Harmony

DATE
JUNE 3, 2024

GROUP **2**

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Project Introduction

Problem Statement

Remote studying poses challenges in separating personal and academic life, compounded by social isolation, causing stress and impacting mental health. **Maintaining a balance and social interaction** is crucial for students' well-being and performance. Virtual spaces and counseling help, but physical presence and interactive support remain lacking. This issue is part of the broader pandemic context, emphasizing existing **struggles with work-life balance and mental health**.

Goal Statement

Our mobile application will improve the work life balance of busy individuals by **increasing efficiency and reducing burnout**. Having a place where students can **view and schedule in times to be mindful can help to alleviate some stress**.

Harmony

TARGET GROUP

College Students (age range: 17-24)

SCENARIO 1

"Regular working days are turbulent and there can be appointments that are rearranged or things that don't go as planned" A student starts their day with a planned schedule, but unexpected meetings or assignments arise. The design adapts its **cues and reminders** to accommodate the changes in the student's routine, **subtly suggesting breaks** or **study periods based on the new schedule**."
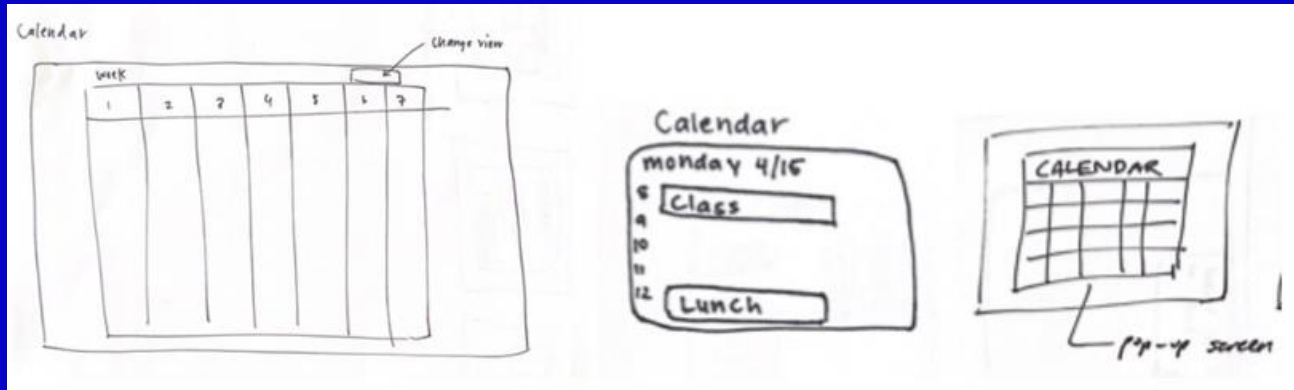
SCENARIO 2

"It reminded me that it would be an appropriate time to have lunch for example, and I can choose not to do that, but then at least I'm aware that I choose not to do that." While the student can choose to continue working, the designed cue **raises awareness** and **encourages a conscious decision** about their routine."
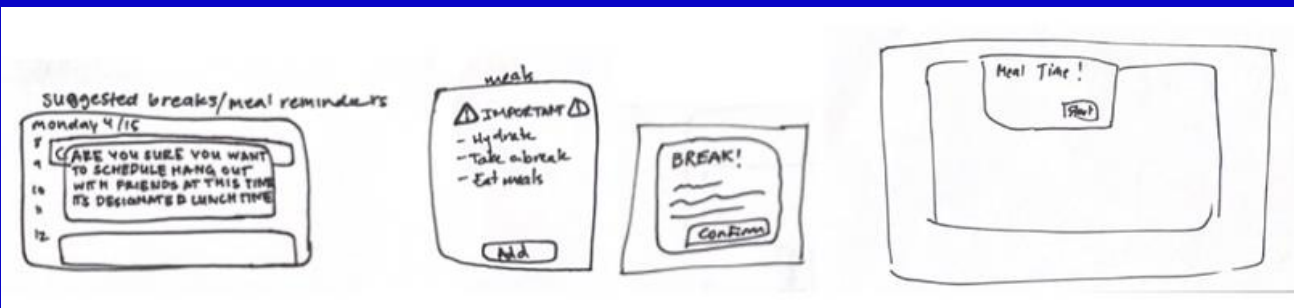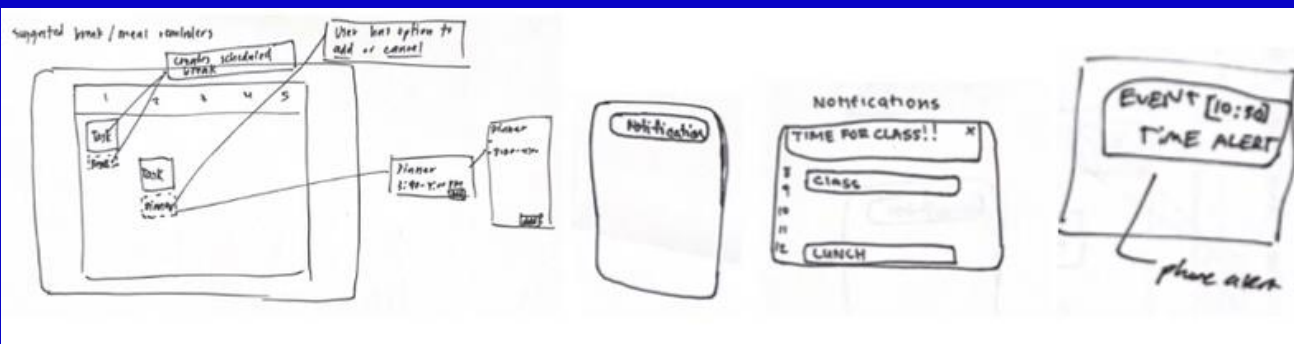
Users

