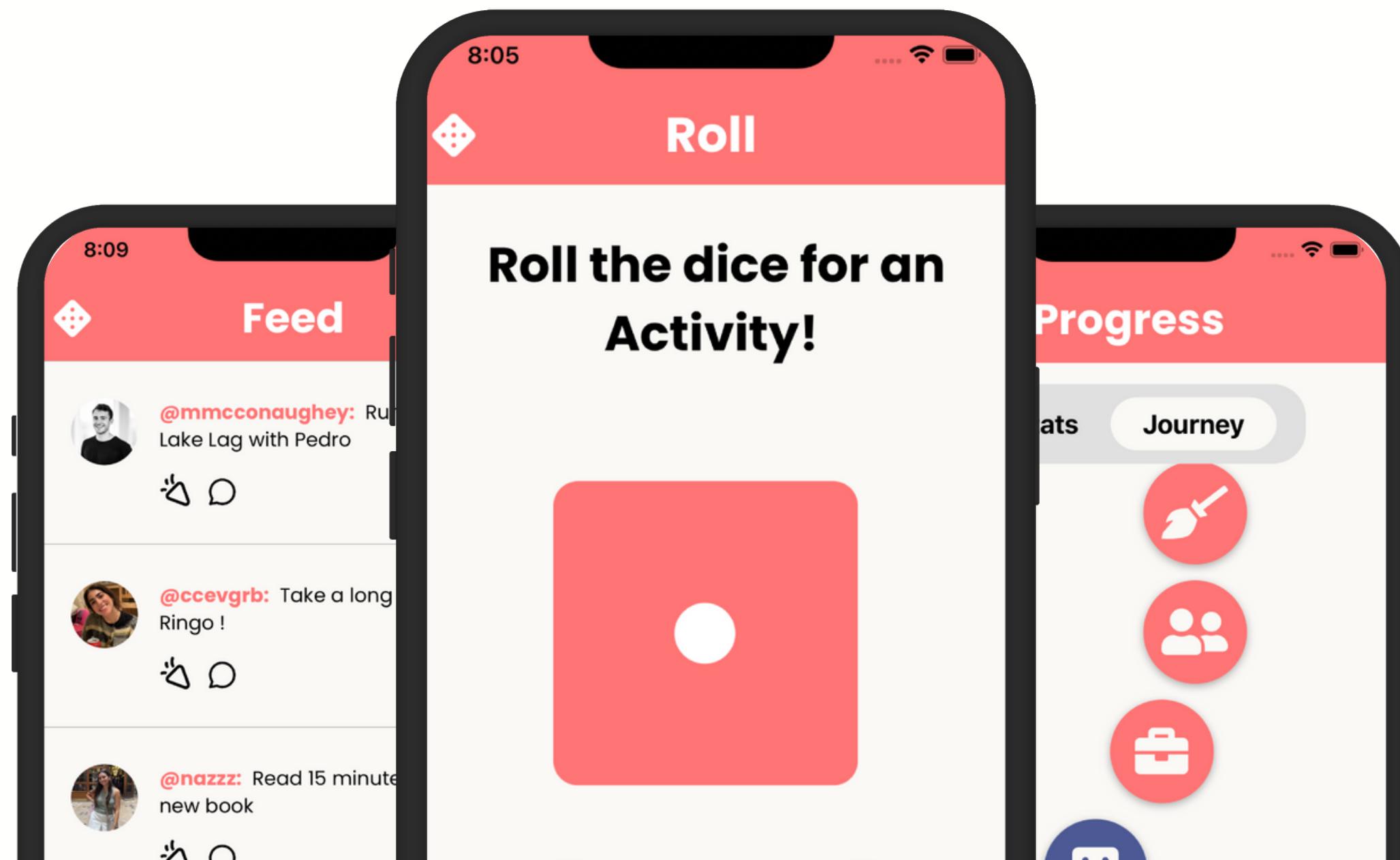


turno

Roll your way through the day



previous contributors (CS 147 Fall 2023)



Nazanin Soltan

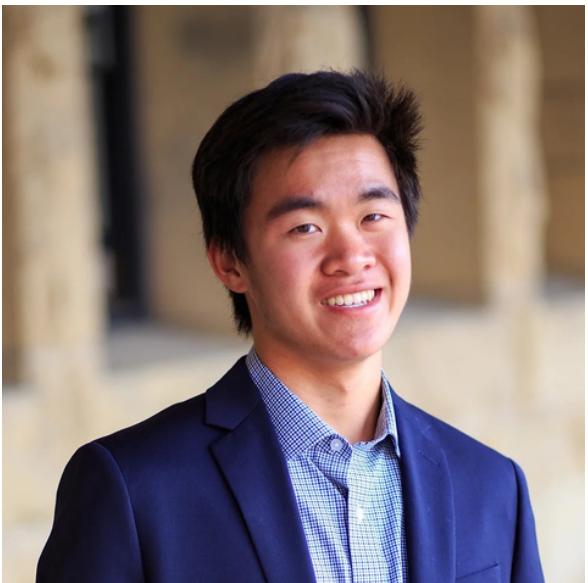


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problem

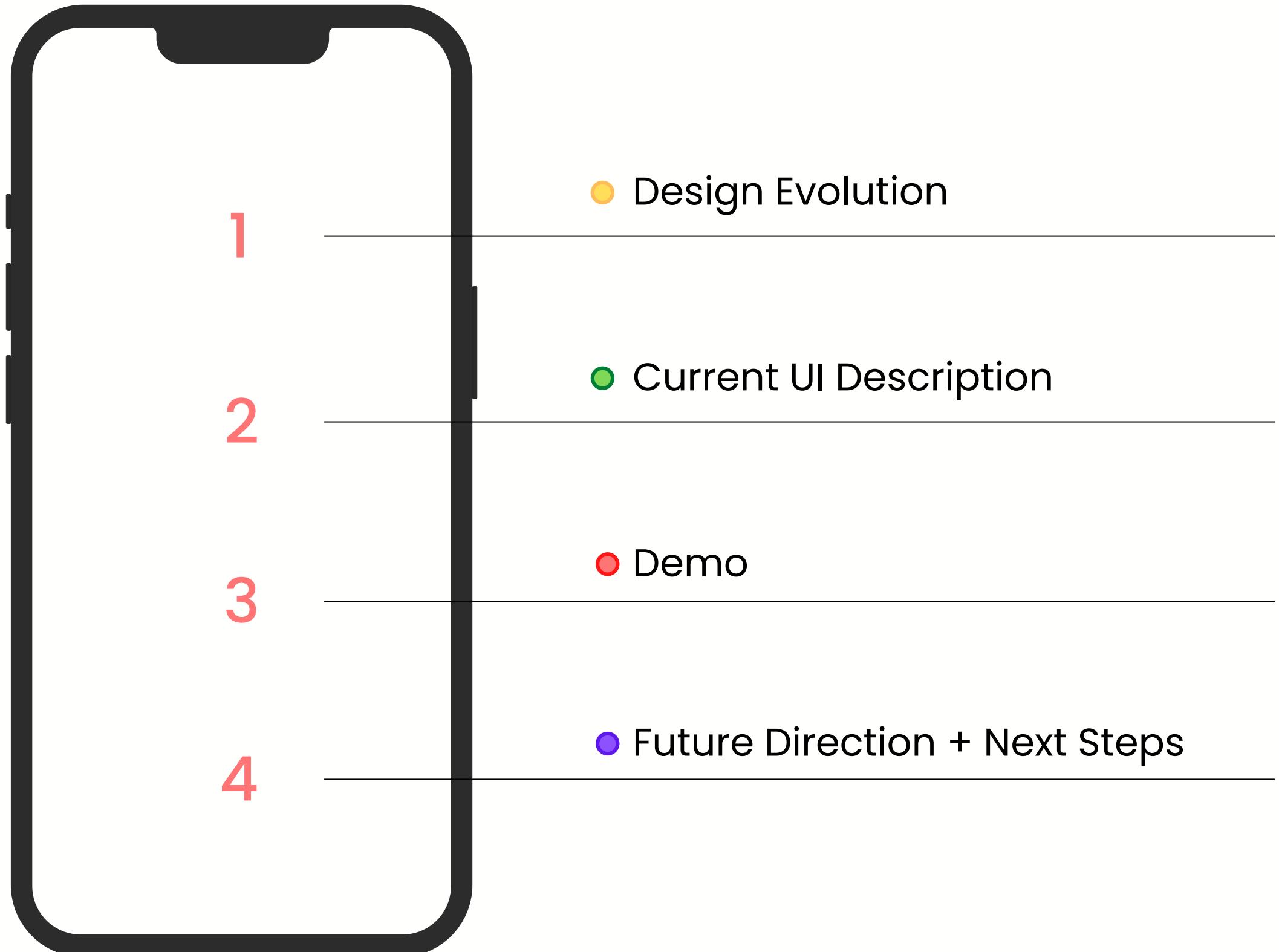
Our world is **saturated with choices**, from what to eat to what to watch, wear, or buy. This barrage of decisions leads to **endless debates, indecisiveness, and precious time lost** that could be spent actually doing those tasks

