

Summary

The current study analyzes VibeCheck, an app prototype that combines the worlds of mental wellness and music into one spot. This project was mainly a test of design skills, and how to create easy-to-use interfaces that match the overall moods and feelings associated with a mental wellness app. VibeCheck also alludes to the idea that interfaces borrow from each other, and it involves studying interfaces created by others and finding ways to adjust certain existing elements to use for your own prototypes. The process of creating the prototype and writing the paper allowed me to constantly iterate upon each element in the design and self-assess how intuitive each screen actually was, finding possible places where users could get stuck or confused. Even though there wasn't a user study associated with this project, going through that process of iteration, finding shortcomings, and self-inserting into the shoes of possible users are all viable skills that can be applied to real HCI related projects.

Acknowledgment of Work

I completed this case study on my own, and the prototype as well as the contents of the papers are my original work and thoughts.