HCI Persuasive Design Course (F18-Present)
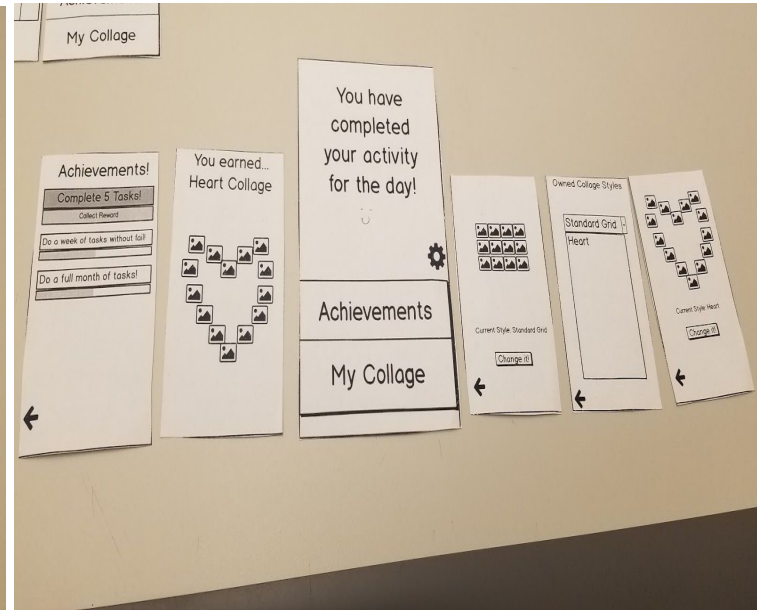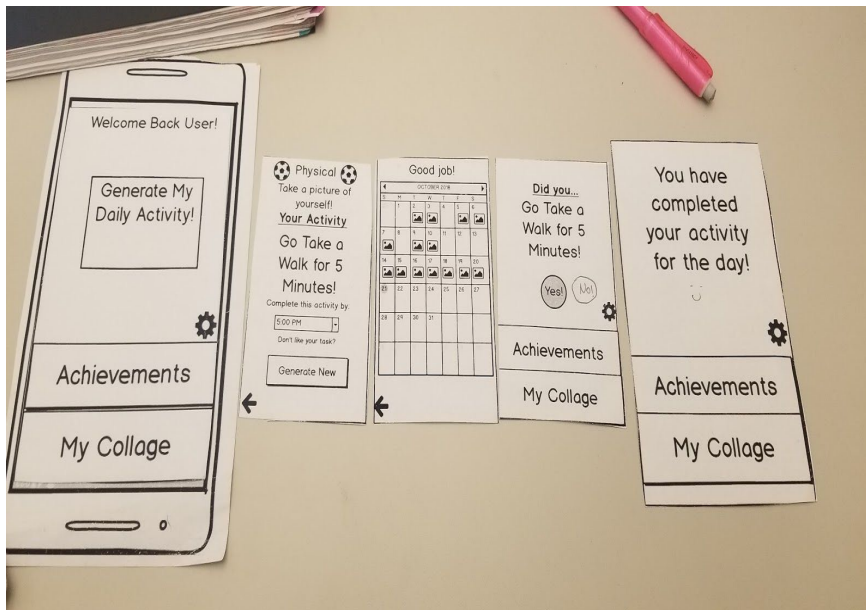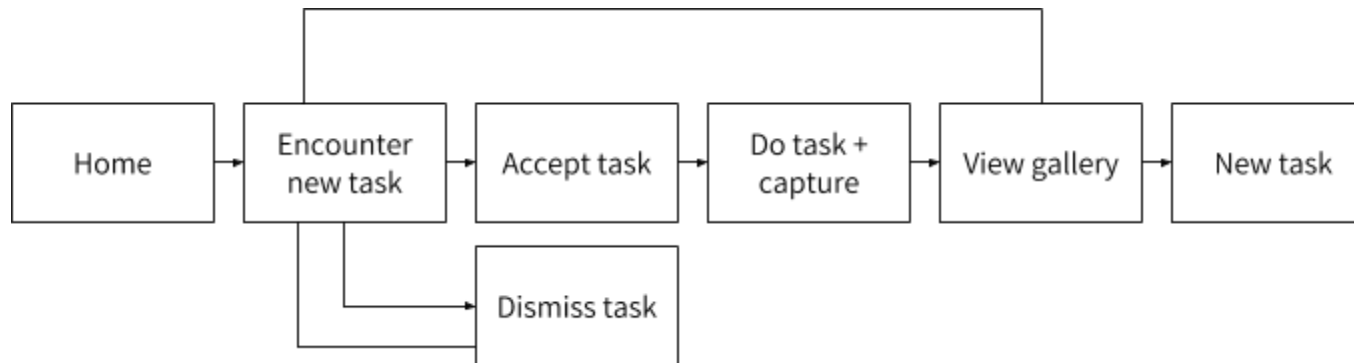
- **Initial Lo-fi paper prototypes**

