

Website Design Survey

14 responses

Our current name for this application is 'Focus on Lock'. If you have any suggestions for a better name, please enter them below.

8 responses

Focus in Lockdown

Distractathon

Lockdown focus?

N/a

Hocus Pocus Focus, Focal point

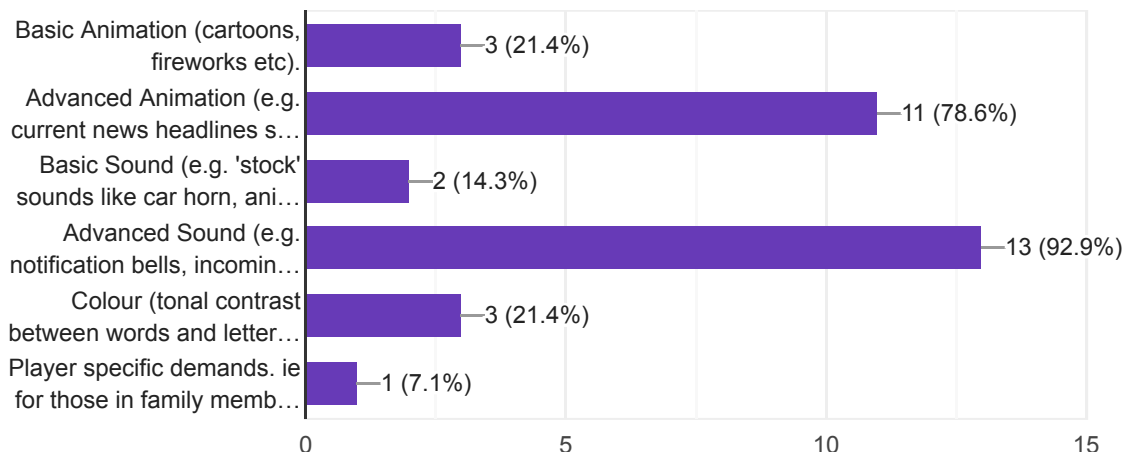
Locked into Distraction, LockDown with Distraction

"Lock on", "Dis-Track-Ability", "Meet the lockers", Goldy Lock-down", "Lock out with your c*ck out", "National Rockdown"

Eye on the ball

What kind of distractions do you think would best exemplify the difficulties of focusing on work during lockdown?

14 responses



If you clicked 'Other' above and/or have any additional ideas, please make your suggestions below.

5 responses

stress things e.g.dog whining, baby crying, children fighting. Good things, seagull, ice cream van,

Doorbell

You could include construction sounds like drilling (family did a lot of DIY in lockdown and it was very annoying), babies crying, sounds of people/family arguing. And possibly a clip of Joe Wicks saying something like welcome to PE with Joe - this must've become synonymous with lockdown for many people/families.

linking to users facebook and displaying the users old statuses

N/A

Which type of distraction would you prioritise?

14 responses

notifications and news items

Phone sounds

sounds

Visual

Phone notifications for social media such as tiktok and incoming news updates

Advanced Sound: I often find my phone very distracting and impossible to work unless I put my phone on silent.

