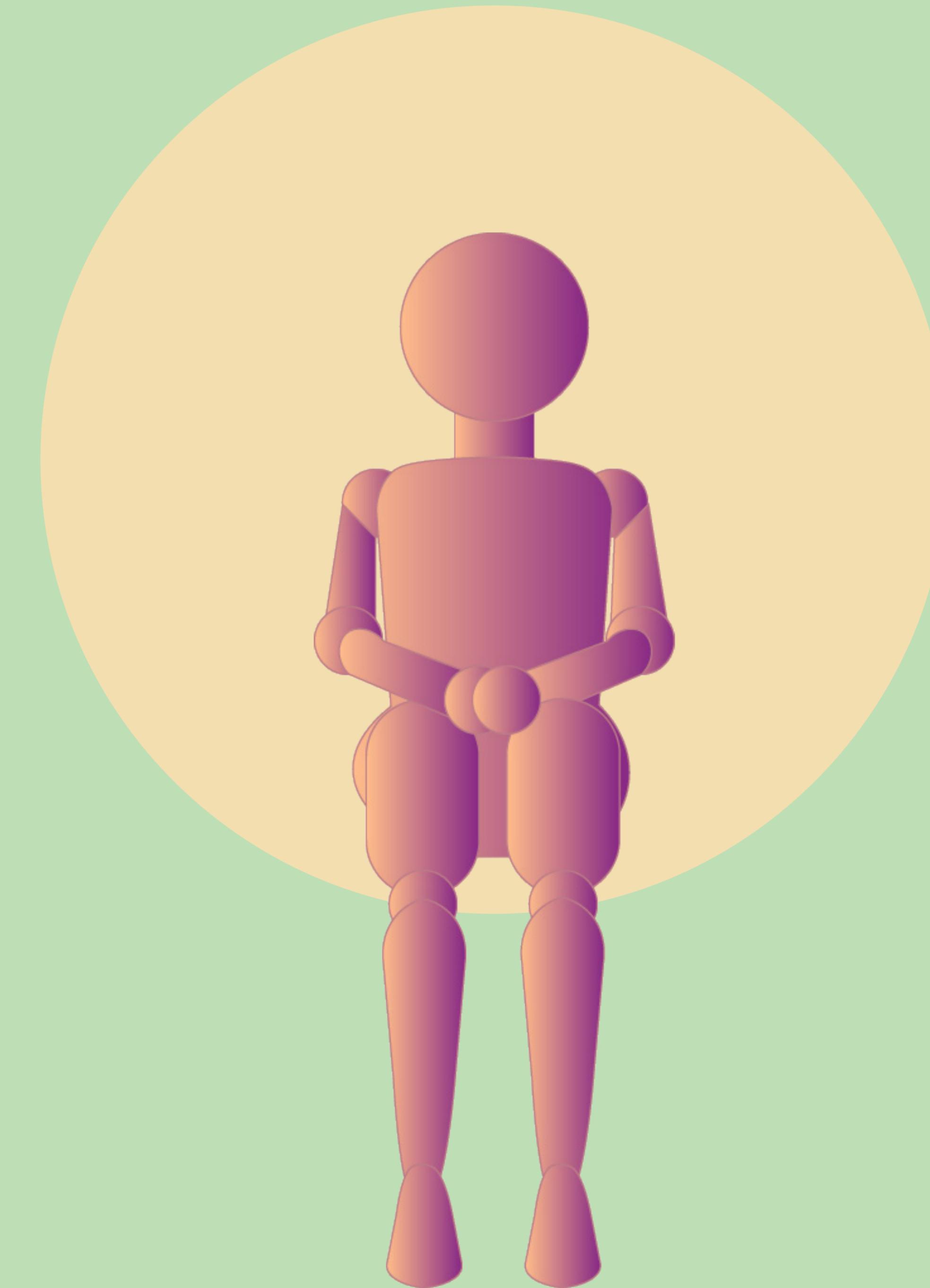