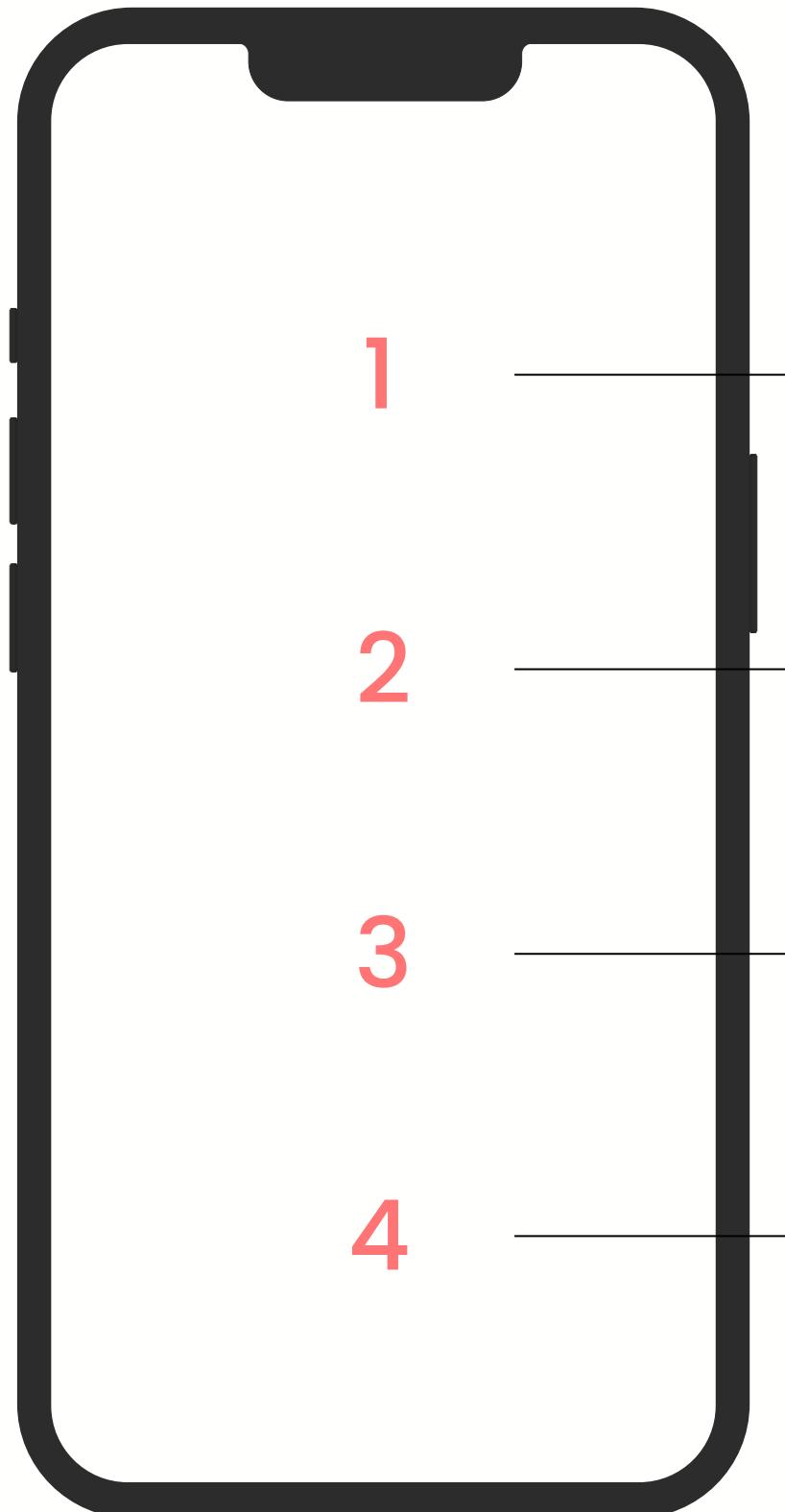
solution

Turno simplifies choice-making with a digital dice where each side maps to user-input options. It's a **streamlined activity prompter** that **transforms the chore of choosing** into a fun and quick activity, freeing up time and mental energy.

Turno

Agenda





● **Design Evolution**

1

2

3

4

● Current UI Description

● Demo

● Future Direction + Next Steps

Needfinding

Subjects:



Jack, 21



Claudia, 55



Nadia, 21



Yas, 17



Arjun, 34

Key learnings:

- Habits are built over a long period of time
- People's goals and definitions of active lifestyles are very diverse
- Goals need to be prioritized in order to be accomplished
- It can be hard to decide what to do with your time

“I got tired of apps that measured everything... I just want to move around” -Claudia

Needfinding

- **How might we** gamify Claudia's lighthearted, competitive spirit?

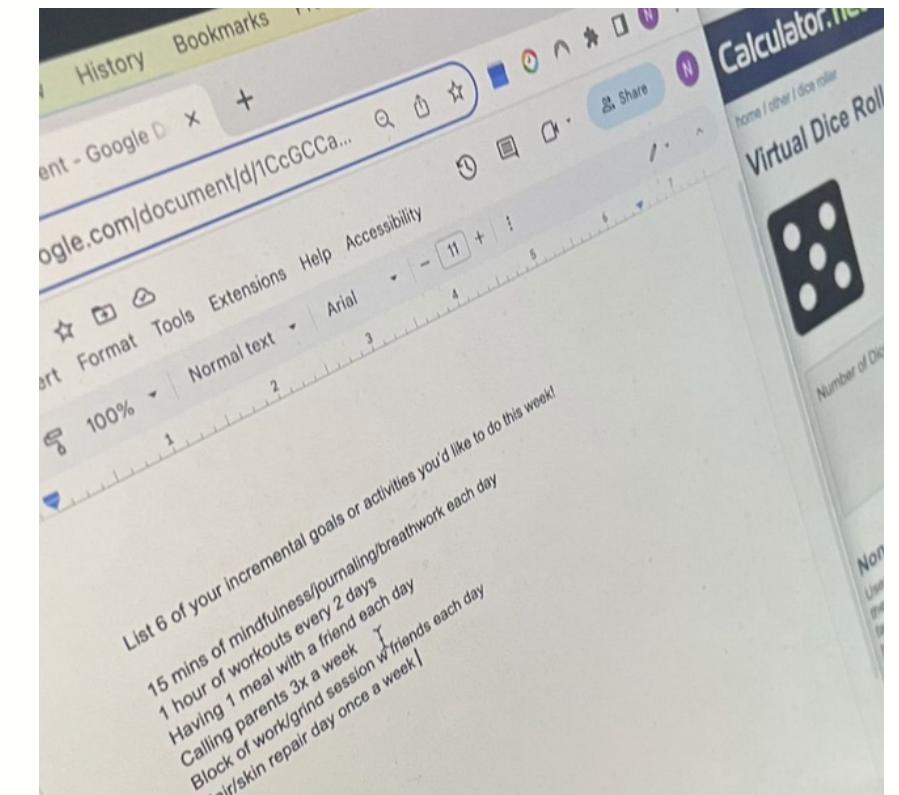
- **Prototype:** Roll the Dice

Assumption

The experience will be fun & motivating

Learnings

Fun experience, but randomization is better for “low-stakes” activities (otherwise motivation may actually decrease with randomization)



Revised Solution

turno: A Randomized Activity Prompter

The name comes from the Portuguese word for *shift* and the idea of it being your turn to roll the die and take agency over your time

