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Isles of Life

User Research Results

Research method



During the user research process for this project we decided to use interviews to collect user feedback at various stages of the project. This research is a user survey in the initial stage of the project. We interviewed three people from October 5th to 6th, 2022 through social media and face to face interviews. They came from three groups of people, college students, parents and young adults in the workplace.

Research method

Interview Questions

1. What do you find difficult about managing your time ?
2. What are your current strategies to manage time ?
3. What advantages and disadvantages of your current strategies?
4. Have you ever used a productivity app for time/goal management?
How often? Which do you like the most? Why?
5. Is there any feature you wish your favorite productivity app had?
(Skip if answer to question 4 is no).
6. Have you ever been unable to complete an important task? If so,
why did that happen and what could have been done to prevent it?
How about some minor task?
7. Do you have a favorite type of flower or tree?

Persona 1

Lee is 55 years old and has already retired. Most of the time, she uses self-talk to motivate herself accomplishing her goal, such as exercise and not using her smart phone for too long. Although most of the time she can finish the things that really matter to her, she is wondering whether there is something that can motivate her to take action. Otherwise, she uses google calendar to record important events, but she sometimes forgets some minor tasks such as watering flowers. She think it's fine occasionally forgetting them, but she is thinking that maybe something like alarm reminders or sticky notes in a prominent place can help her remember these kind of minor things.

Task 1

Lee wakes up at 7am and uses the app “Isles of Life” to check her todo list for today. She notices that she has to water flowers today, so she waters the flowers and marks “complete” for this task. She gains some experience for “Daily Minor Tasks” island. After that, she notice that she should exercise today. She feels lazy, but if she accomplishes the goal, she will get enough experience for planting a maple tree on “Health” island. As a result, she does a Tabata workout, and successfully plants a maple tree. She looks at her prosperous “Health” island and feels very accomplished.

Persona 2



Kobe is a new graduate, 23 years of age and a job seeker. He has been busy looking for a job recently. In most cases, he uses sticky notes to manage his application plan, like what companies he should apply to that day. However, he found these sticky notes are easy to drop and then take up space. If he loses these sticky notes, he may miss the deadline to apply to these jobs. He also used several To-do list apps but he found they are distracting and time-consuming to define tasks. Therefore, he gave up using these applications in the end.

At present, he wants to find an easier way to notify his daily application plan.

Task 2

Kobe finishes his homework and turns on the app “Isles of Life” to see if there is anything he has not done today. He finds that there is a code challenge that needs to be finished otherwise it will expire tomorrow. One hour later, he finishes that code challenge and marks “complete” for this task. At this time, he finds that his “Work” island has been upgraded and many daffodils appeared on the island.

With the help of this software, Kobe can always finish tasks on time which is a great help to him.

Persona 3

D is 23 years old and employed. They find time management difficult because “there are too many things to do, and not not enough time to do them.” Their approach to time management is to procrastinate and then get everything done at the last second. This method has largely proved effective so far but has the significant downside of stressing them out.

Back in college they used to rely heavily on the Reminder app to keep track of assignments and other important tasks (they still use it now but sparingly). They particularly appreciate the color coding the Reminder app provides. D wishes the Reminder app had a stronger way to verify that a task was completed. They suggested having some sort of picture function that allows them to take photos to track completed tasks (for example, ensuring medication was actually utilized that day). Perhaps they could use an app that makes it easier to organize and check off completed tasks.

Task 3

After returning home from a hard day of work D opens up their “Isles of Life” app to mark their accomplishments and see if they have anything else to do today. They look at their “Self Care” island and notice that they forgot to take one of their medications today. After doing so, they mark the task as complete and they can rest well knowing they’ve taken everything they need. They also notice that they had a weekly goal of cleaning their room and it’s a Friday, so they decide to work on doing so before hopping online for the rest of the night. After completing their weekly task their “Self Care” island has become populated with lily of the valleys.

Now that D knows they’ve done everything they need to today thanks to the app they can spend the rest of the night gaming worry free.