Initial Sketches
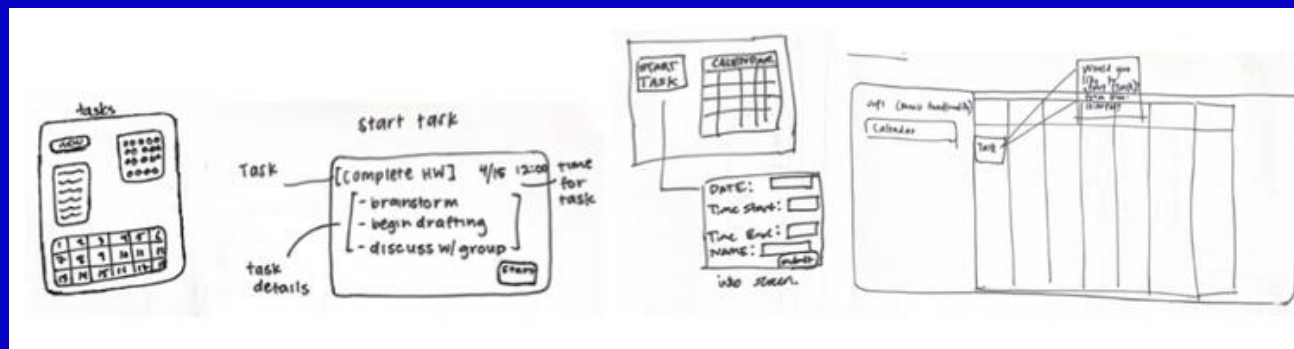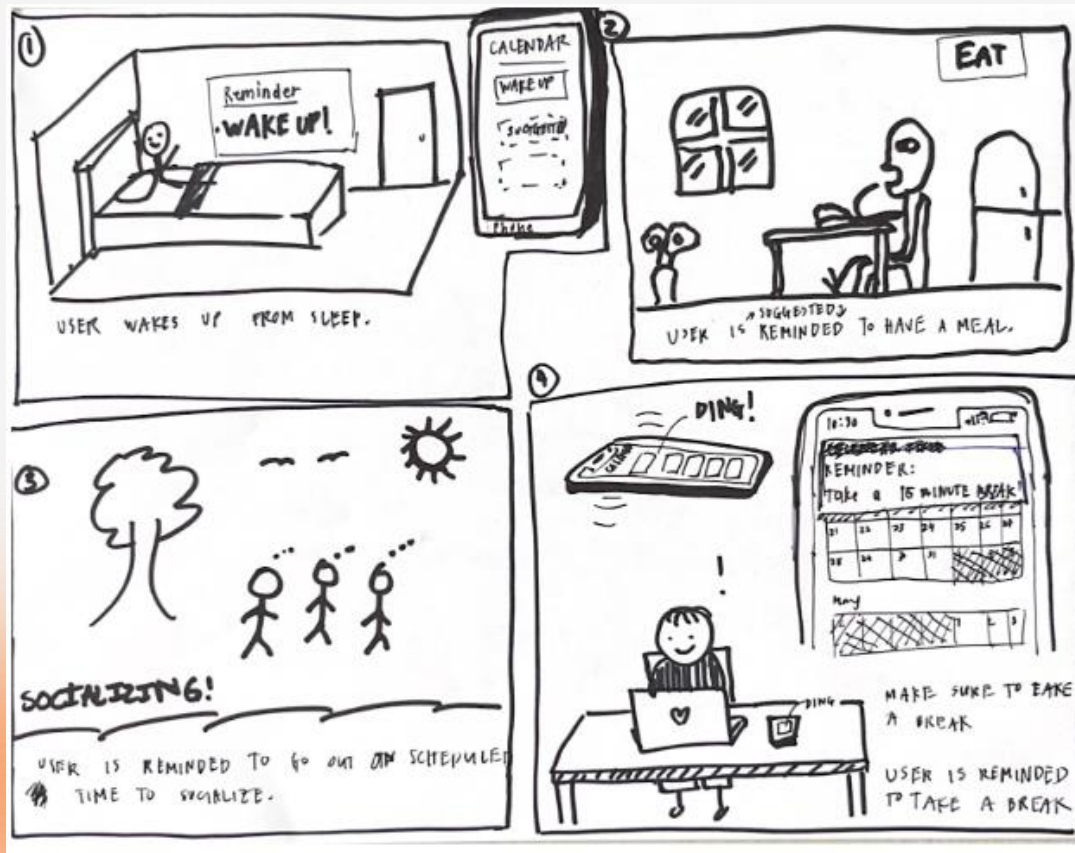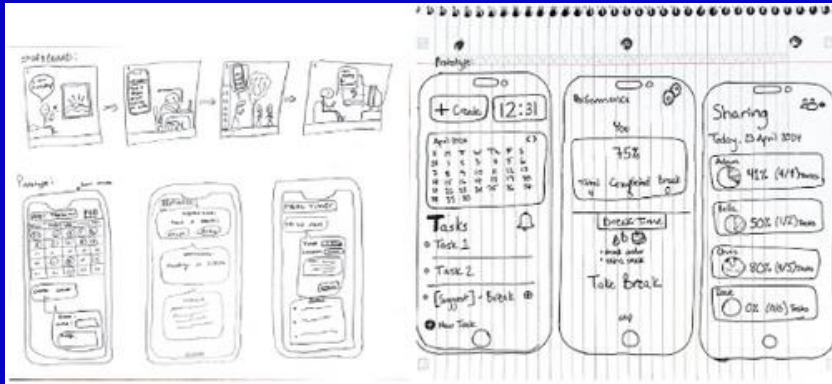
Adding Tasks