- **Revised Lo-fi paper prototypes**

```
Home → Encounter new task → Accept task → Do task + capture → View gallery → New task
Encounter new task → Dismiss task
```
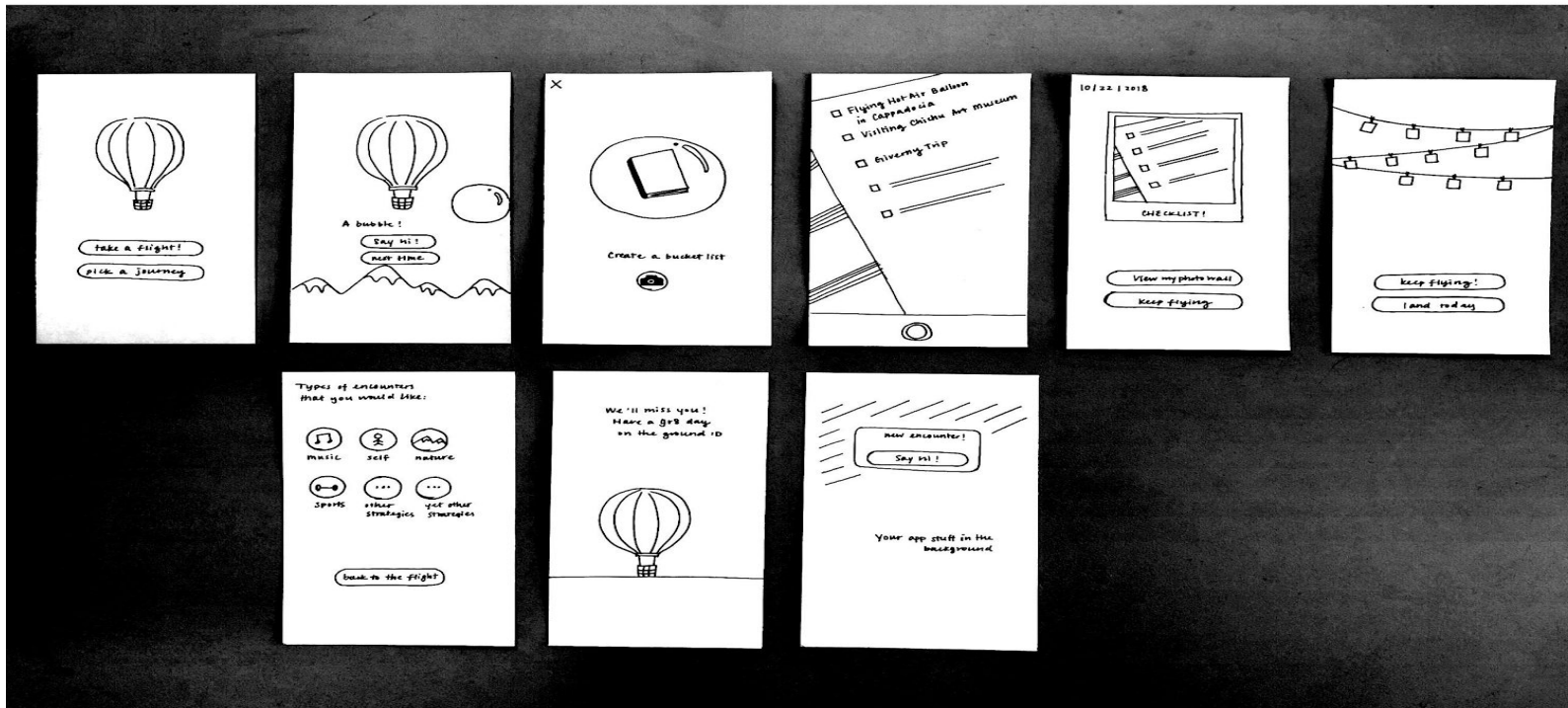
- **Mid-fi paper prototypes (in-process of making!)**

