FocusBot

GROUP 09

Michael Pang, Ajay Seethana,
Matthew Topping, Elijah Tynes

Original Problem Statement

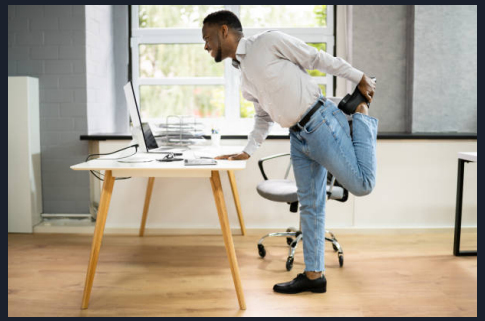
Maintaining a high level of output over a long period of time remains a challenge in the software engineering field. Health factors such as vitamin intake, sleep, and energy levels play a huge role in the overall efficiency of software engineers. Creating a way for developers to know when they should take a break to hydrate, go for a walk, or stretch is essential for improving efficiency. This is what our solution attempts to solve.

Explanation of Solution

- FocusBot web/mobile application to monitor software engineer productivity
- Tells user to take a break when productivity decreases or after a long duration of time
  - Monitors user activity (keystrokes, clicks, etc.)
  - Provides a lockout timer to ensure the user takes a sufficient break to reset
- Integrate health metrics from smart watches to advise moving / stretching

Rationale for Solution

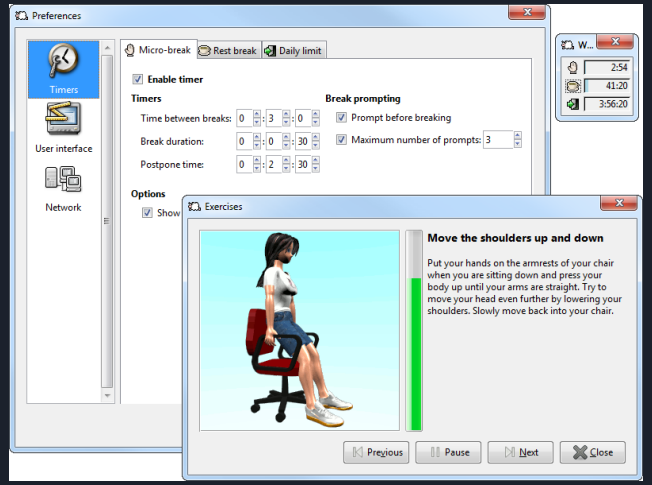
- More efficiency
- Higher quality of life for employees, as they receive as-needed breaks
- Help employees adopt a healthier lifestyle while working remotely
- Study by Cigna Healthcare (2023):
    - Declines in physical and mental health leads to huge losses
        - Total cost of UK economy of lost output among working-age people due to ill health was around $180 billion per year (~7% of GDP)

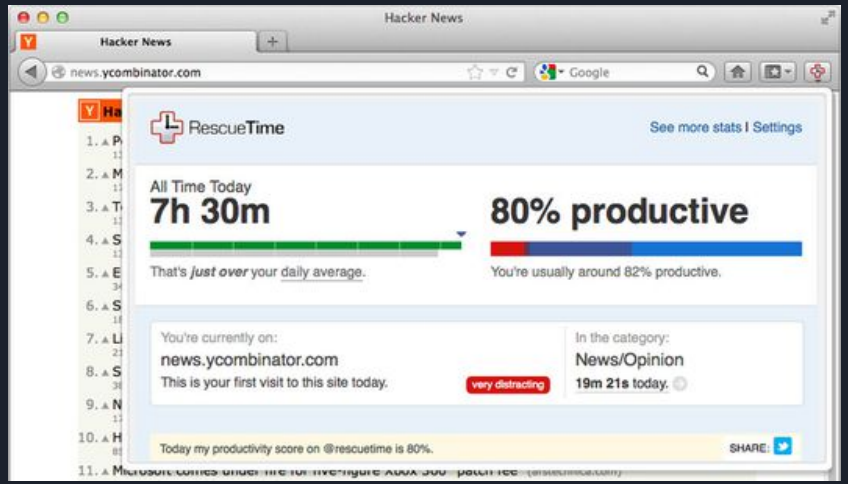


Related Works

Similar applications:

- WorkRave
- RescueTime
- Stretchly
- StandApp
- EyeLeo



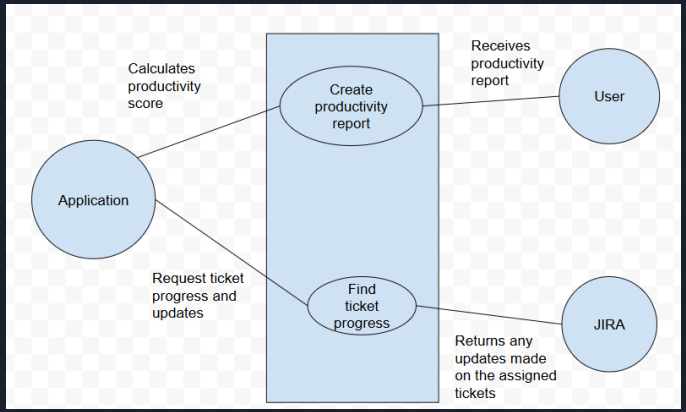


Use Case 1 - Productivity Tracker

[S1] Application will track the productivity of the user

[S2] Productivity will be tracked using the amount of time spent on completing tickets and how active the user is while at the computer

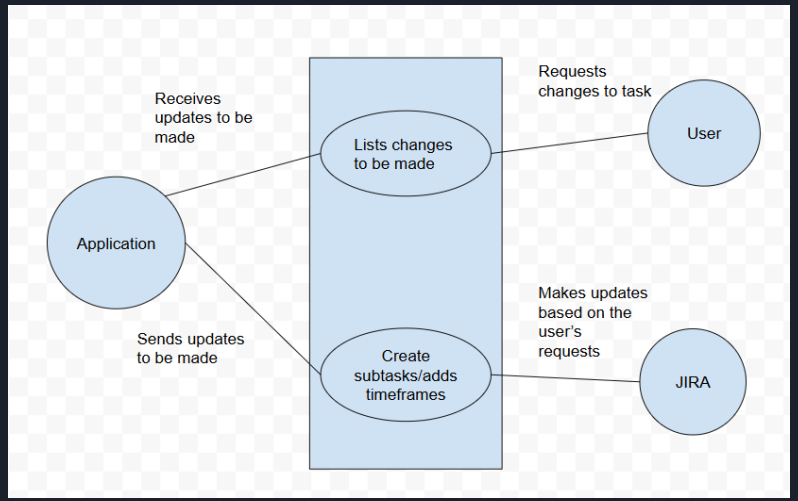
[S3] A score will be given to the user per period of time to praise/give advice to the user in terms of how well they've done over that period



Use Case 2 - Access & Split Up Tasks

[S1] Users will be able to access, update, and split up tasks assigned on Jira through the application

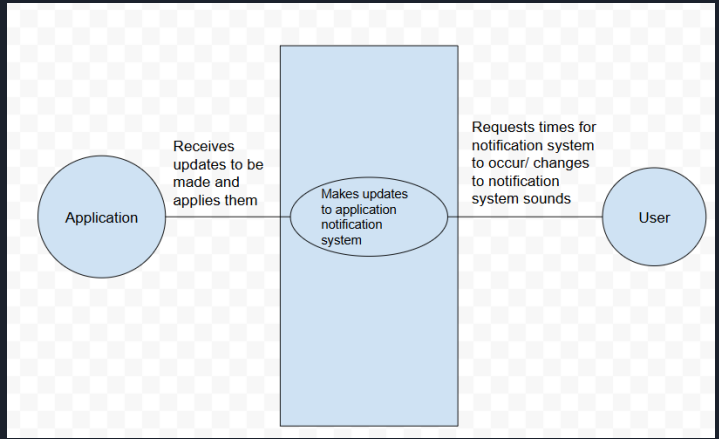
[S2] The user will be able to assign time frames for them to complete each subtask



Use Case 3 - Ability to Customize the Reminder Functionality

[S1] Users will be able to choose specific times that will vary in length based on the different amount of time from the previous break