notification bells, whatsapp, news broadcasts etc

Advance animation

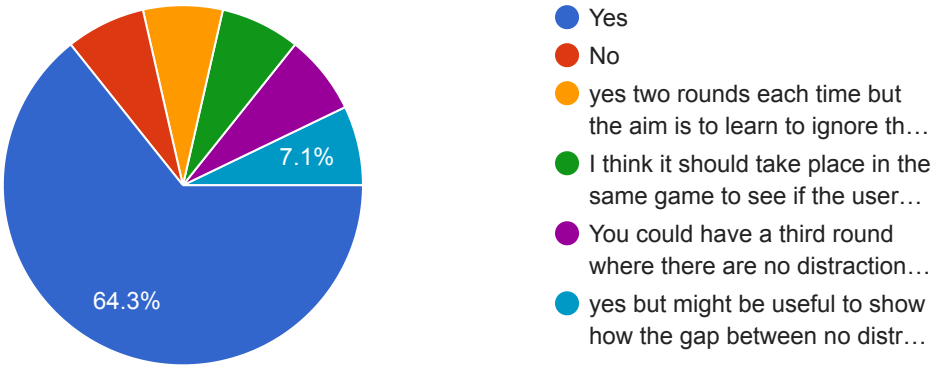
Advanced animations

Structure of the Application



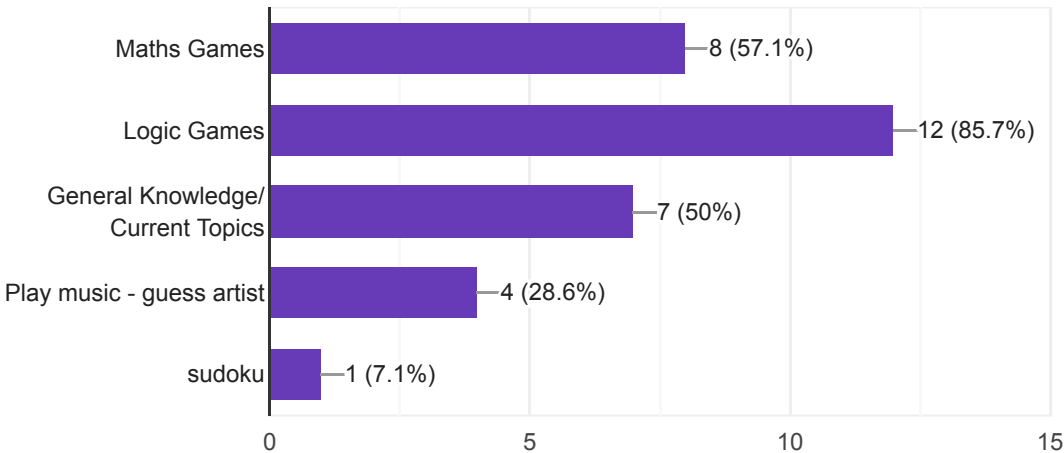
Do you think the application should have the above mentioned two rounds, every time the user plays the game?

14 responses



What kinds of mind games would you like to see?

14 responses



Do you have any comments about the kinds of mind games you'd like to see in this application?

13 responses

Puzzles

the manual dexterity games jumping over things and avoiding traps

When the word for certain colours (e.g. 'red', 'blue') is written in a contrasting colour (e.g. the word 'blue' written in pink) and you have to click the correct one.

I think music and general knowledge may not work very well as what one person would consider a well known song or fact another may not.

I think simple games so that most people can access all questions fairly

Visual games: So what has changed in this image? E.g which image is a safer? Can you assess the danger in this image e.g. fire hazards etc.

problem solving, or puzzles

I like word games and puzzles best but it would be fun to have a combination



Do you have any additional comments about the structure of the game?

9 responses

Maybe a takeaway message at the end that suggests a lesson that can be taken from playing the game. For example, if your score decreases when there are distractions then the game could finish with a message saying something along the lines of 'look how much better your results are when you turn off distractions, try keeping your phone on flightmode today and see how much more work you get done'.

You could include a round where there are no distractions but have a fake loading screen with a timer for 2 minutes or so then see if they become worse at answering the questions after the loading as they have become distracted. You could ask them to answer a question at the end to see if they check their phone during that 2 minute loading time.

N/a

It could be good to have an interlude between the two rounds to allow the participant to completely refresh their mind, to make it a fair test

The order of the game should change each time so it doesn't become predictable.

User Interface Design



If you have any suggestions on layout and/or general aesthetic, please make them below.

8 responses

not just sounds distracting, have news headlines, email / Whatsapp logo etc

Could be cool to design it like a phone screen and then the notifications pop down from the top like an incoming message, or you get a phone call.

I like the aesthetic :)

The prototype looked quite simple and plain. I think it needs to have more to make it more fun.

Muted colours.. Easy to read..

During distractions banners across the bottom, log time to answer question with and without distractions to score with questions of a similar difficulty

Simple, minimalistic I think is stylish and fashionable atm

bright colours are normally quite distracting and bold text

Thank you for your time!

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