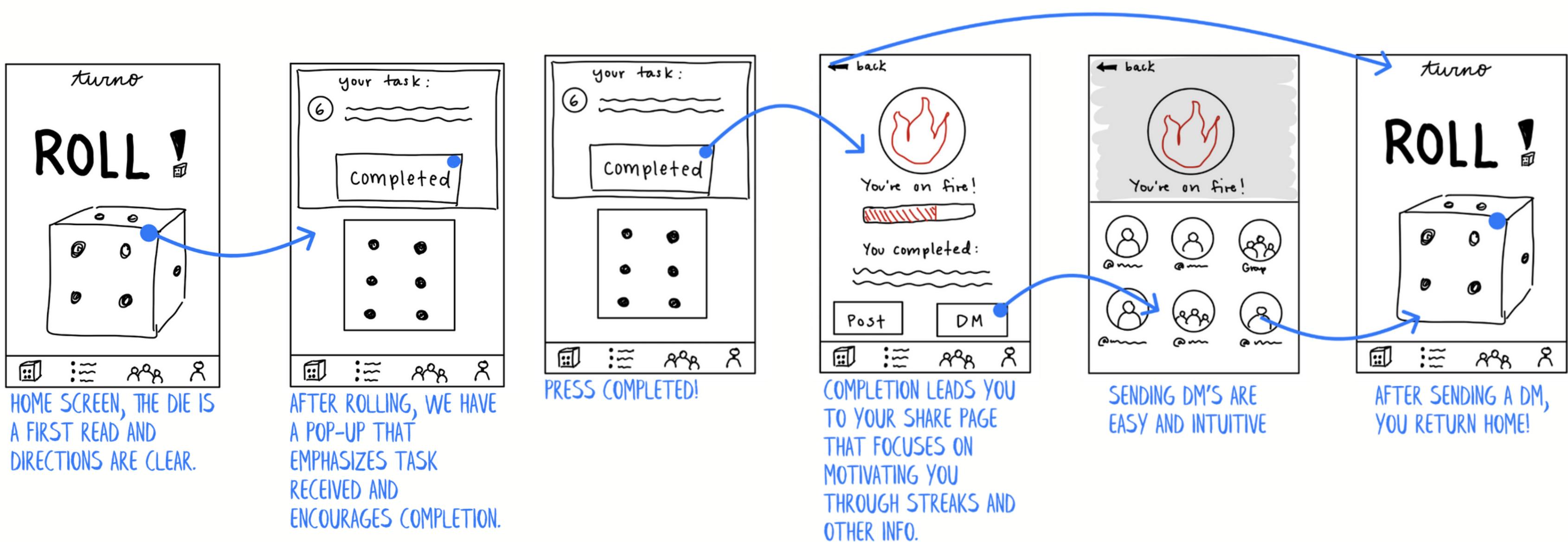
● Design Evolution

Sketches



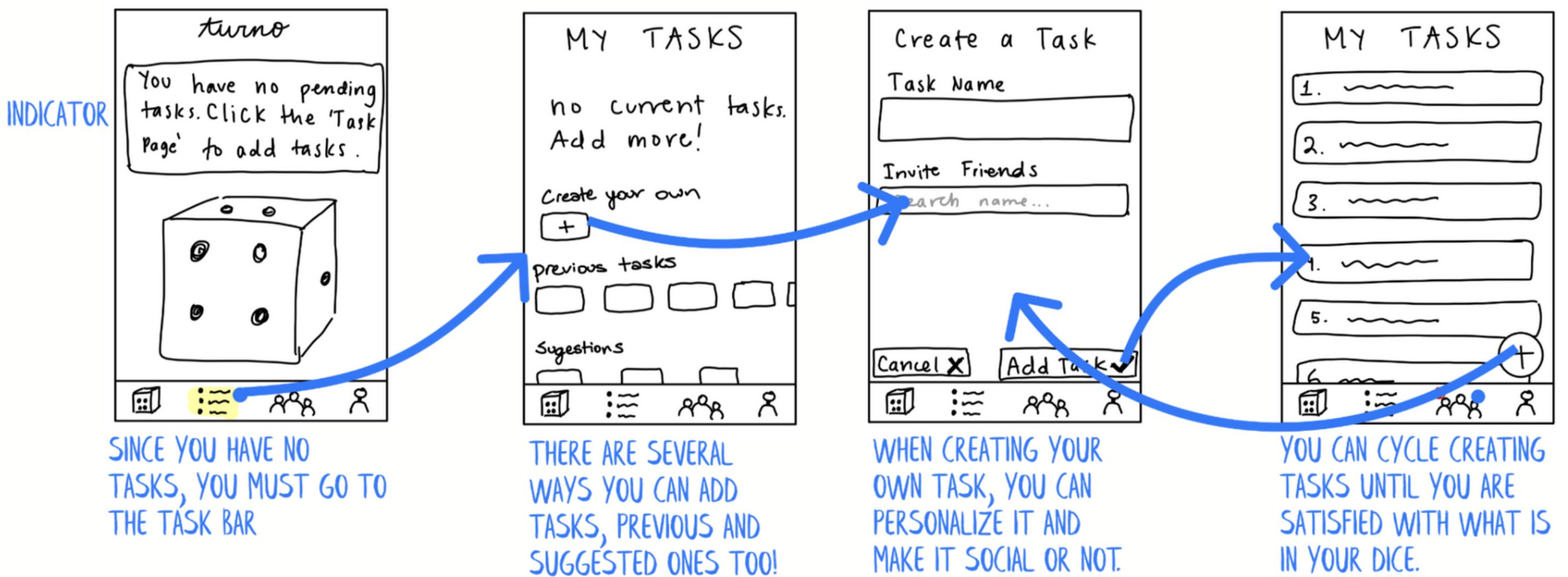
Low-Fi Prototype

- Complete a Task + Share the news with a friend



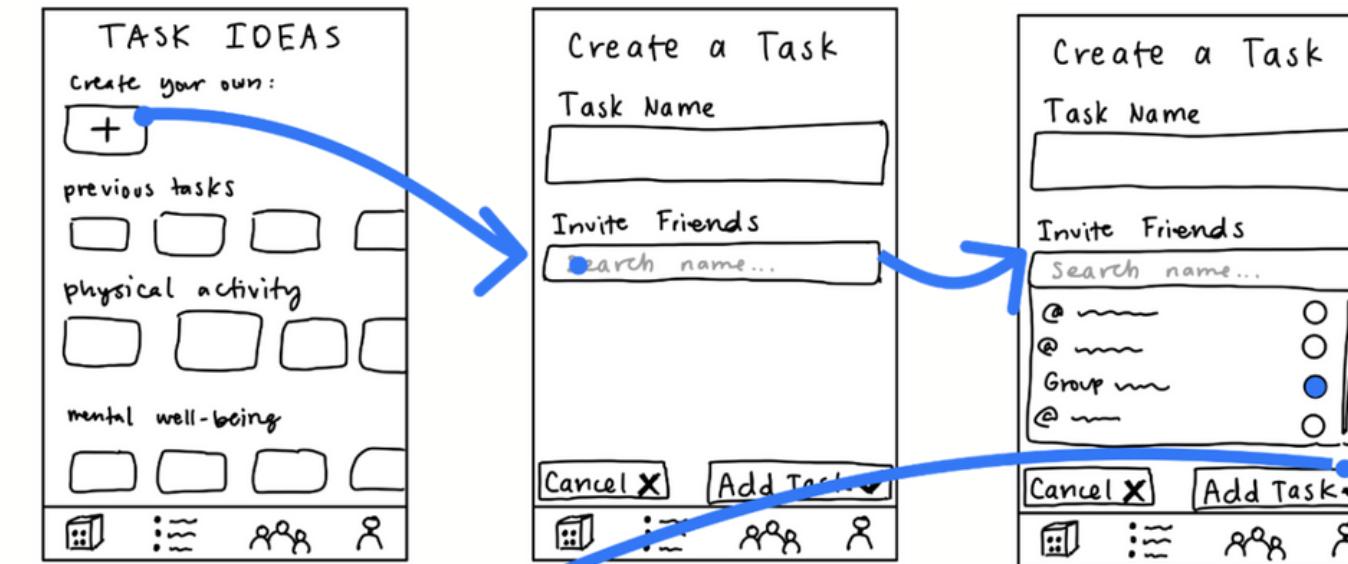
Low-Fi Prototype

• Write out your task list

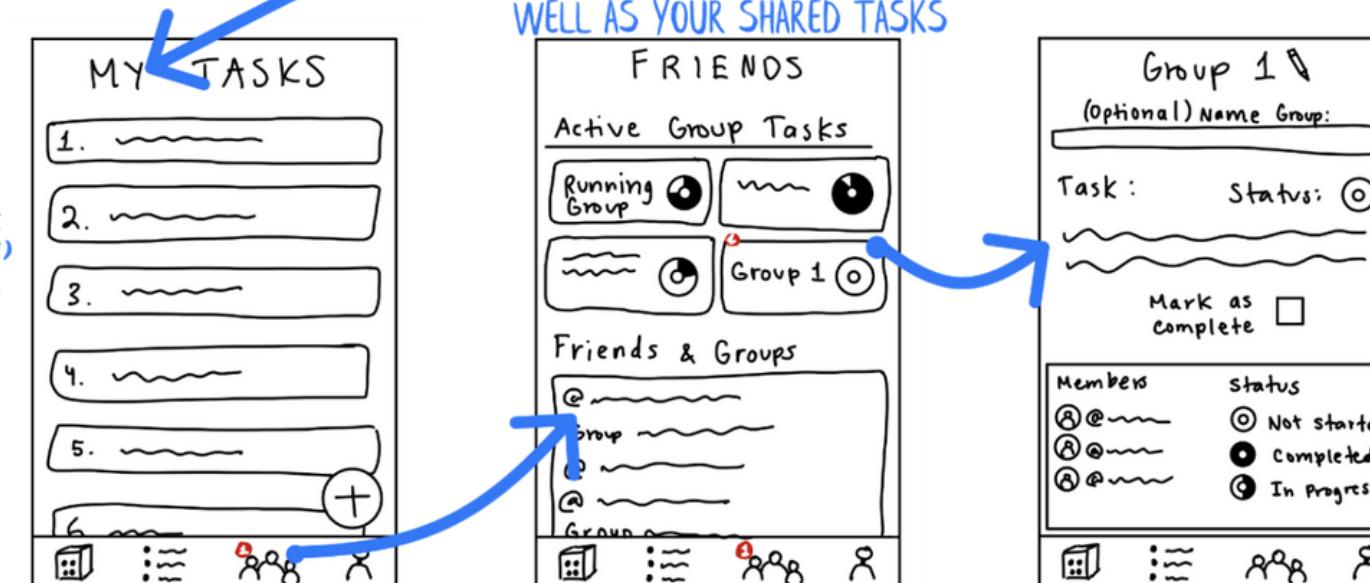


Low-Fi Prototype

Complete a task with friends



BY INVITING YOUR
FRIENDS, THIS NOW
BECOMES A SHARED TASK!



