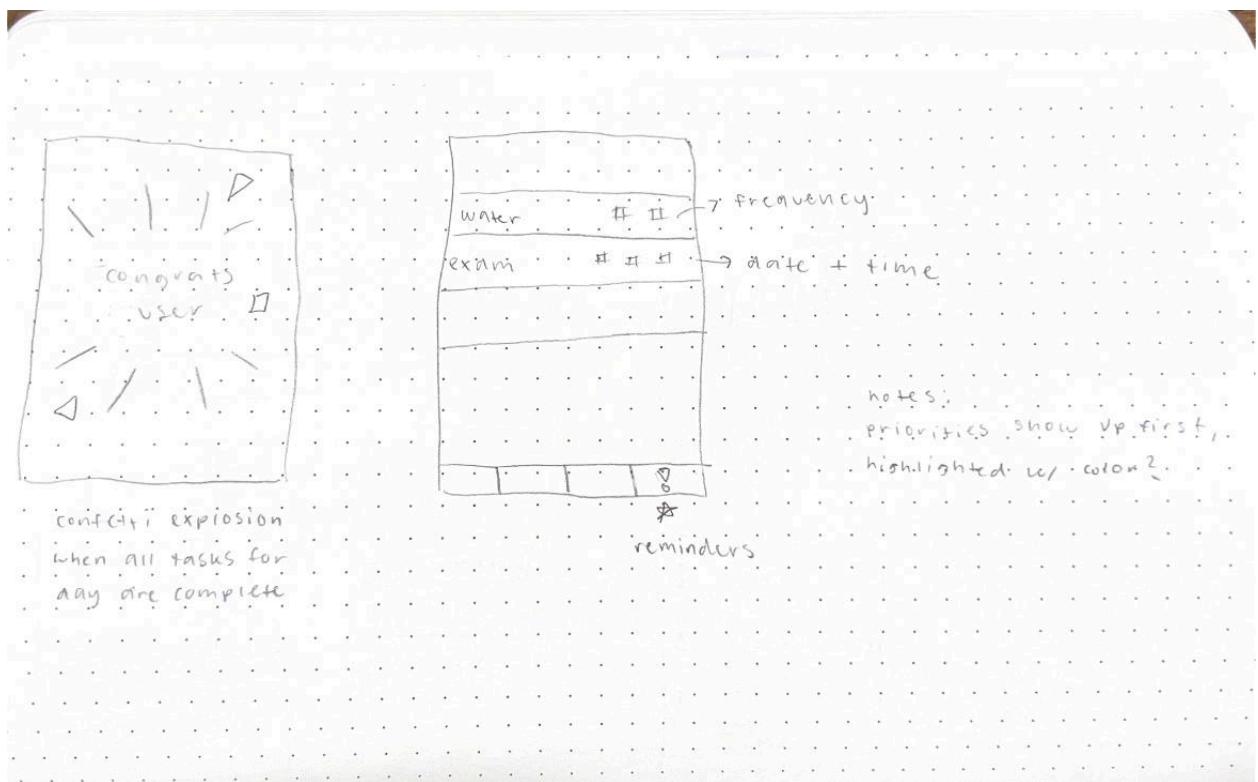
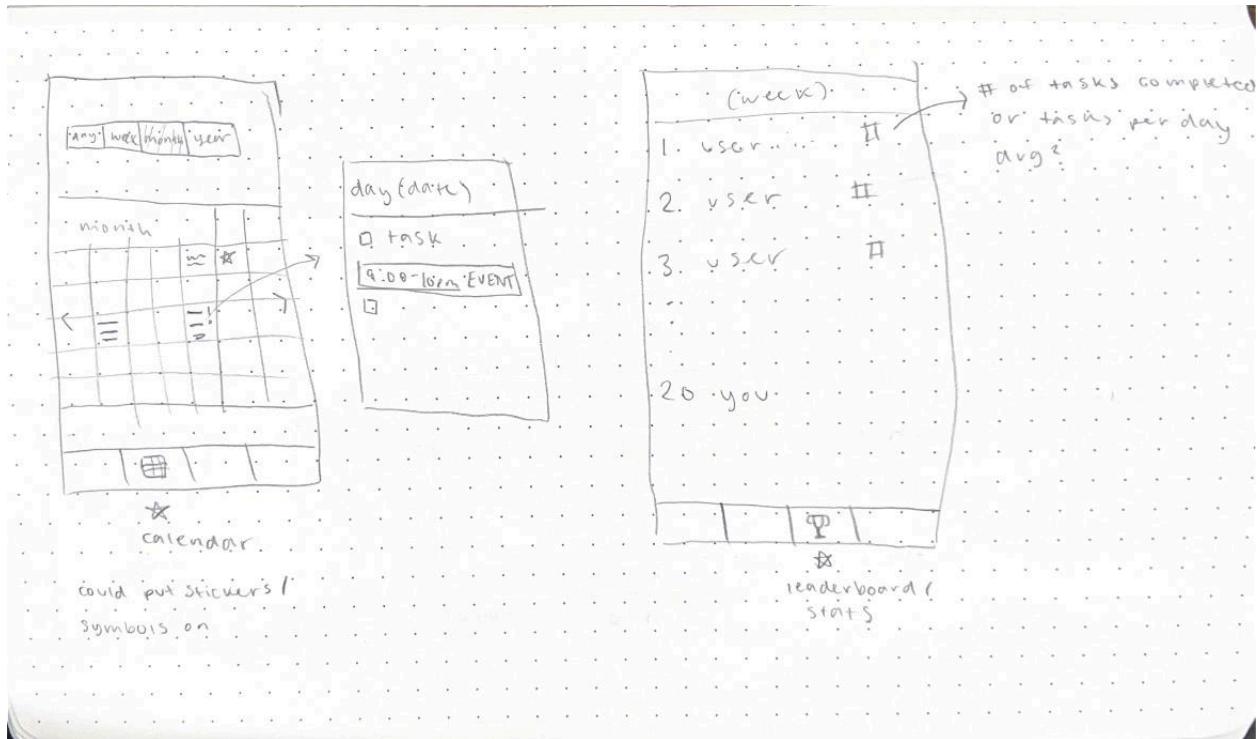


