

Mind Matters





01.



Concept

Project concept (problem we are addressing)

- Our app Mind Matters aims to provide a solution for the mental health related problems many people have faced during this pandemic
- We aim to tackle down feelings of anxiety, depression, and loneliness

Stakeholder S

- Someone struggling with feelings of anxiety, depression and loneliness
- Those who are interested in coming up with a solution for these mental health problems





02.



Methodology and the results
from gathering design
requirements

Methodology Timeline



1

Came up with important questions to help guide our research and create a research plan



2

Decide which research instruments will be most helpful in researching our idea



3

Created the questionnaire and semi-structured interview and collected participants



4

Based on feedback, decided which functions are most important to our design and decided how we would implement them in the prototype

Research Instruments and Feedback

Semi-Structured Interview

Was chosen to gain deeper insight into our design and helped build our understanding of the target audience

Questionnaire

Great way to collect simple information about our stakeholders to be able to narrow down who we want to target with our product

Feedback

We got some great feedback from our participants that helped guide our app design and add helpful features like the guiding help function





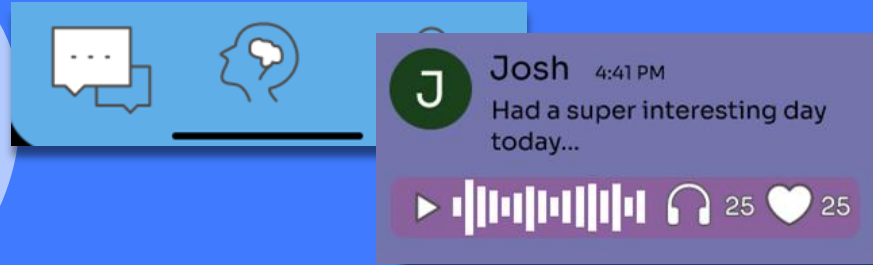
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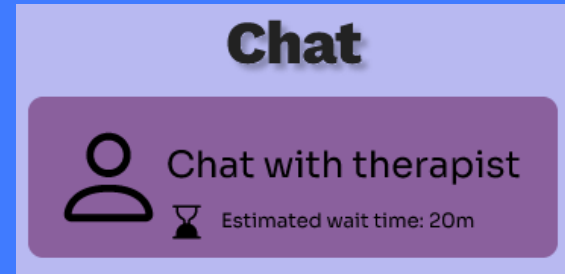
Design overview

Design Theme

- Light coloured blue/pink theme

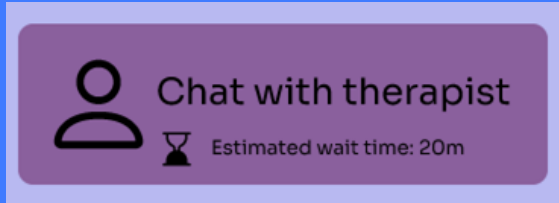


- Applied soft design



Functional Design

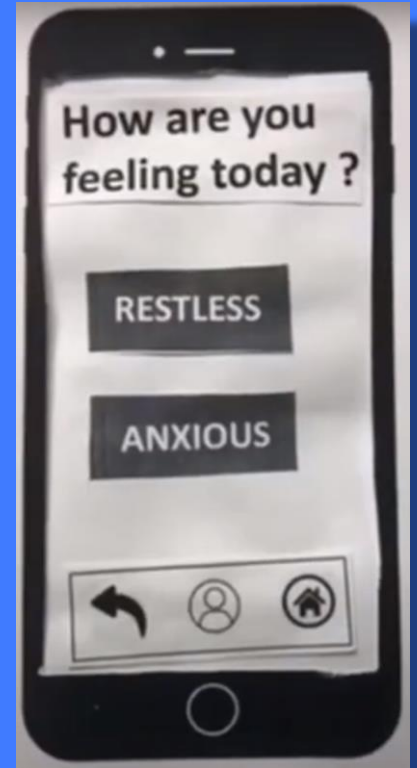
Timer



Status Bar



Mood Page





04.



Demo



05.



Reflection and Future plans

Problem vs. solution



Problem

Difficulties with mental health issues due to the pandemic.



Solution

Mind Matters providing accessibility for therapy online through meditation and various other methods.

Future Plans

- Updating the "help" button on main page
- Updating the "chat with therapist" queue feature