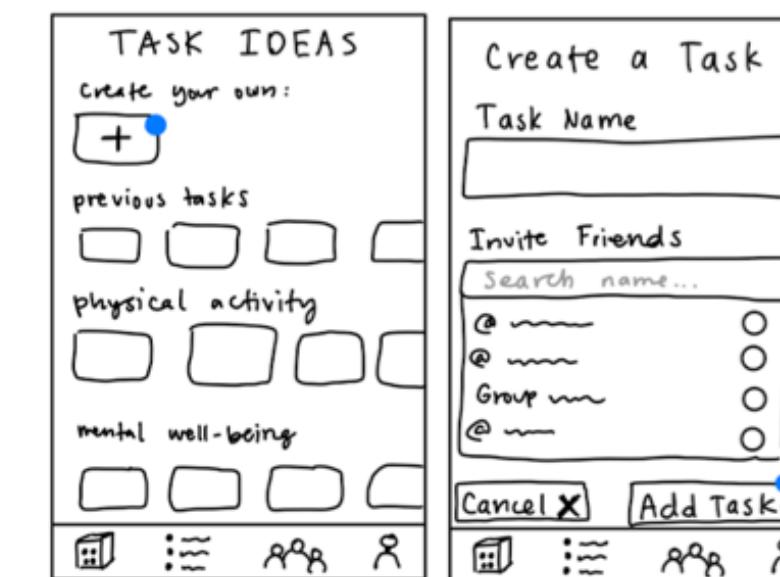
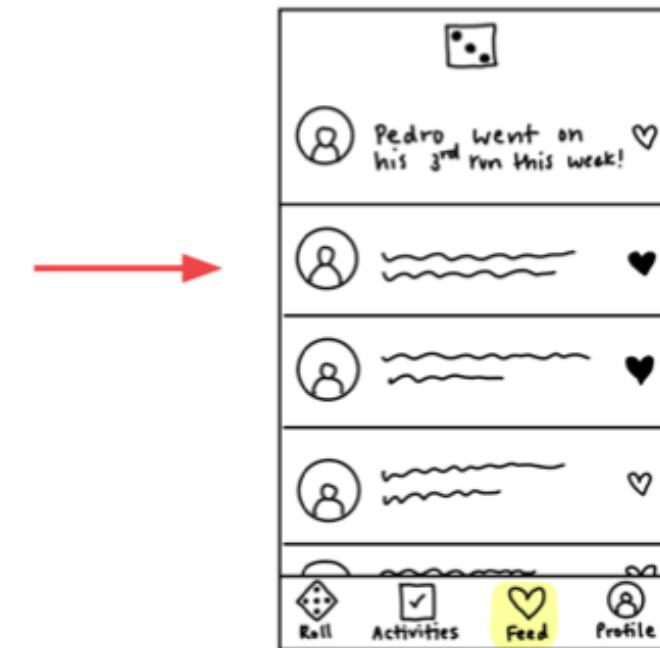
ONCE THIS TASK IS MADE,
YOU WILL SEE THAT THE
FRIENDS TAB HAS A
NOTIFICATION ICON!

THE SHARED TASK PAGE
IS A GROUP WHERE YOU
CAN TRACK EACH PERSONS
PROGRESS AND MARK
YOURS AS COMPLETE!

Usability Test

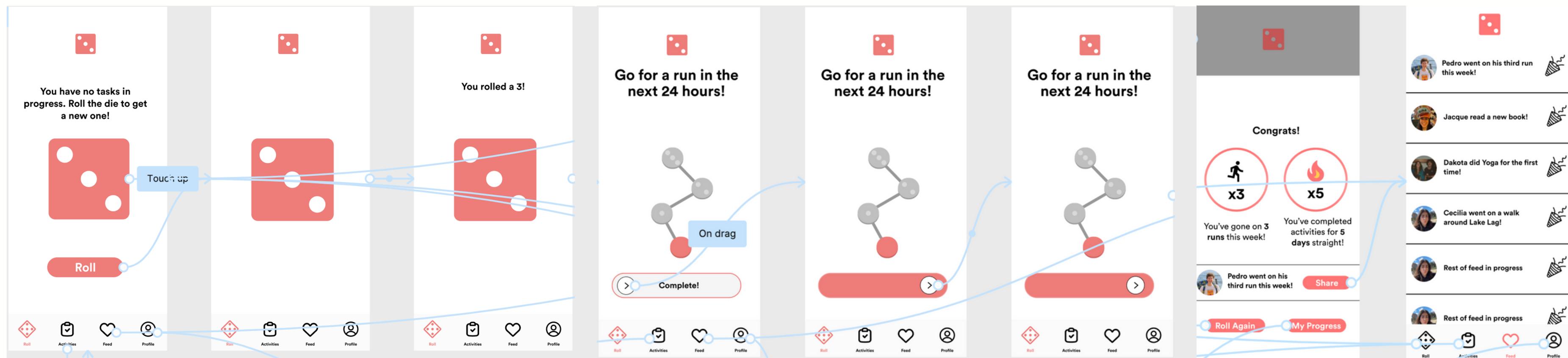
Key Changes:

- Streamlined task creation
- More exit/back opportunities
- Creation of feed page



