



Ashley Mills



# MED-FI PROTOTYPE



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Jocelyn Hickcox



# What is Slaptitude?

individual focus training



We are unable to condition ourselves to stay focused in a world that is constantly competing for our attention.

Slaptitude seeks to train our ability to block out distractions and focus on what's meaningful.

# Mission Statement

Our goal is to empower people to improve their focus by making focus training fun!



# Revised Tasks



## TASK 1: Keep track of time remaining for staying focus

- Allows you to set custom time for focus
- Suggests time based on last run
- Visual timer indicates how much time left, supplemented with text

## TASK 2: Keep track of progress over time

- Presents you with stats regarding last run i.e. how long, where, time, and date
- Graphs time focused over date, month, and time of day
- Prompts you to add location, helps you see where you focus best



## TASK 3: Check out leaderboard

- See where your friends are in relation to you
- Based on overall “focus time” average

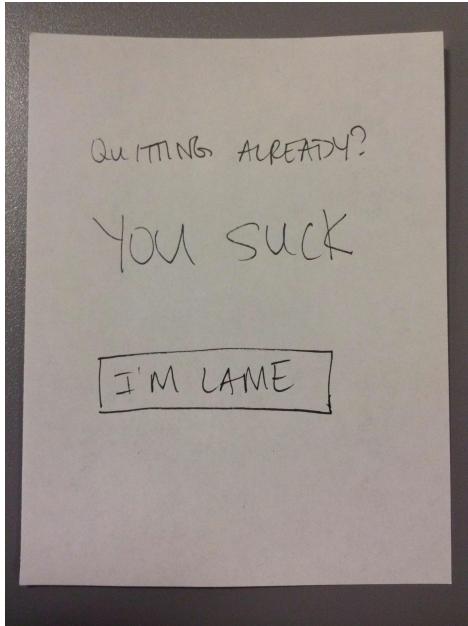


# Revised Interface Design



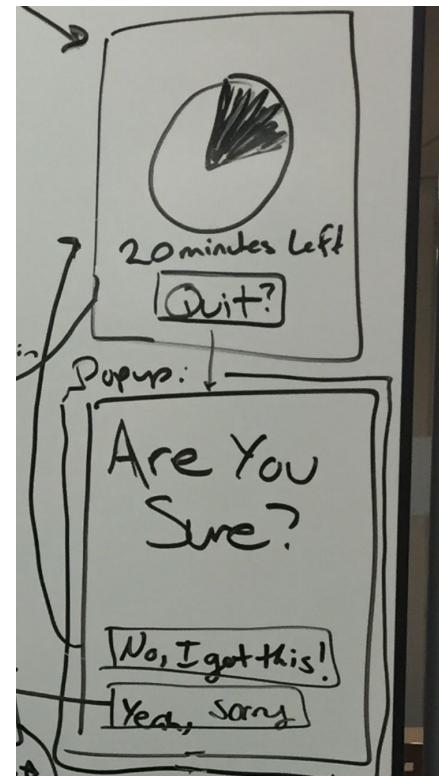
Major Design Changes

# Before

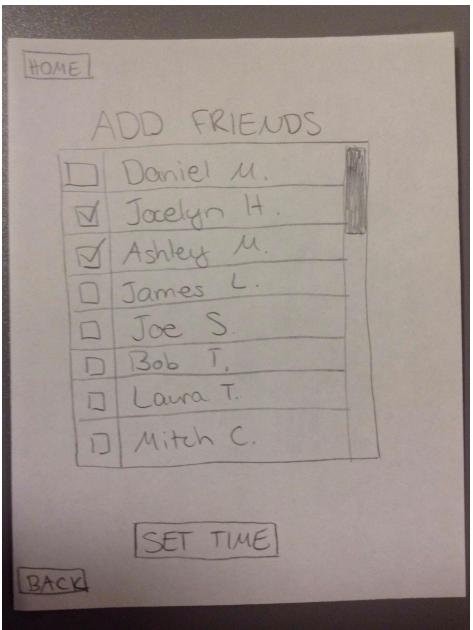


- Made our language more positive and encouraging

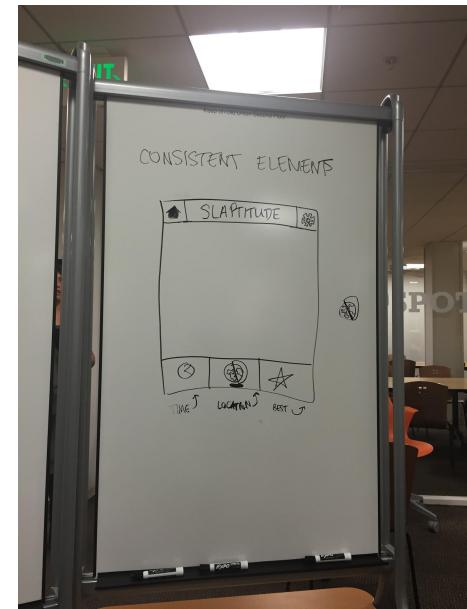
# After



# Before

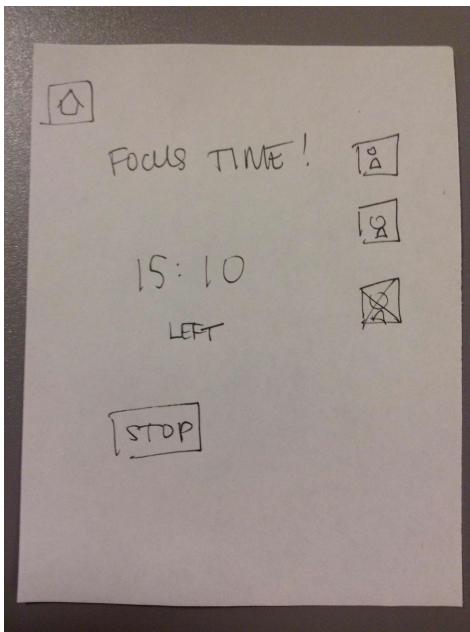


# After

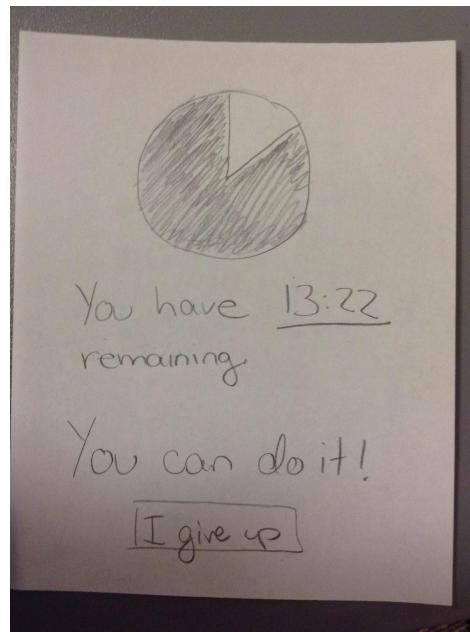


- Standardized 'Top-Bar'

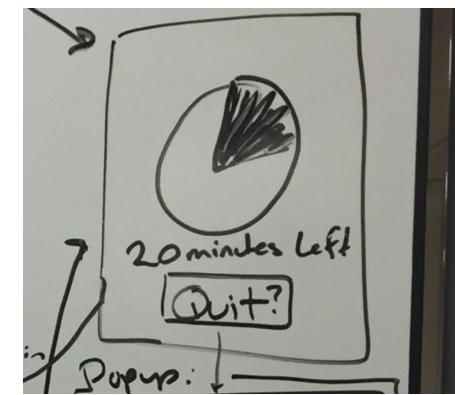
# Before



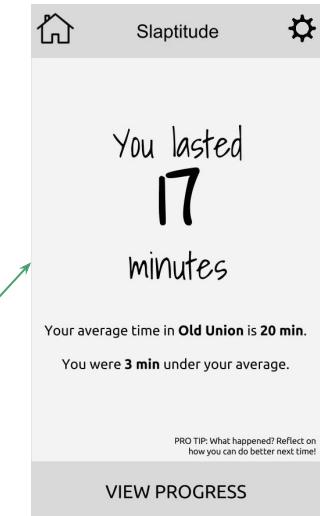
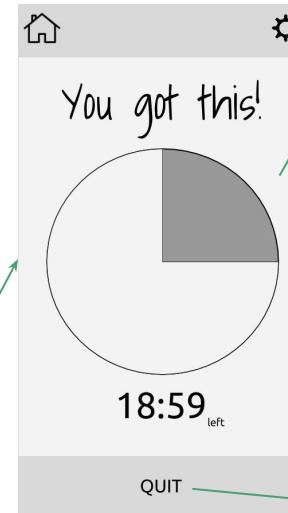
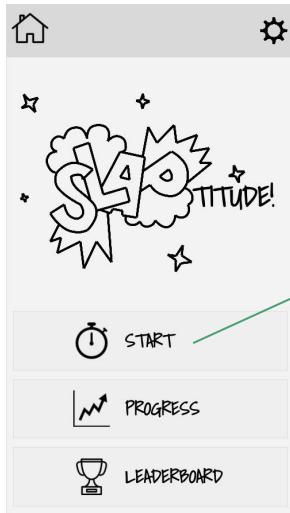
# ● Uniform Timer