## Ideation and Brainstorming Report - Task Management

Initial Sketches + Brainstorming:





First picture is Gianna's and the bottom three pictures are Elise's.

## Consolidation Report

Our research and our brainstorming lead to many conclusions as to what we wanted to include within our task management solution. We both drew some basic sketches of what the app/website might involve and shared them with each other. From there, we commented on what we liked and didn't like, as well as built ideas off of our shared ideas. We decided to include a to-do list function as well as a function that incorporates a calendar or a longer term view of a schedule.

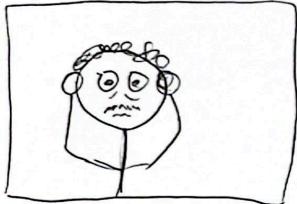
Another important feature is the concept of competition and rewards. We also want to prioritize some type of visual progress tracker, whether that be statistics for tasks completed, a progress bar for the day, or simply checking off boxes. A study timer with a reward was something that we brainstormed after viewing both of our sketches. Participant #1 of our interviews had mentioned a study timer that allowed for both work time and break time. A potential timer could have both features, where the user could set a period of studying and a break and also get rewards for studying long enough. Going off of this aspect and the idea of competition towards friends, we decided that achievements could be another motivational assistant. We also liked the idea of earning stickers that users could decorate their calendar with. A status for the user like bronze, silver, or gold based on achievements or rewards gained was discussed. Some type of leveling system could be incorporated as a way to encourage users to complete their tasks.

The friendship aspect of the solution was also discussed. There could be a messaging function, as well as the ability to see what a user's friends are up to. Perhaps the users could set a status (i.e. working, away, free) that others could view and their task could voluntarily be included.