[S2] There will also be different notification sounds that can be set for different notification types

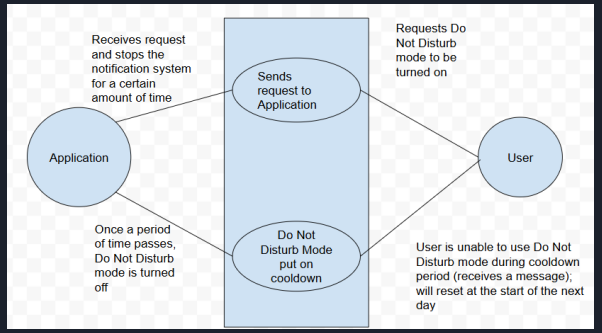


Use Case 4 - Do Not Disturb/Meeting Mode

[S1] Users will be able to set a Do Not Disturb/Meeting mode that will prevent the application from sending break time notifications

[S2] The mode will automatically turn off after a certain amount of time as to prevent the user from avoiding all break notifications

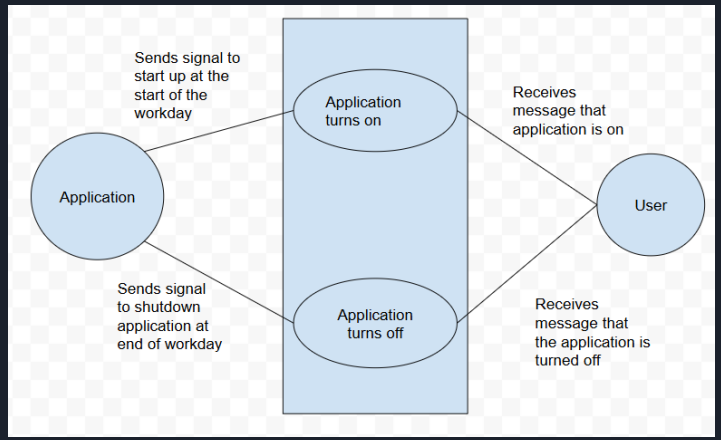
[S3] The mode will have a temporary cooldown period after use before it can be used again, with a limit to how much time that can be used per day (resets per day)



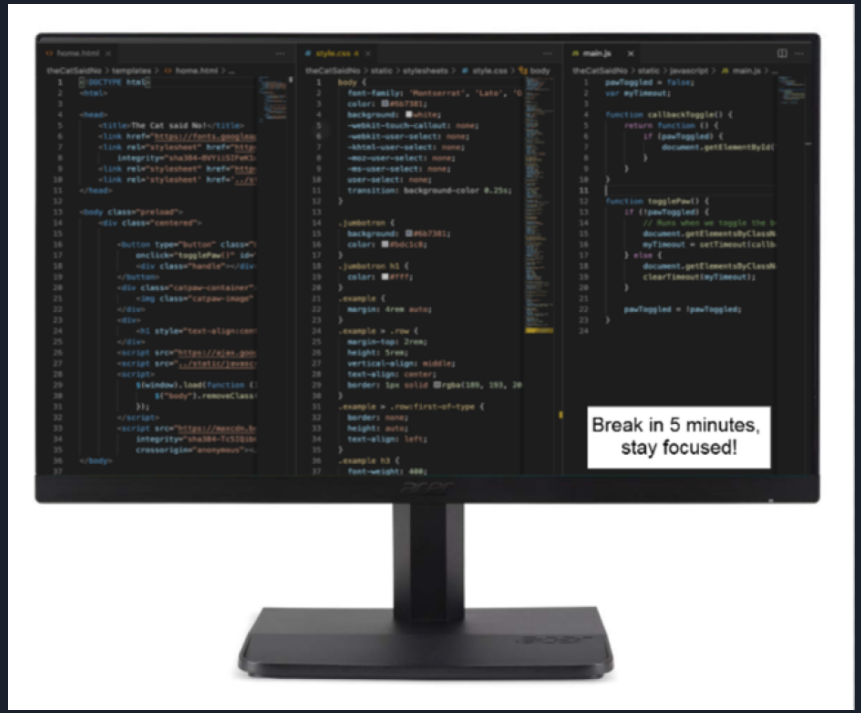
Use Case 5 - Application Automatically Starts/Stops