Calendar views

Suggestions

Notifications

04

Storyboard

With busy schedules, students often forget to take a break and end up overscheduling themselves. Our solution has been to create a scheduling application that will suggest reminders for students to take their much needed breaks

After we had brainstormed the 4 main tasks for the app, we decided to create individual paper prototypes of each of the tasks.

Paper Prototype
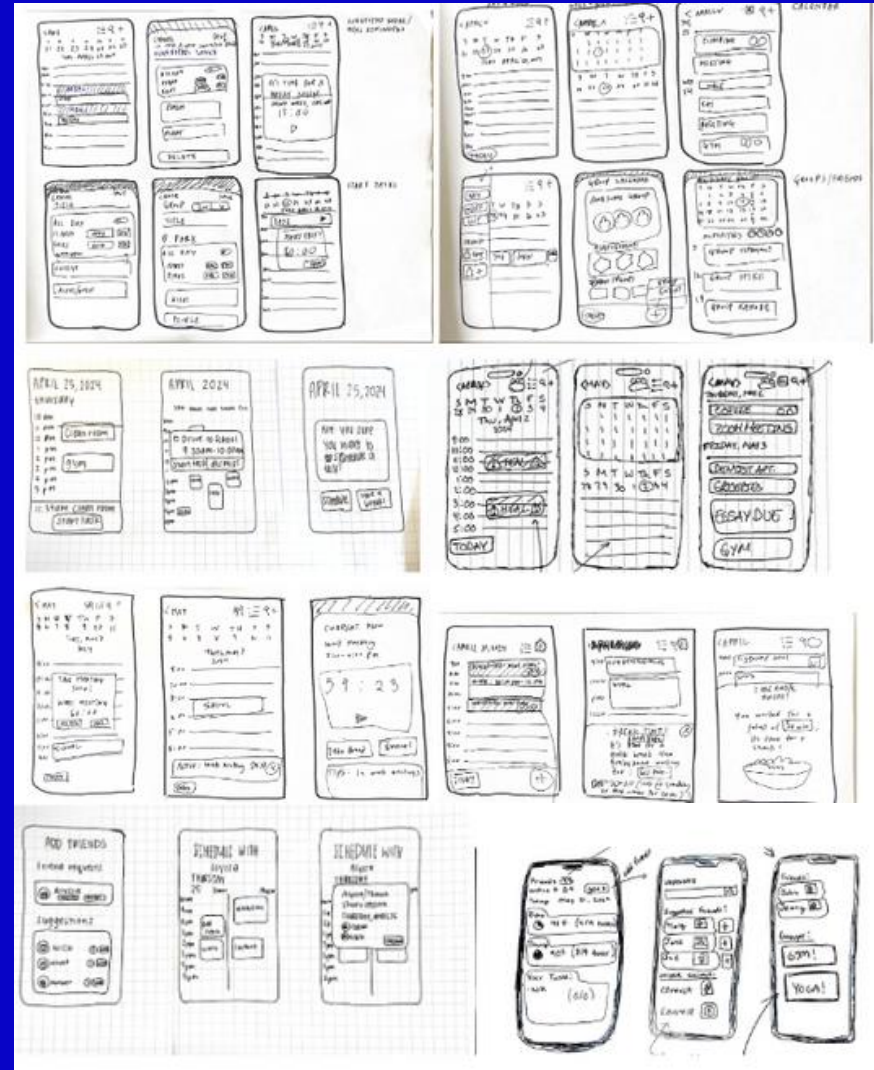
Usability Testing Scenario