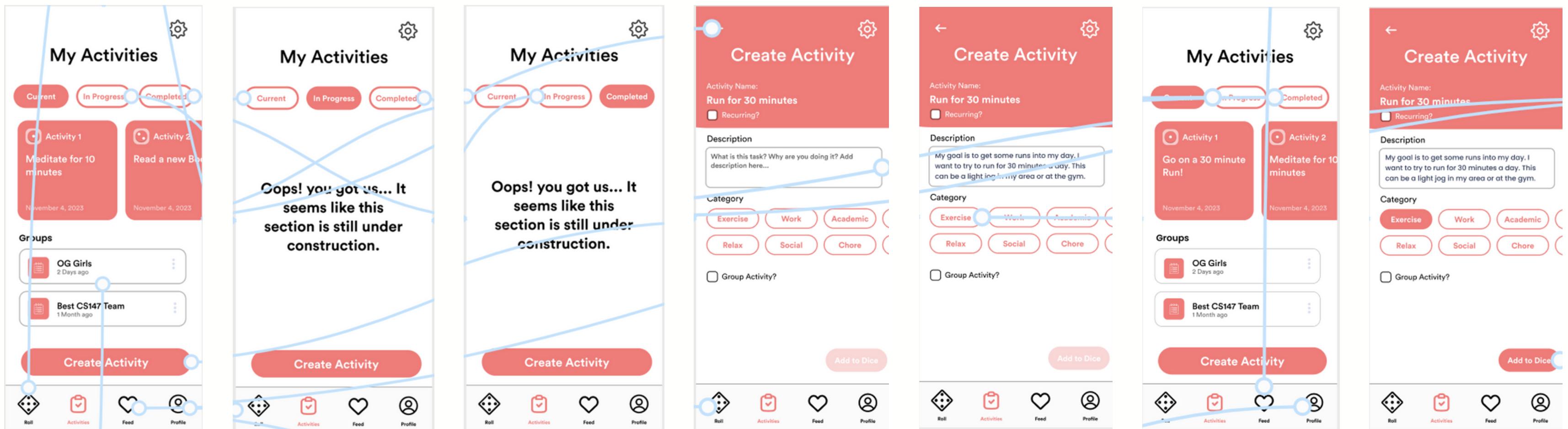
Med-Fi Prototype

• Complete a Task + Share the news with a friend



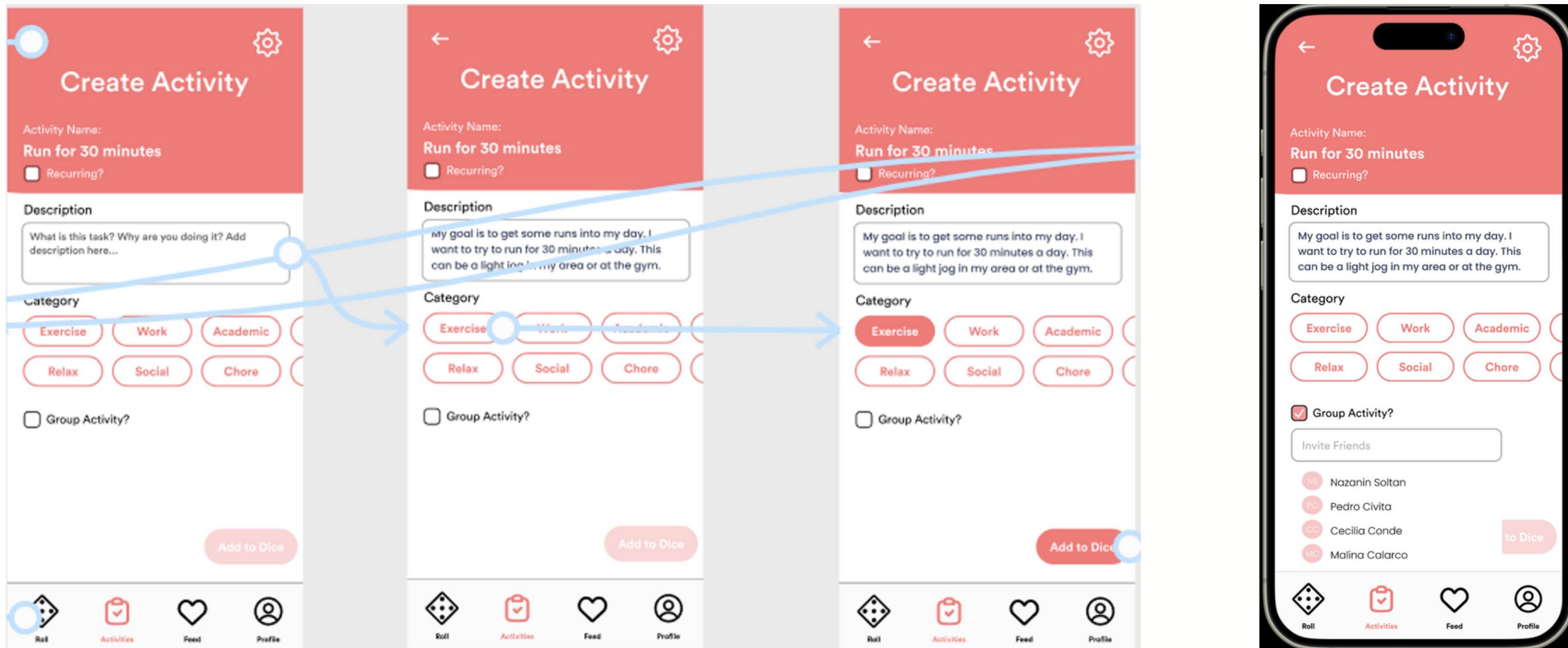
Med-Fi Prototype

● Write out your task list



Med-Fi Prototype

▣ Complete a task with friends

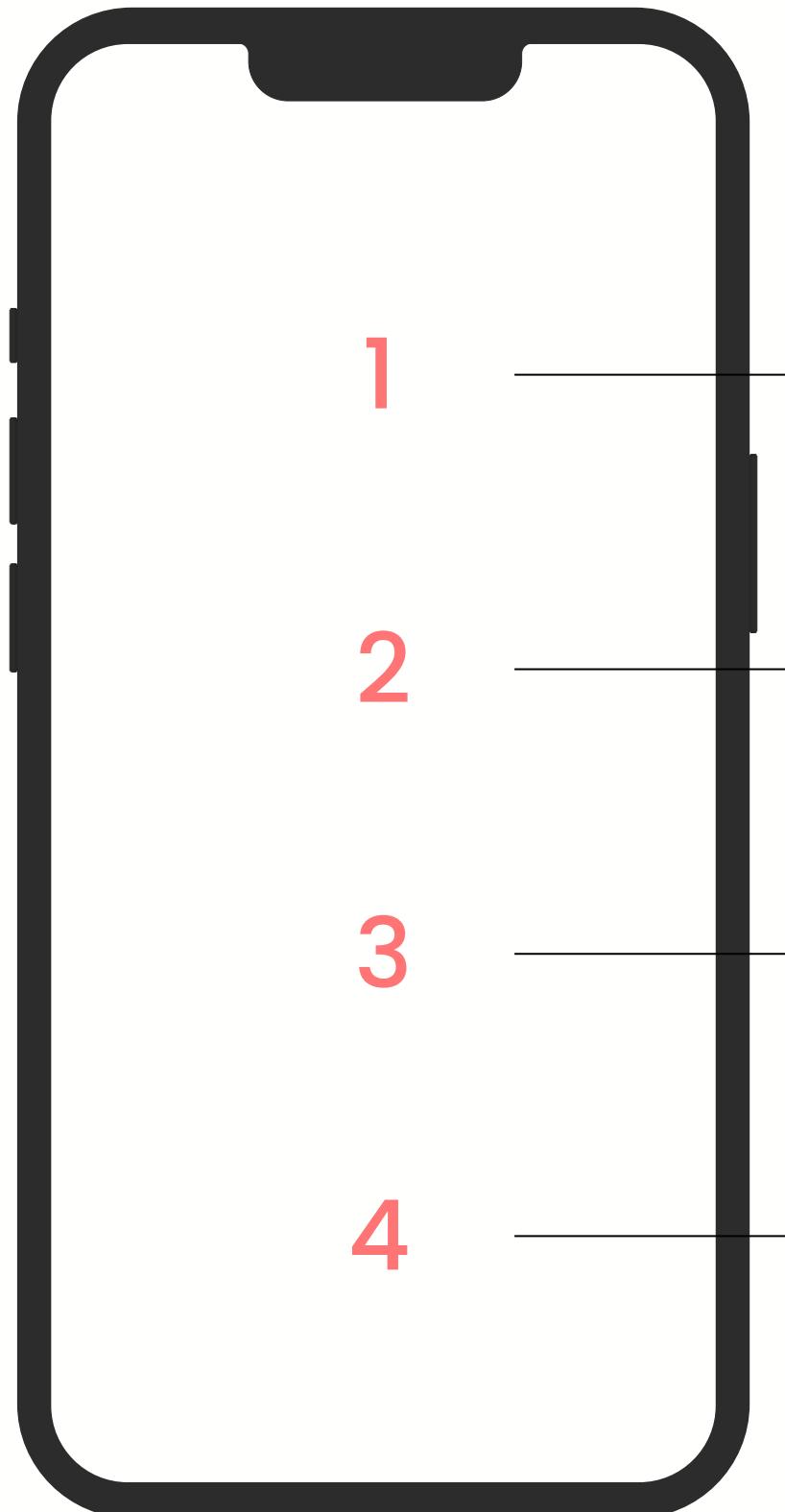


Heuristic Evaluation

Key Changes:

- Removing group tasks
- New navigation bar
- “Tasks” now called “Activities”
- Gamified “Journey” page
- Changed our Tasks