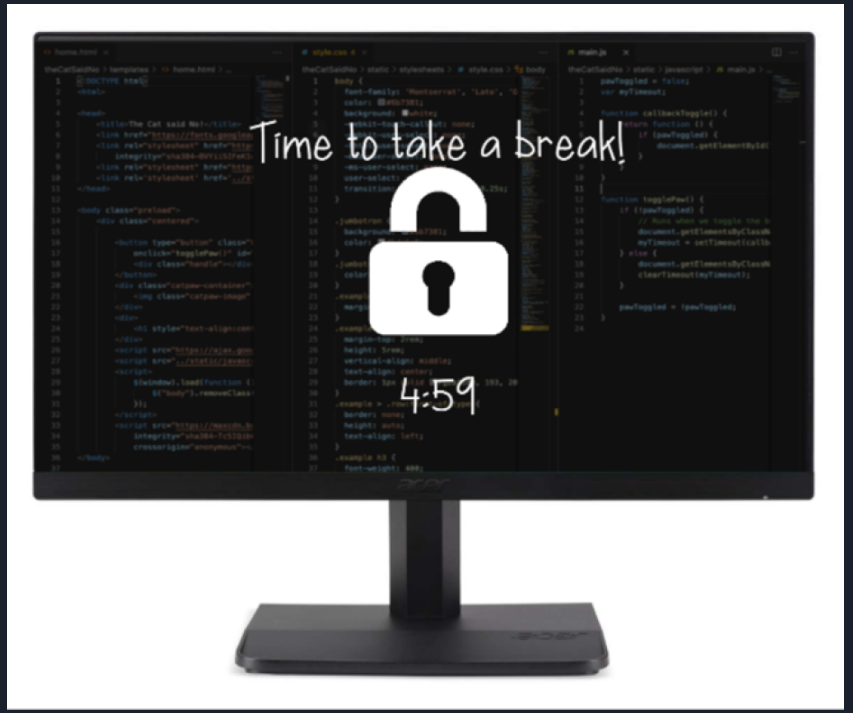
[S1] The application will automatically enable itself at the start of the workday