You are a student who's busy with a social life, club, self-care, and classes. Students who are in need of a holistic resource for productivity, scheduling, and time management. Students will mainly be utilizing the platform for scheduling meetings with friends and planning their day-to-day activities.

Scheduling Day-to-Day Activities:

Users tested how to quickly schedule their daily tasks, including meetings, classes, and personal activities, to see if the app efficiently helps them manage their time.

Adding Friends:

Users explored how to add friends to the app and create groups, ensuring the feature enhances social interaction and collaboration.

Starting Tasks / Breaks:

Users initiated tasks they had scheduled, checking for any notifications or prompts that would remind them to take breaks or continue with their tasks. Users checked for breaks in their schedule to see if the app appropriately suggested rest periods, ensuring they maintain a healthy balance between work and relaxation.

Usability Testing Tasks

Usability Testing Summary

The main issue we observed throughout our usability test was a lack of cohesion between features and screen designs. We also received feedback to create screens allowing users to search for other users in our friends feature. We were able switch our designs up for our features to work more cohesively with one another by standardizing some of our features to coincide. We also found the idea of searching for your friends to be beneficial in our application and added it as a feature.
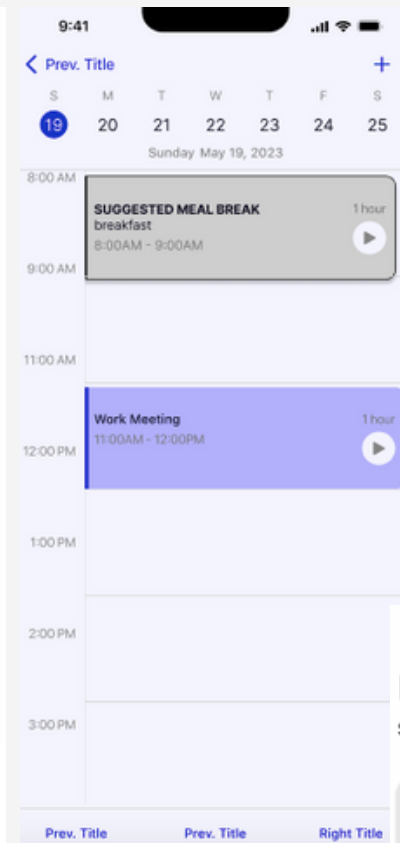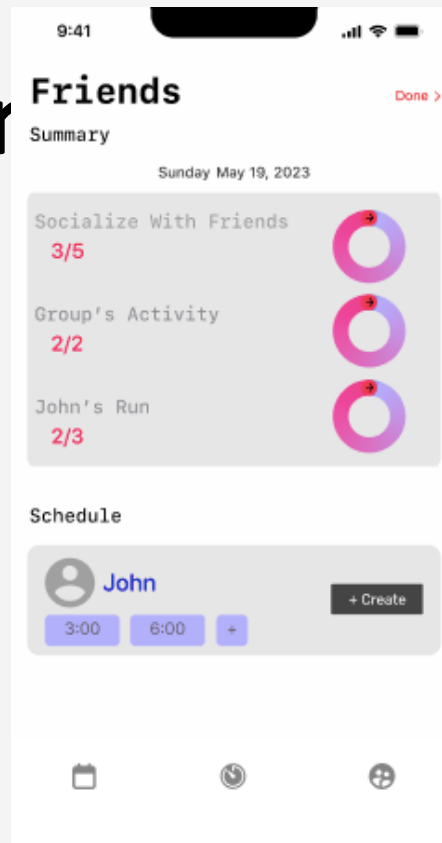
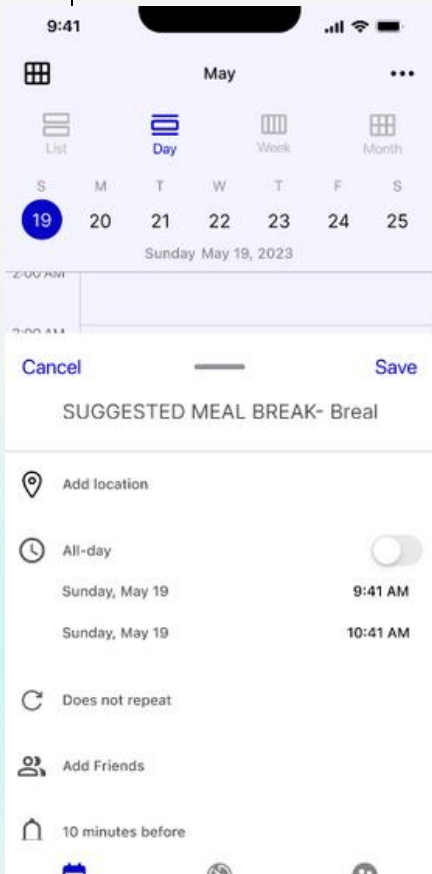standardized scheduling events across different features
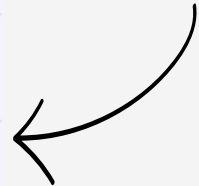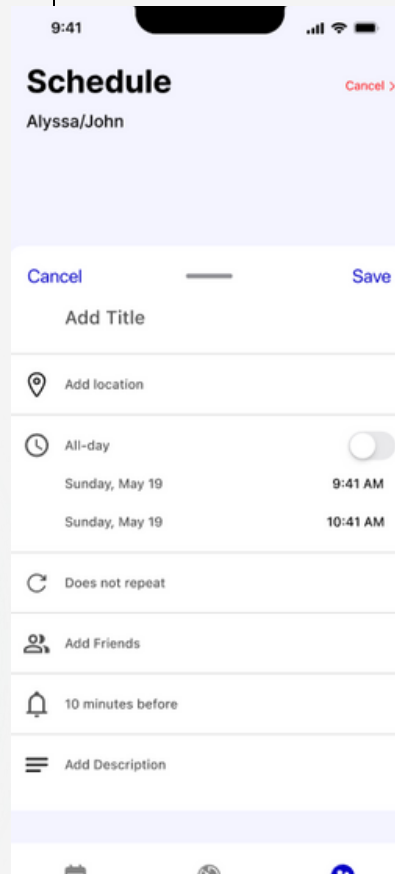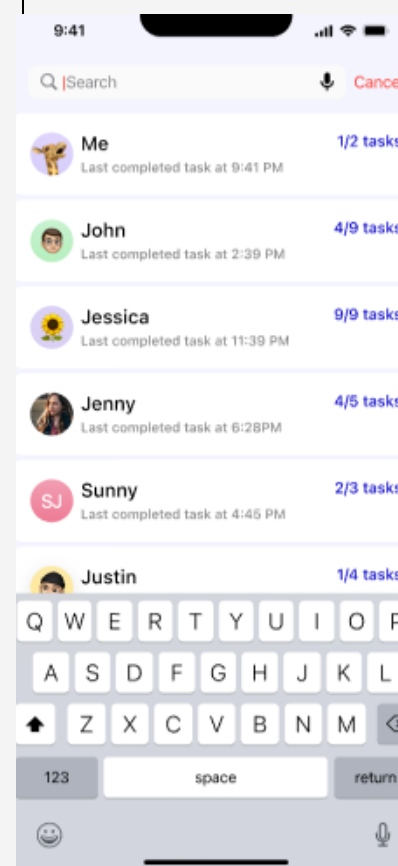
a home page for the friends feature
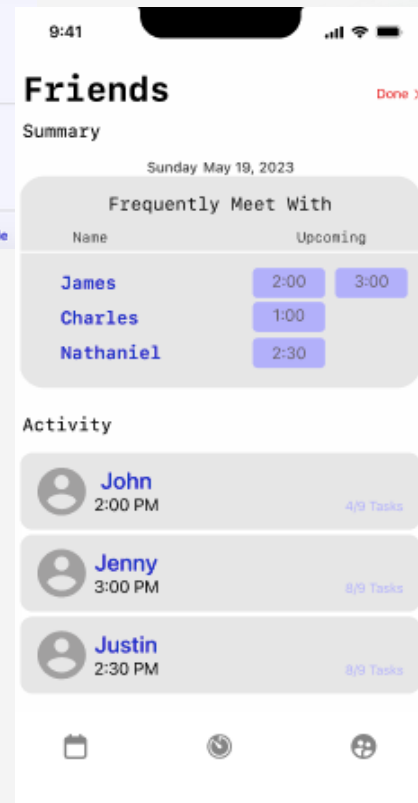
Calendar view

The first calendar view of the paper prototypes we did was for the Day view. It was heavily inspired by 5 different apps we've resesarched.

standardized scheduling events across different features

Friends

created a search feature within our friends feature

Iterated Designs

1. Visibility of System Status
The design should keep user's informed on what is going on through timely feedback.

3. User control and Freedom
User's need a clearly marked "emergency exit" when performed action by mistake.

5. Error Prevention
Design prevents issue's from arising.

Heuristic Evaluation Process

The heuristic evaluation process had the purpose of reviewing our app's user interface using Nielsen's Heuristics guidelines. This helped identify design problems, rate their severity, and suggest improvements.