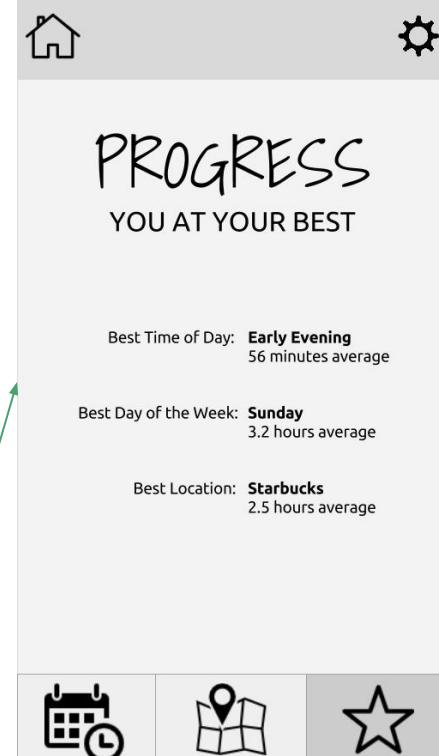
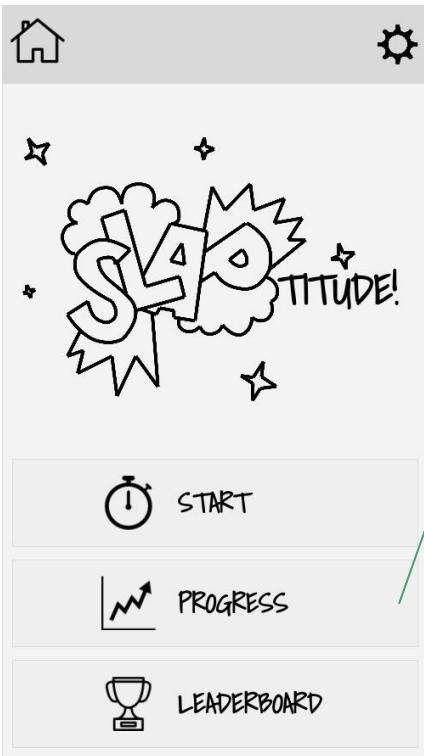
# After



# Task 1 Flow: Staying focused yo!



# Task 2 Flow: How you doin'?



# Task 3 Flow: How yo friends doin'?



A green arrow points from the "LEADERBOARD" button on the left screen to the title "Leaderboard" on the right screen. The right screen displays a table of six entries:

1st	Ashley M.	43 min
2nd	Jocelyn H.	43 min
3rd	Daniel M.	40 min
4th	John S.	35 min
5th	Jane D.	30 min
6th	Dino S.	29 min

# Prototype Overview



# Prototype Tools: Google Drawings and Marvel

- Google Drawings
  - Pro: Very low learning curve -- good for us!
  - Con: Doesn't look as iOS-y
  
- Marvel
  - Pro: Easy to add interactions between screens
  - Con: Couldn't simulate timer countdown functionality

# Prototype Limitations and Tradeoffs

- Didn't incorporate some features we were considering - would have overwhelmed the user
- Group challenges - too hard to coordinate
- Taking a picture when they get “slapped” - don't have access to the camera

# Wizard of Oz and Hand-coded Techniques

- Couldn't simulate the timer functionality, so had to fake a progression of time. Have to click the progress circle to advance.
- Leaderboard is filled with fake friends
- Hand-coded the optional focus times so we didn't have to include many different screens

Questions?