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● Design Evolution

● **Current UI Description**

● Demo

● Future Direction + Next Steps

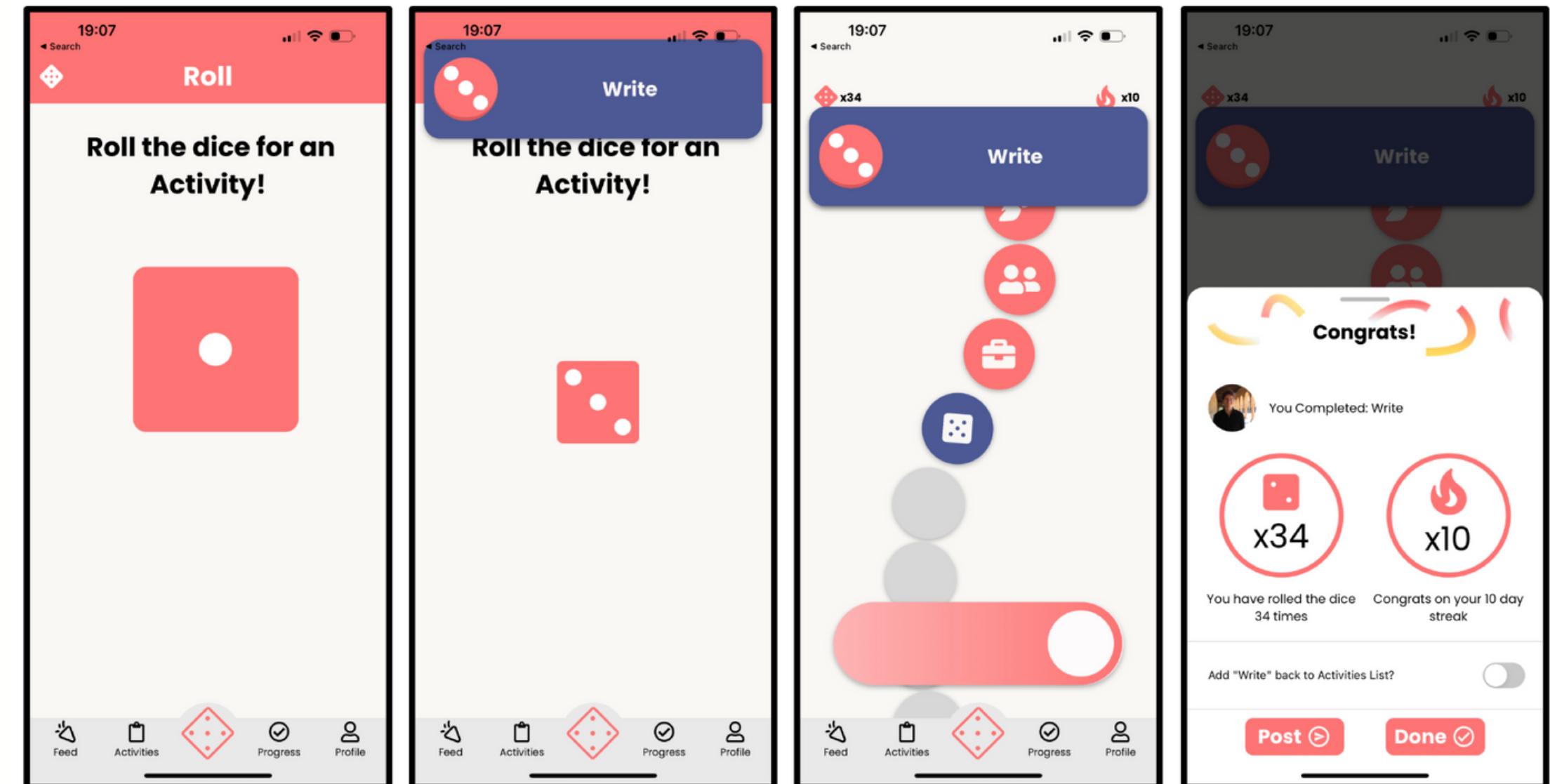
- Current UI Description

High-Fi Prototype

■ (a) Complete an activity

Importance:

- Task flow = rolling dice!
- Central to the idea of overcoming decision paralysis



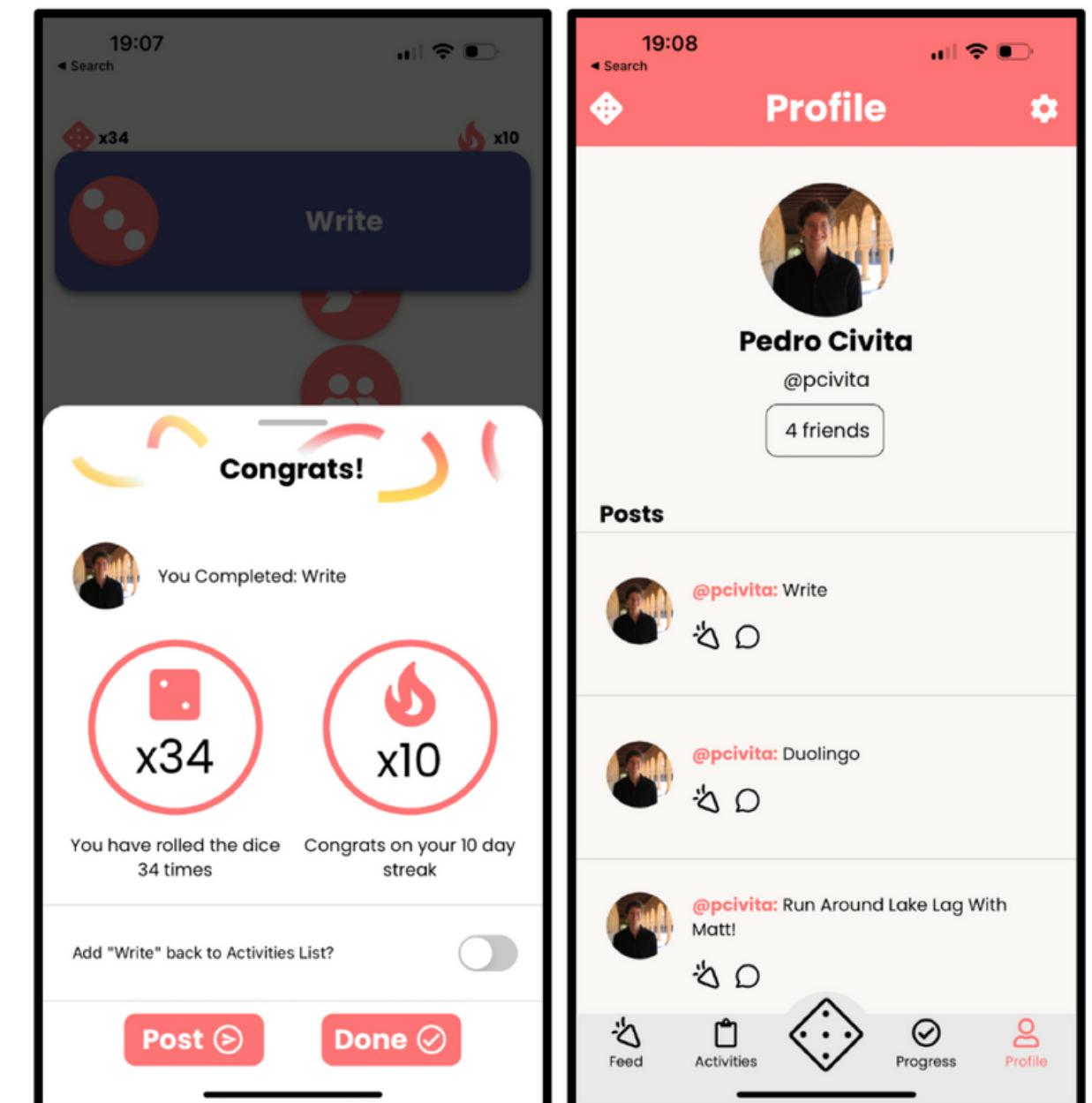
● Current UI Description

High-Fi Prototype

□ • (b) Share the news with friends

Importance:

- Social, motivating, fun
- Can receive positive encouragement



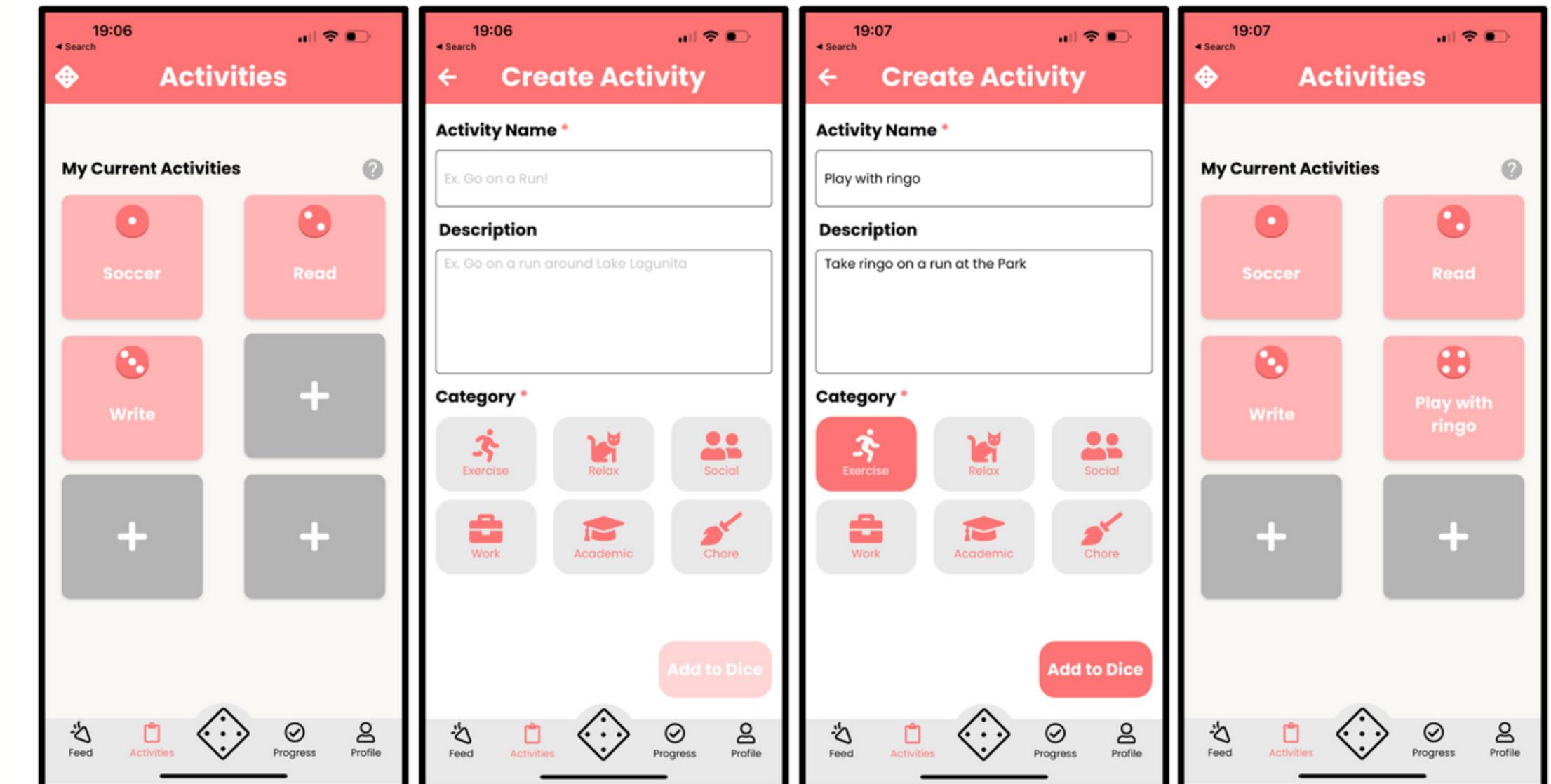
- Current UI Description

High-Fi Prototype

🎲 (a) Create a new activity

Importance:

- Need activities to roll dice!
- User gets to decide how they use the app



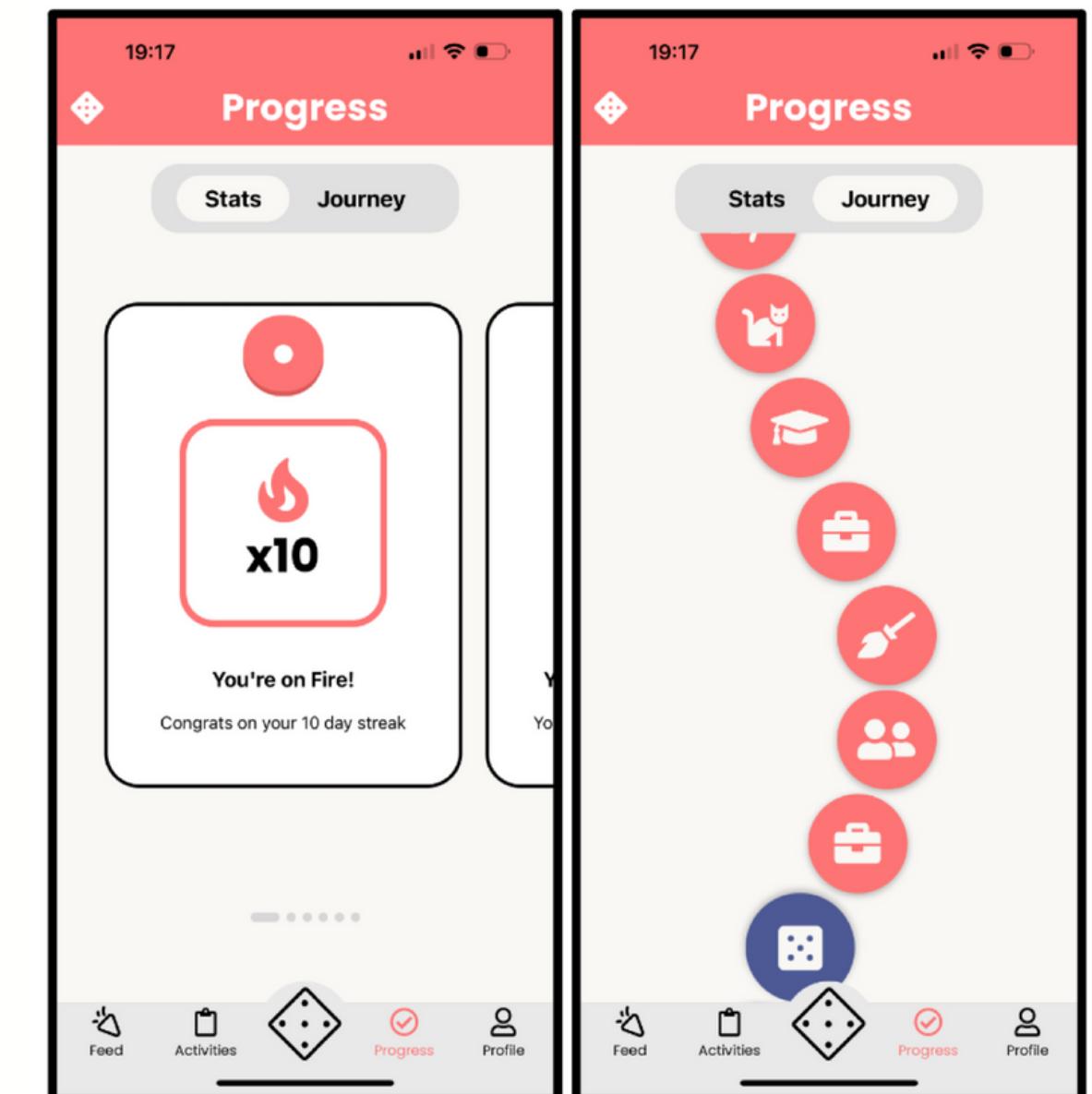
- Current UI Description

High-Fi Prototype

• (b) Check your activities' progress & statistics

Importance:

- Incentivizes habitual app use
- Nice to have for stats-driven users



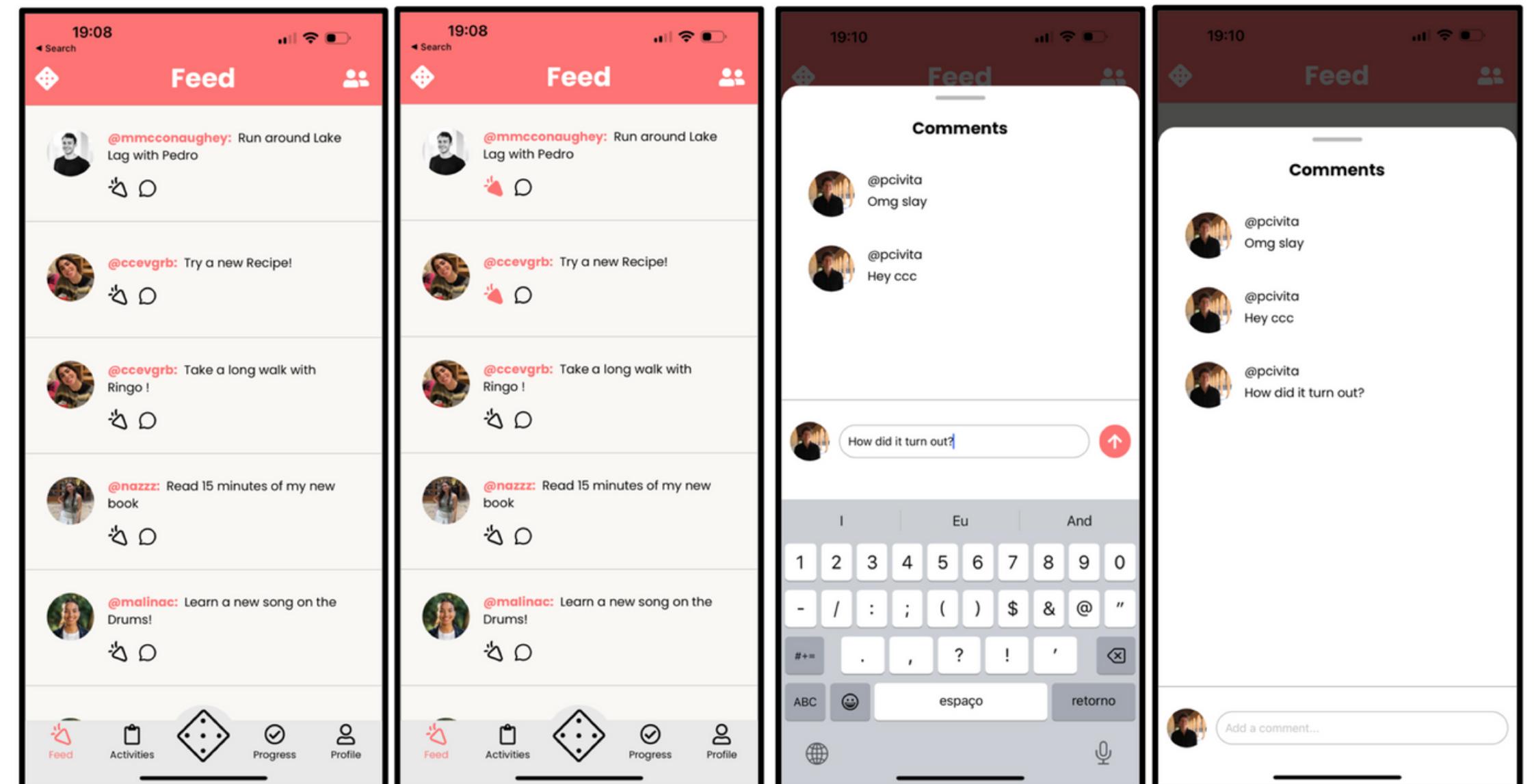
- Current UI Description

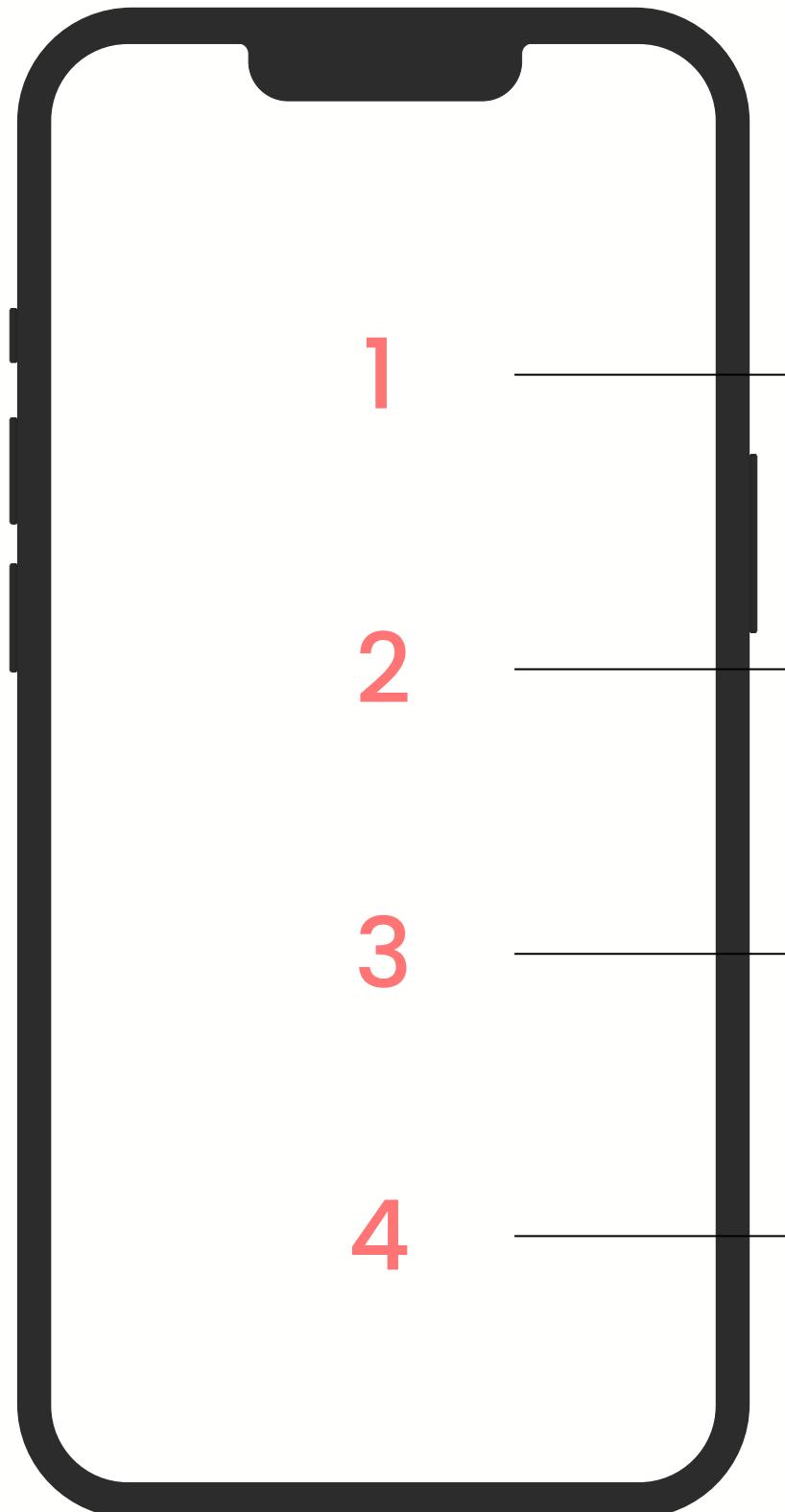
High-Fi Prototype

Interact with user posts

Importance:

- Social and interactive
- Celebrate others' accomplishments





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● Design Evolution

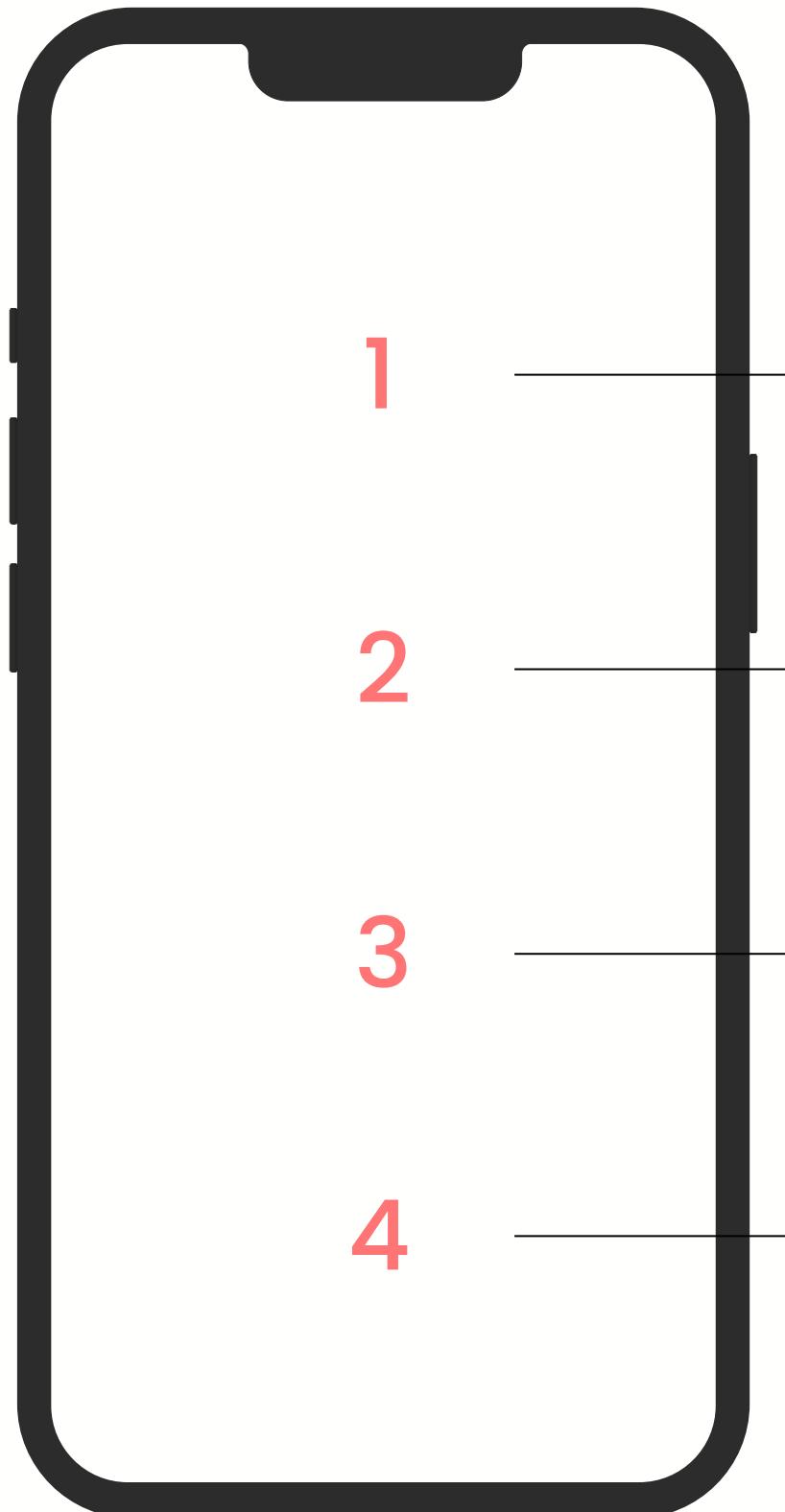
● Current UI Description

● **Demo**

● Future Direction + Next Steps

● Demo





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● Design Evolution

● Current UI Description

● Demo

● **Future Direction + Next Steps**

- Future Direction + Next Steps

What's Missing/Faked?

-  Journey + Stats pages are hard-coded
-  Incomplete, buggy backend
-  Animation, Sound Effects

- Future Direction + Next Steps

Our Changes



Concept Change

Changing focus from long term habit-building to **daily decisions** – nature of dice rolling is that there is **variance and randomness**, not consistency

Emphasis on **situational decision paralysis** where dice can be rolled to make a quick decision

Multiple dice with custom options **based on a selected theme** (ex. restaurant options)

Dice can be **shared and rolled by others!** Acts as a **recommendation engine** when trying/exploring something new (ex. travel)

- Future Direction + Next Steps

Our Changes



Features

Users can have multiple dice

Interactive map feature so users can share dice based on geographic location

Live community feed/database of dice organized by theme (ex. ability to filter dice by 'restaurants')



Backend Improvements

Improve Supabase backend such that images reliably & properly load

Remove hard-coded elements

Thank you!