Heuristic Evaluation Summary

#1: Visibility of system status

FRIENDS - Landing: no ability for the user to view their friends profile, schedule an event meeting or time with them, or see their friend's overview or activity.

#3: User control and freedom

FRIENDS - Upcoming Meeting: When navigating back to summary, it does not show that there is an upcoming meeting with the friend.
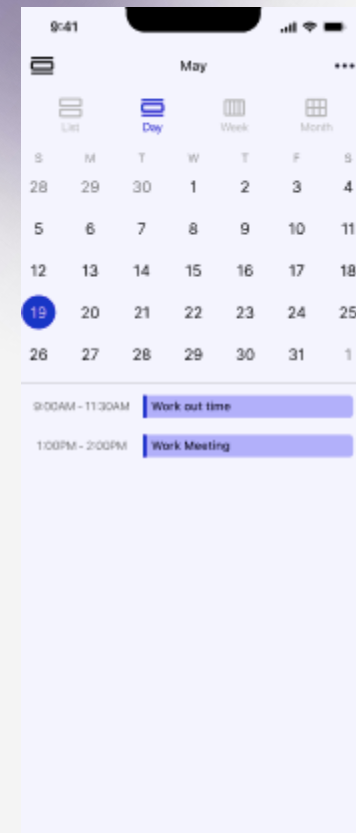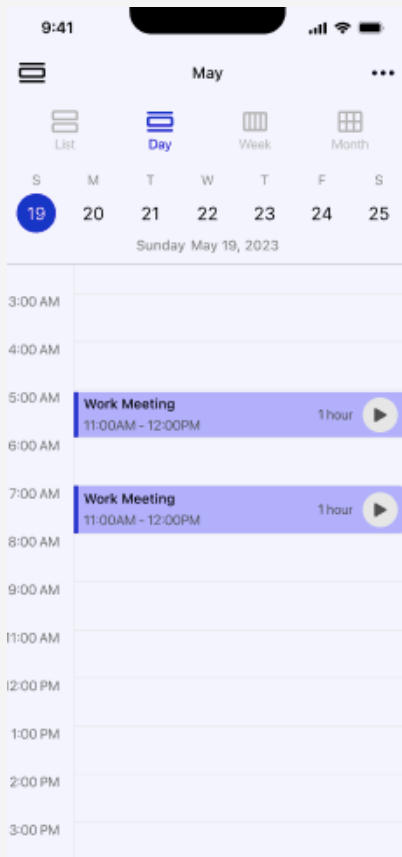
#5: Error prevention