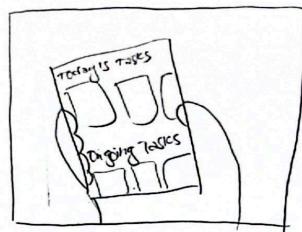
Prioritizations was another feature that was important to us. Our idea for implementing it was to have all of the users tasks in a row, but that's not a requirement. The tasks with the highest priority would show up first and maybe larger or in a more eye-catching color. We wanted something to make the prioritized tasks visually stand out. The prioritized day (probably the date of when the user is viewing) would also be enlarged or highlighted. Users would be able to set priorities themselves, but the app could also have an algorithm which sorted the tasks based on priority via the due date and time. They would automatically become prioritized for the user, but the user could easily override this.

The final decisions that were made on what we really wanted to include were a study timer with a reward, statistics/progress bar/achievement for visual tracking, prioritization, a calendar and a to-do list, and a general rewards system.

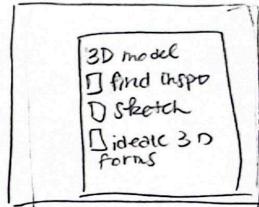
## Final Design Ideas



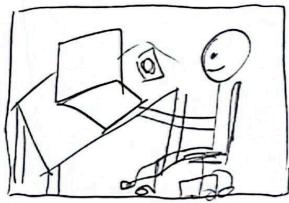
"I'm so overwhelmed with all my tasks this week! How am I going to manage?"



"Wow this app's algorithm prioritizes tasks on urgency and time it will take"

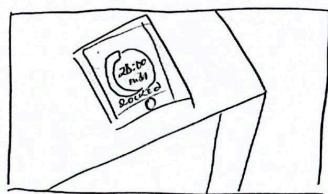
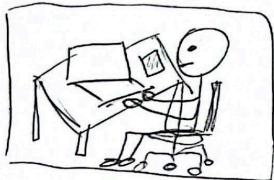
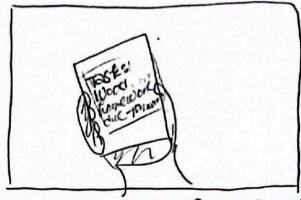
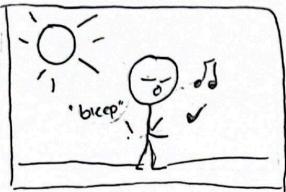


"This really breaks down the steps for me! I can check off as I go"



using the focus feature and done!

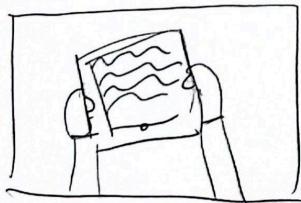
\* participants # 1 & #2



"30 min study time..."

