6 Conclusion

This section provides a comprehensive summary of the project, discussing the extent to which the original aims and objectives were met, evaluating any deviations, and reflecting on the lessons learned. It also identifies areas for future work and potential improvements.

6.1 Overview

The project aimed to design and develop a mobile application to improve time management and organisational skills in students diagnosed with ADHD. Despite some challenges, particularly regarding the time constraints imposed by the process of obtaining ethical approval, the project largely achieved its original aims and objectives. However, in the future the effectiveness of the time management and organisation features could be evaluated to better meet the aim, which is to improve time management and organisation skills in students with ADHD.

6.2 Objectives

6.2.1 Research and Identify Current Applications

The objective of researching and identifying current applications for time management and organisation for users with ADHD was successfully met. A thorough analysis of existing applications provided valuable insights into their strengths and weaknesses, informing the design of the proposed application.

6.2.2 Investigate HCI Usability Principles

The objective of investigating HCI usability principles was also achieved. These principles were incorporated into the design of the application, enhancing its user experience and efficiency. The application was also evaluated against these principles in the evaluation section.

6.2.3 Gather Feedback from Target Users

The objective of gathering feedback from target users was partially met. A survey was conducted to understand their needs and requirements. However, due to the time taken to obtain ethical approval, the feedback could not be fully utilised in refining the application.

6.2.4 Explore Development Frameworks and Tools

The objective of exploring development frameworks and tools was met. The most suitable and effective options for designing and developing the application were identified and utilised.

6.2.5 Design a Prototype Application

The objective of designing a prototype application was met. The application was designed based on the features and data gathered in the research objectives.

6.2.6 Develop a Full-Stack Prototype

The objective of developing a full-stack prototype was met, albeit in a rushed manner due to time constraints. Despite this, a functional prototype was successfully developed.

6.2.7 Summarise and Evaluate the Solution

The objective of summarising and evaluating the solution was not fully met due to limited time available for testing. Had more time been available, a comprehensive evaluation of the application's effectiveness would have been conducted through a survey after users had used the application for a longer period of time.

6.3 Lessons Learned

The project provided valuable lessons in terms of both technical outputs and the methods employed. It highlighted the importance of time management in research and development projects, especially when processes such as obtaining ethical approval are involved.

The project also highlighted the value of user feedback in designing applications that meet the specific needs of the target users. It demonstrated the importance of incorporating HCI usability principles in application design to enhance user experience and efficiency.

In terms of future work, a key area to address is the evaluation of the application's effectiveness. This could involve conducting user testing to gather feedback on the application's usability and functionality and will be discussed further in the next section.

Overall, despite the challenges encountered, the project was a valuable learning experience that provided insights into the process of designing and developing a user-centred application.

6.4 Future Work

Based on the user evaluation, several areas for future work were identified. These include enhancing the task creation and planner features, adding reminder notifications, allowing task editing, and customising the timer. Addressing these areas would improve the usability and functionality of the application, making it more effective in assisting students with ADHD.

Furthermore, a more extensive user study should be conducted to evaluate the effectiveness of the application. This would involve a larger sample size and a longer evaluation period, which would provide more robust data on the application's impact on students with ADHD.

In conclusion, despite some challenges and deviations from the original plan, the project was largely successful in meeting its aims and objectives. The lessons learned from this project, along with the feedback from the user evaluation, provide a solid foundation for future work to further improve the application.