EVENT - Create: does not provide a chance for users to review and confirm their input before finalizing an event, which could lead to mistakes.
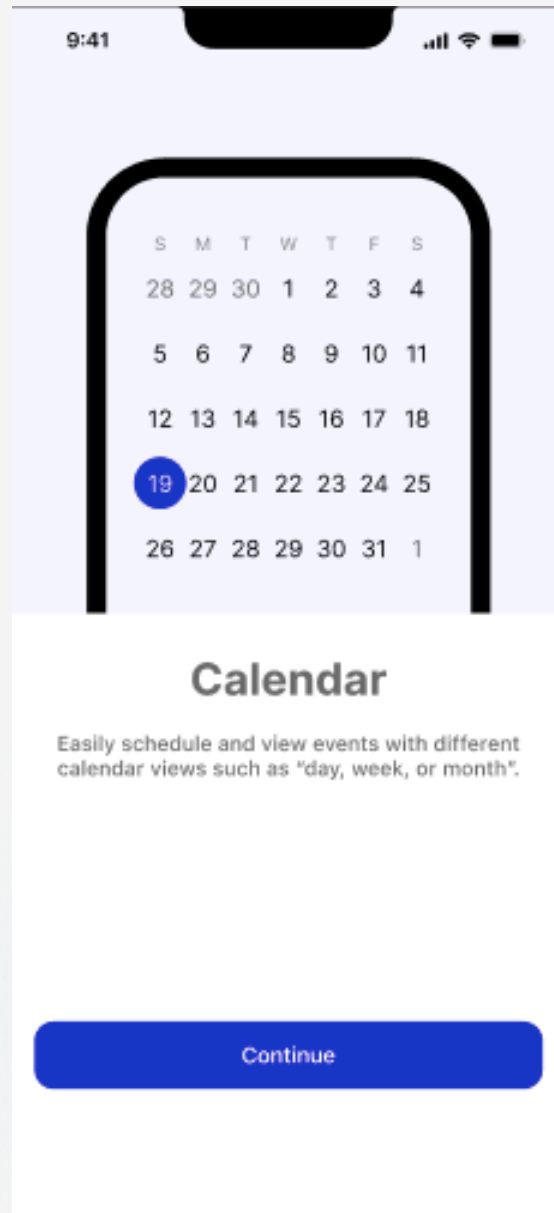