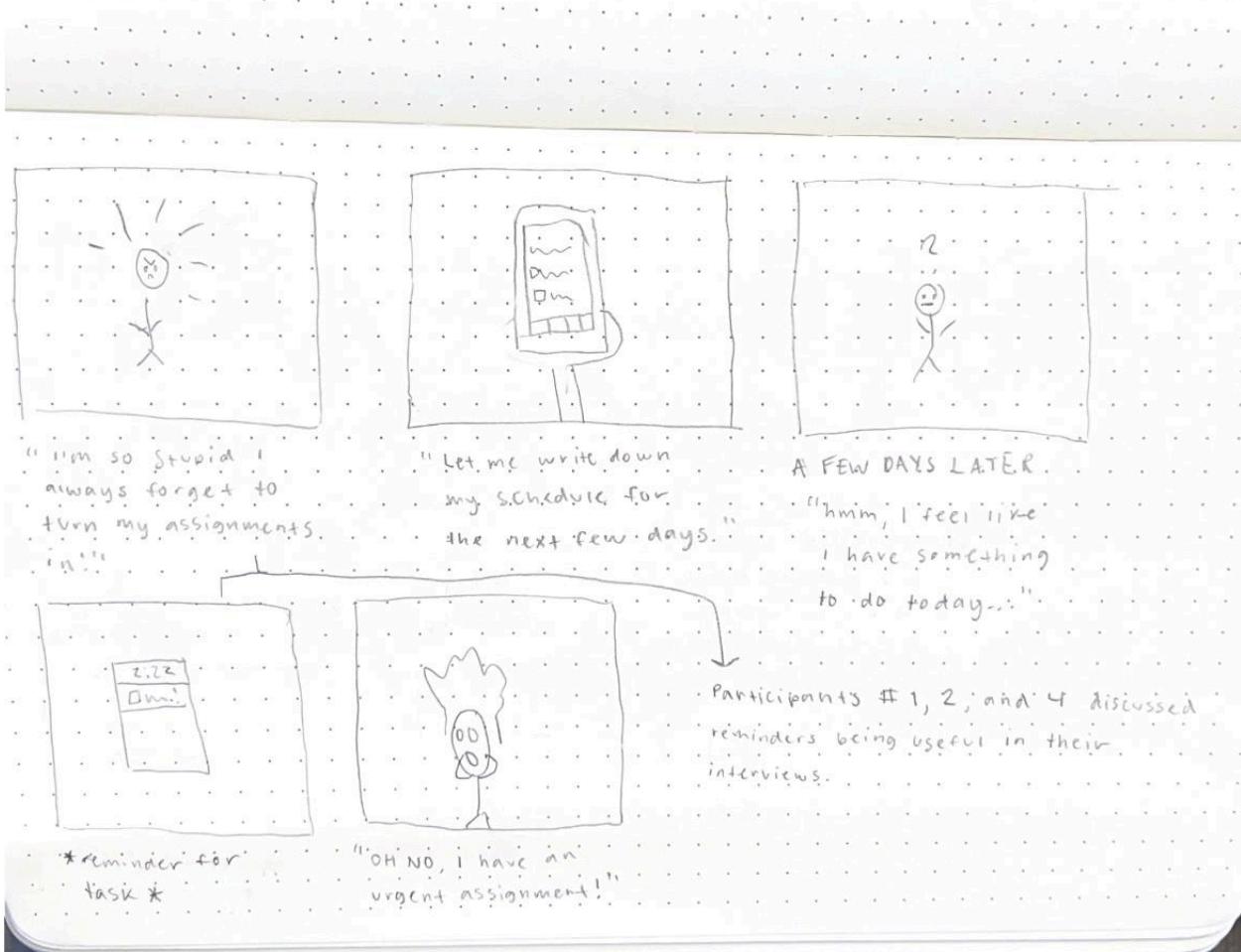


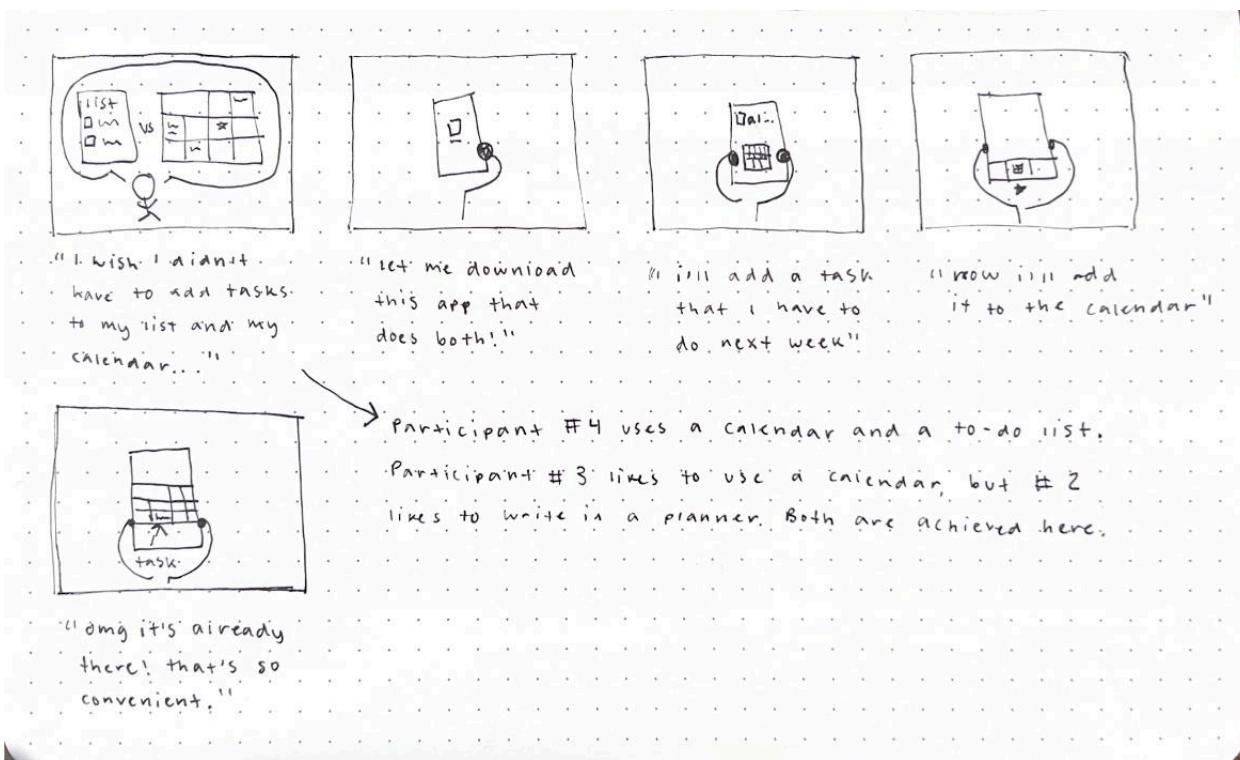
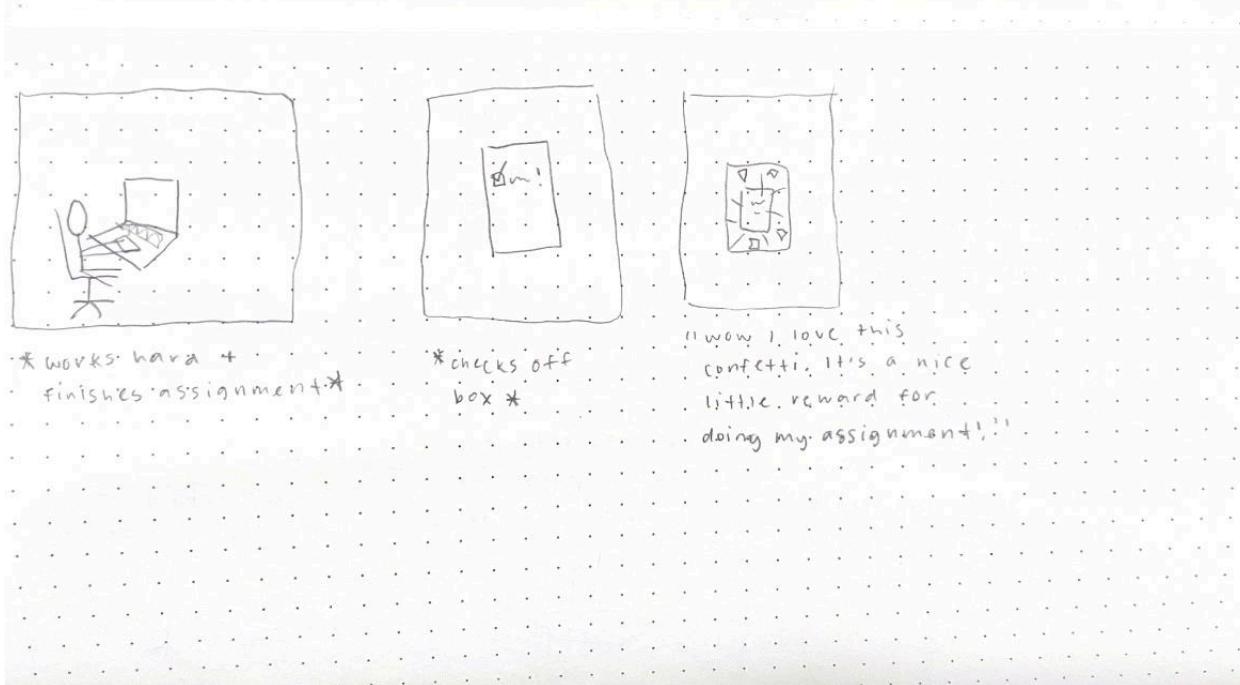
"yay! Snack-time"



\* participants #1, #2, #3

... few hours later  
"finally done! they took  
a few hours and now I can do other stuff!"





Top two pictures are Gianna's and bottom three pictures are Elise's.