[S2] Additionally, it will shut itself down once the workday is over

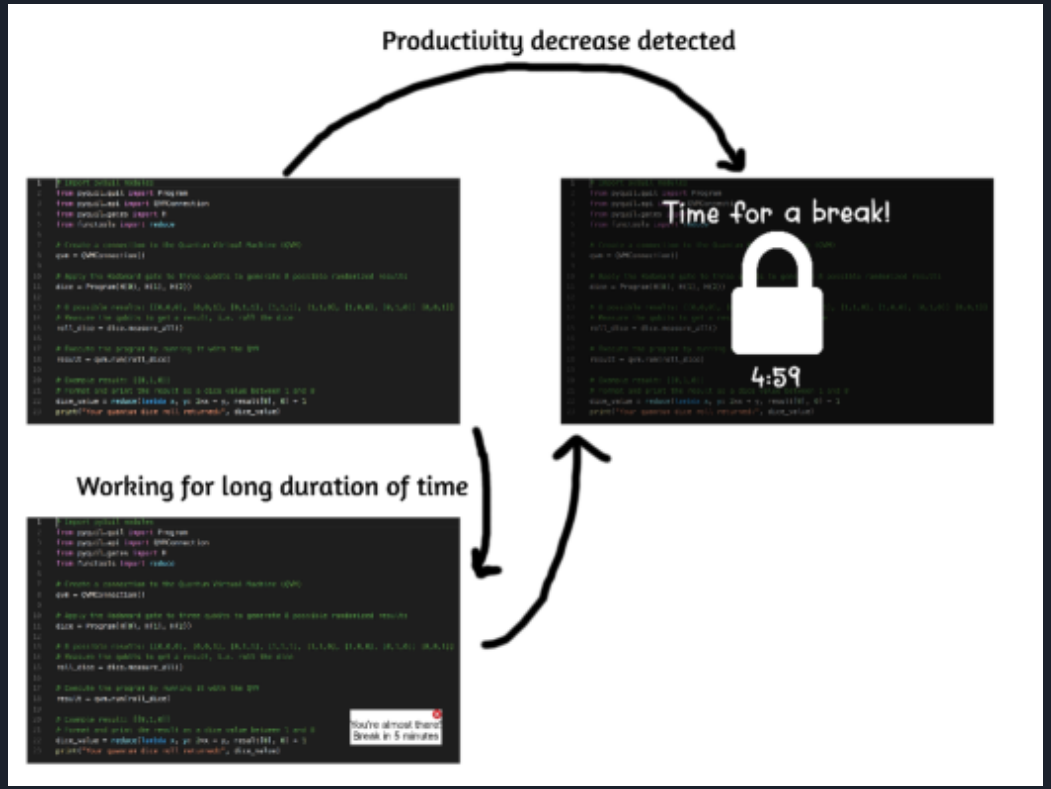


Visualized User Interface





Visualized User Interface (2)



Future Work

- Smartwatch Integration
  - Track health information of the user
- Long term pattern recognition and reporting
  - AI
- Eye Tracking

Limitations

- Privacy Concerns
  - Since FocusBot monitors developers in real-time through different metrics it could raise concerns of personal privacy.
  - Developers might perceive the system as invasive, which could lead to mistrust or resistance from developers
- One Size Fits All
  - All developers are different. A system that works better for one developer, might not work better for another.
- Notification Fatigue
  - Frequent notifications, even if well-intentioned, could overwhelm developers, leading to notification fatigue and diminished productivity.
- Measuring Success
  - Determining whether FocusBot effectively enhances productivity can be difficult, as improvements in focus or well-being are subjective and vary between individuals.

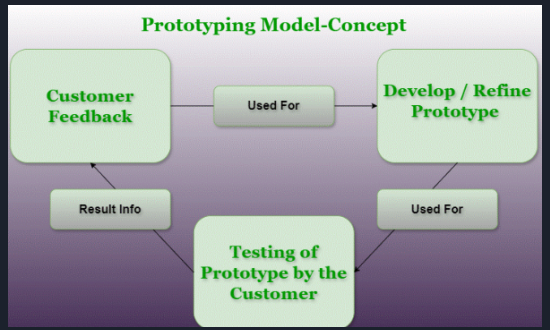
Processes and Tools Used

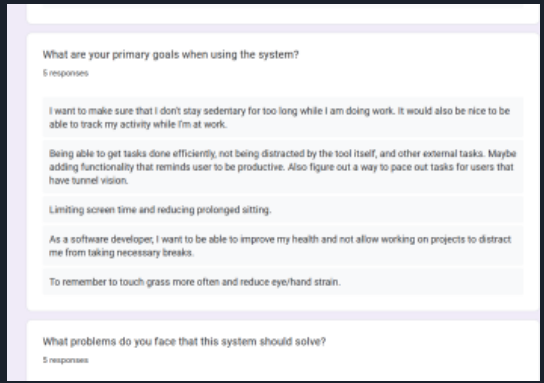
Processes:

- Agile Software Engineering Process
  - Prototyping Model
- Requirements Engineering Process
  - Elicitation -> Analysis -> Specification -> Prioritization

Tools:

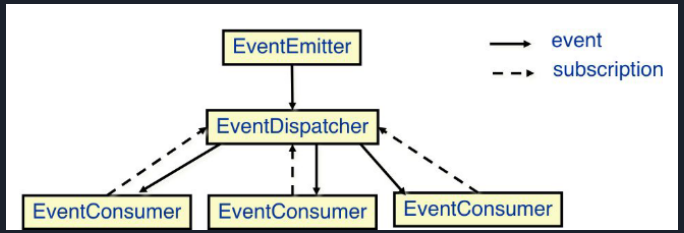
- GitHub
  - Version control
- Paint/Pixlr
  - Prototyping





Things We Learned

- Applying High-Level Design and Low-Level Design Patterns to the Software Engineering Process
  - Event-based Architecture
  - Behavioral Design Pattern Family
- Applying the Requirements Engineering process to a real-life project
  - Different methods for Requirement Elicitation
  - How to perform Requirement Analysis
    - How to create formal use cases



Questions?