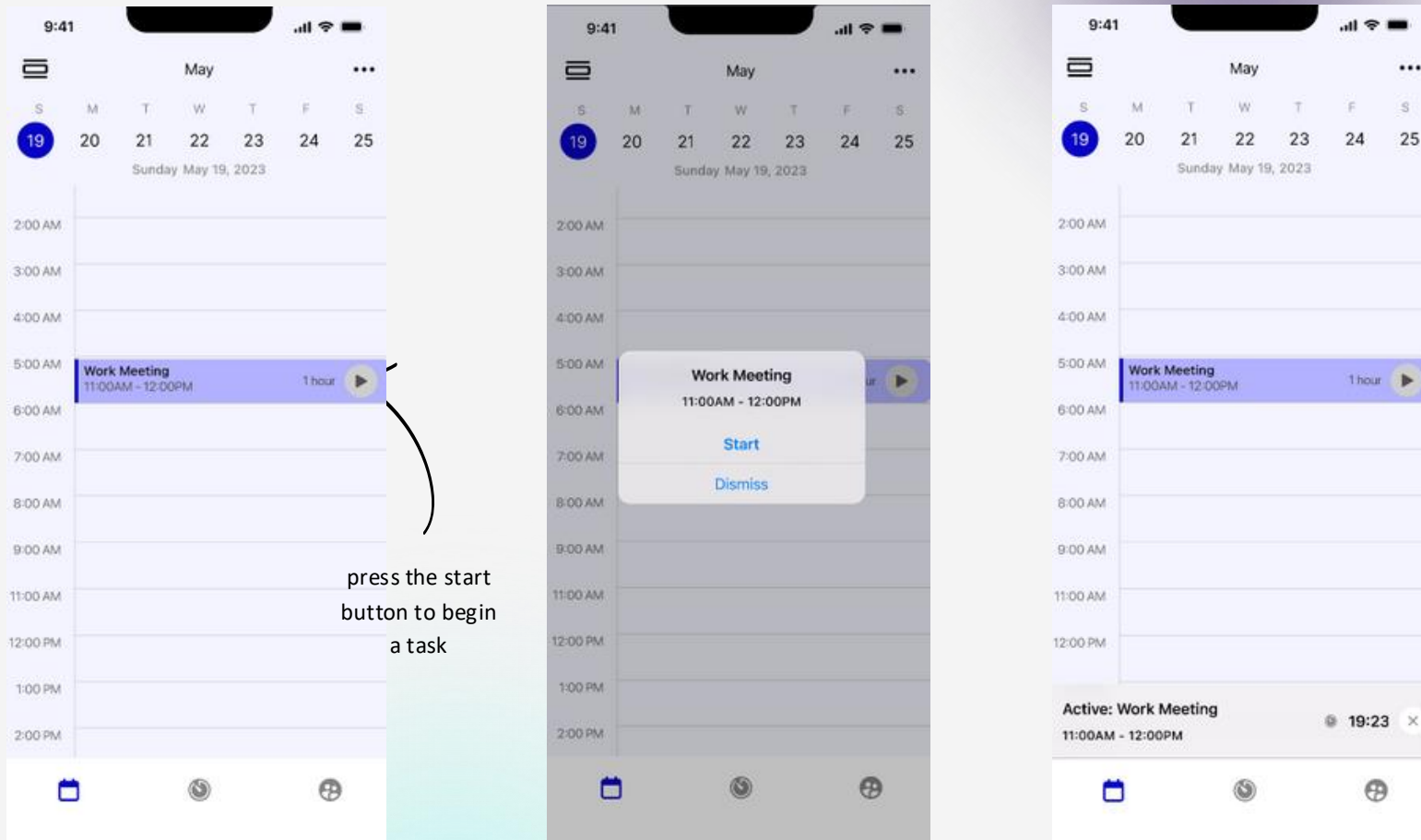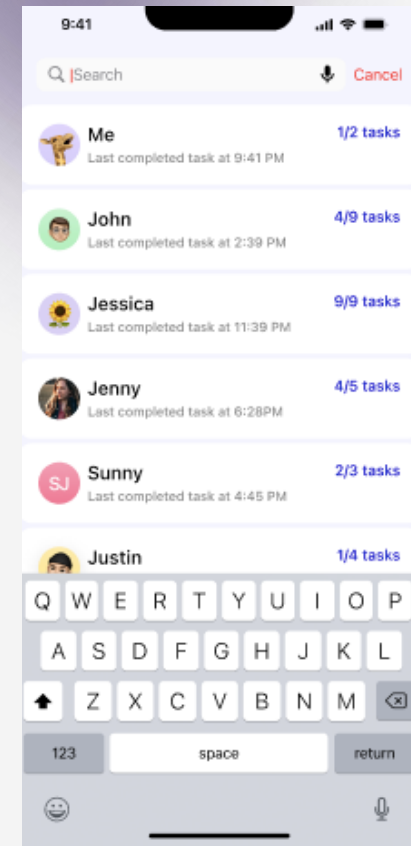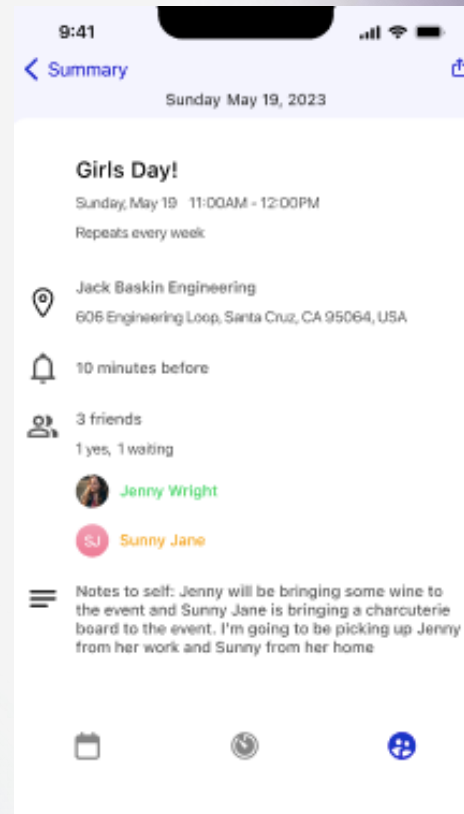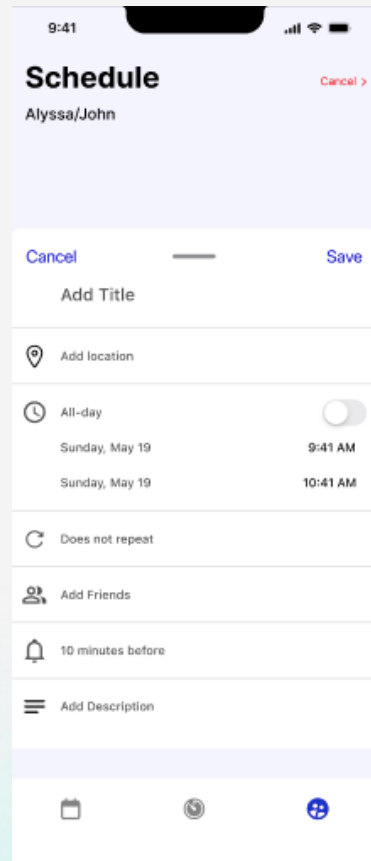
Final Figma Prototype