Screen 1:

Beginner

52 minutes of focus,
13 minutes of break

Intermediate

90 minutes of focus,
20 minutes of break

Challenger

Set your focus time
and break time

Concentrate | 10,000 hours | Report

Screen 2:

Session Complete!

00:00

Take a break!

I'm done

Screen 3:

You have focused for 32 hours!

Focus Pattern | M W D

Concentrate | 10,000 hours | Report

Screen 4:

4,000 / 10,000

Concentrate | 10,000 hours | Report

Asian Christian Fellowship Ruby on Rails Web App (S18)
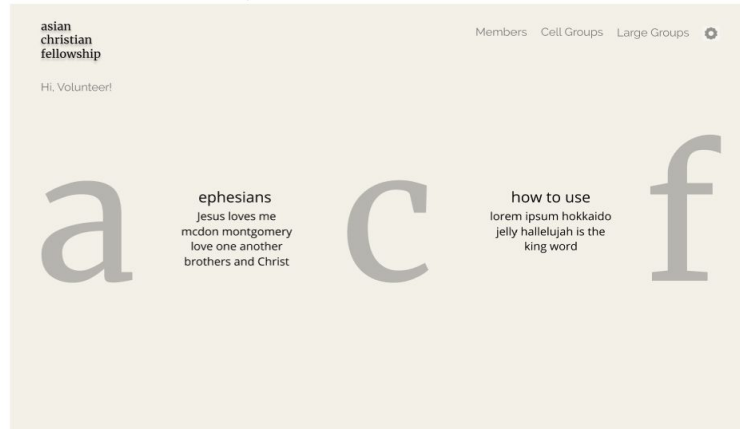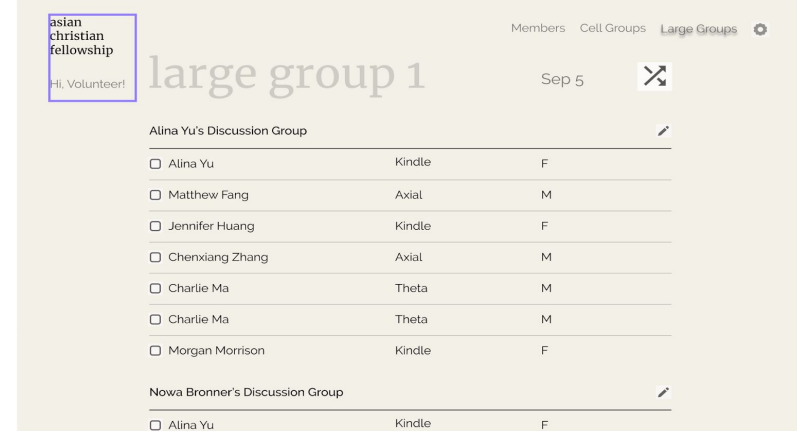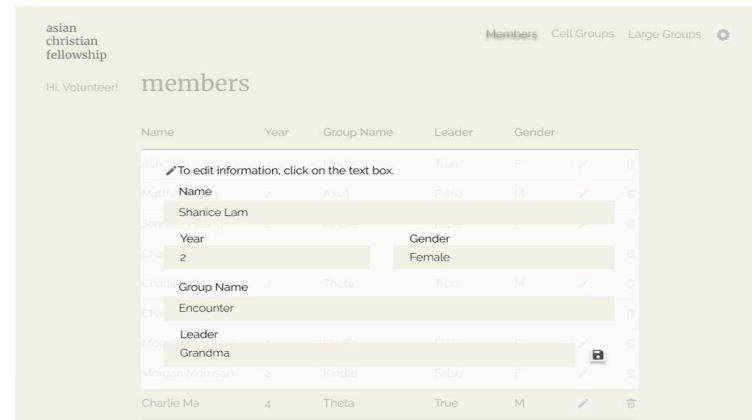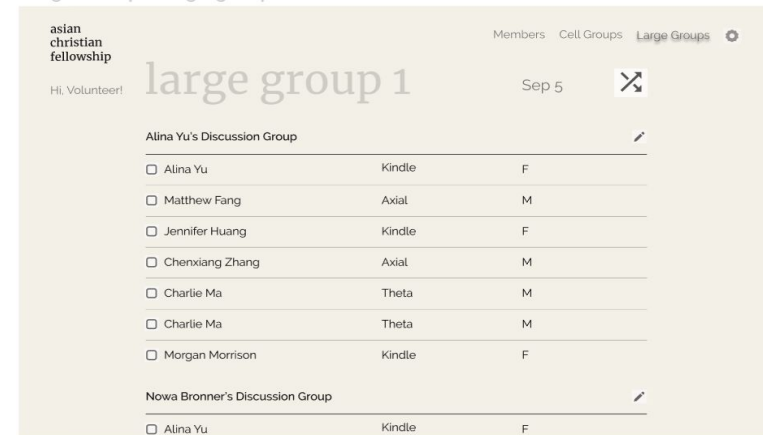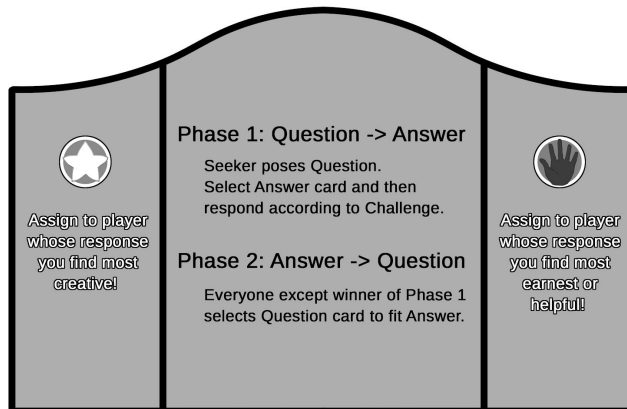