Link

Calendar Views

For our prototype we made sure to include "day, week, month, and list views"

press the start button to begin a task

Start Task

Our prototype for our start task feature prompts a notification when the user begins the task to confirm beginning the task. Our prototype also demonstrates when a task is actively being complete
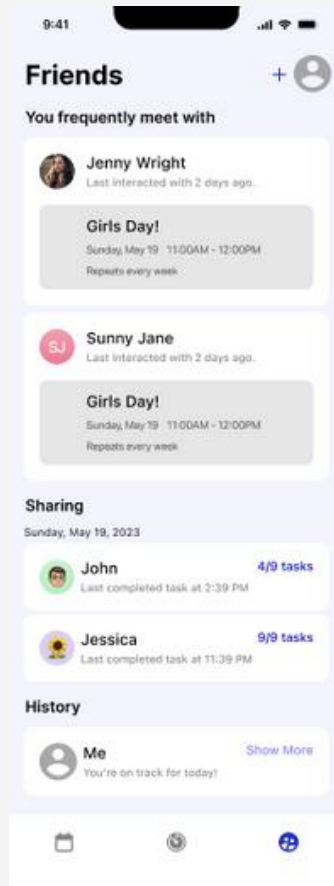
Friends

Presentations are communication tools that can be used as demonstrations, lectures, speeches, reports, and more.

Thank You

Appendix

Prototype

[Link](#)

Class feedback

[FigJam link](#)
[Canvas](#)

Other

[Figma Design file link](#)
[Heuristic Evaluation file](#)
[Usability Test Protocol file](#)