- **Screens designed through HTML/CSS and embedded Ruby**

Independent HCI Research: Undergraduate Advice-Seeking Game (F19-Present)

Phase 1: Question -> Answer

Seeker poses Question.
Select Answer card and then respond according to Challenge.

Phase 2: Answer -> Question

Everyone except winner of Phase 1 selects Question card to fit Answer.

Assign to player whose response you find most creative!

Assign to player whose response you find most earnest or helpful!

Respond in the form of a crescendo. A crescendo is when the volume of sound gradually increases.

Challenge

Answer by adding a caption to this picture.

Challenge

My friend told me pineapple belongs on pizza. What should I do?

What-R

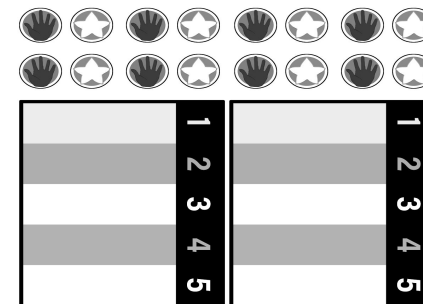A scammer is calling me on the phone right now. What should I do?

What-R

I forgot to do my homework and I don't want my professor to get mad. What should I do?

What-R

My friend wants me to skip class with them to go to the mall, but I'm a little apprehensive about going. What should I do?

What-R

1 2 3 4 5

1 2 3 4 5

- **Examples of Prototyped Game Materials**