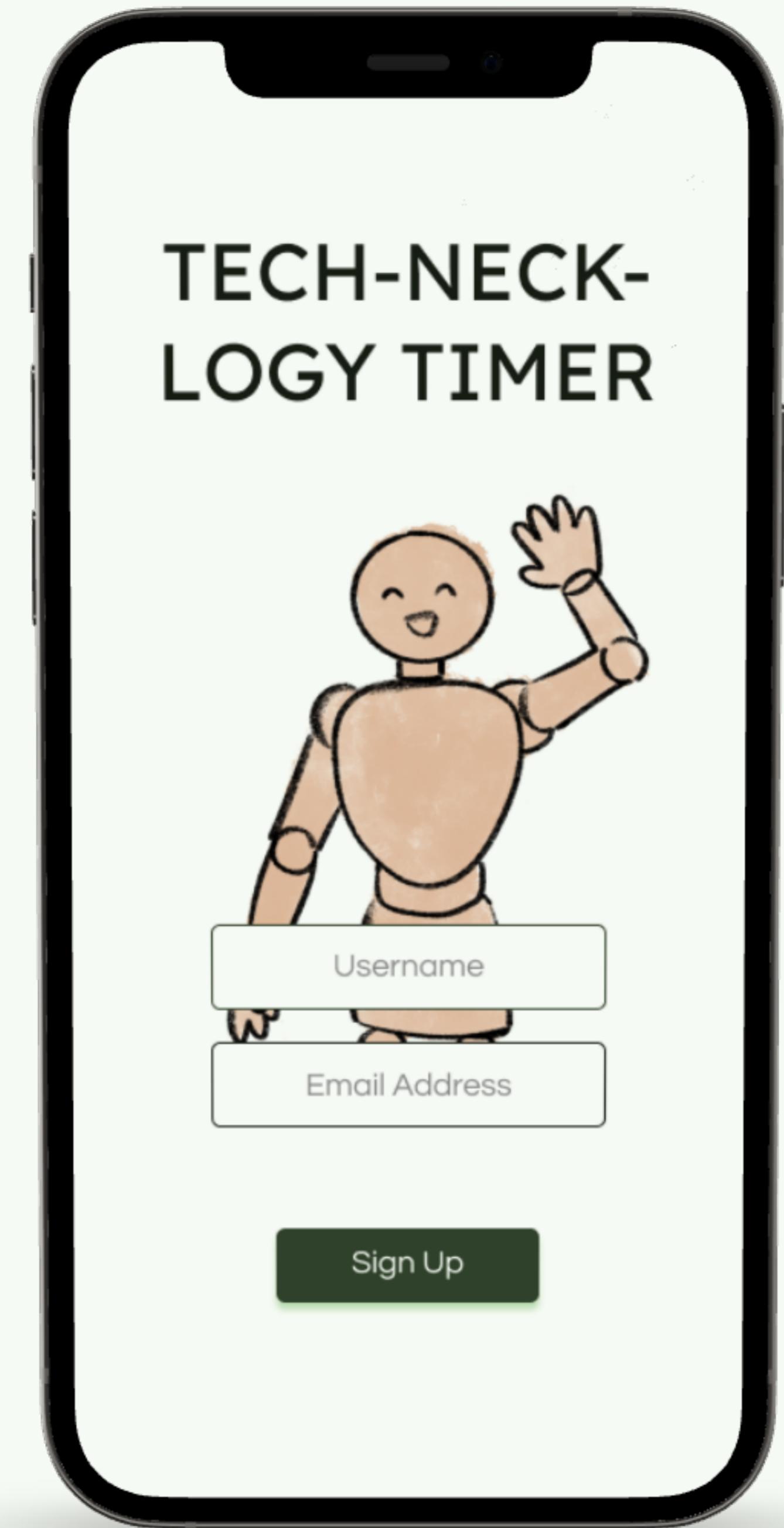
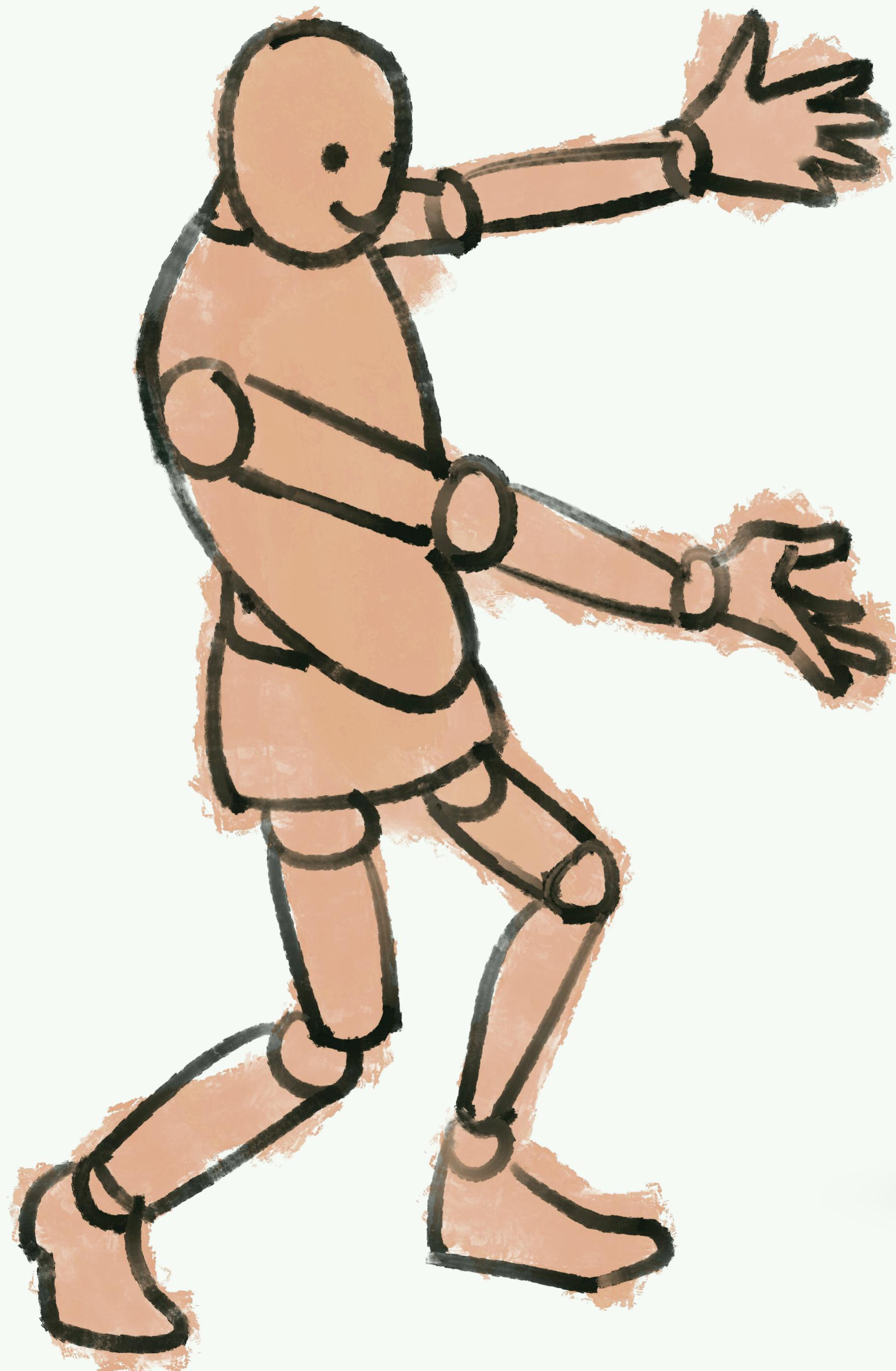


TECH-NECK-LOGY TIMER

Yizi Shao



Introducing...

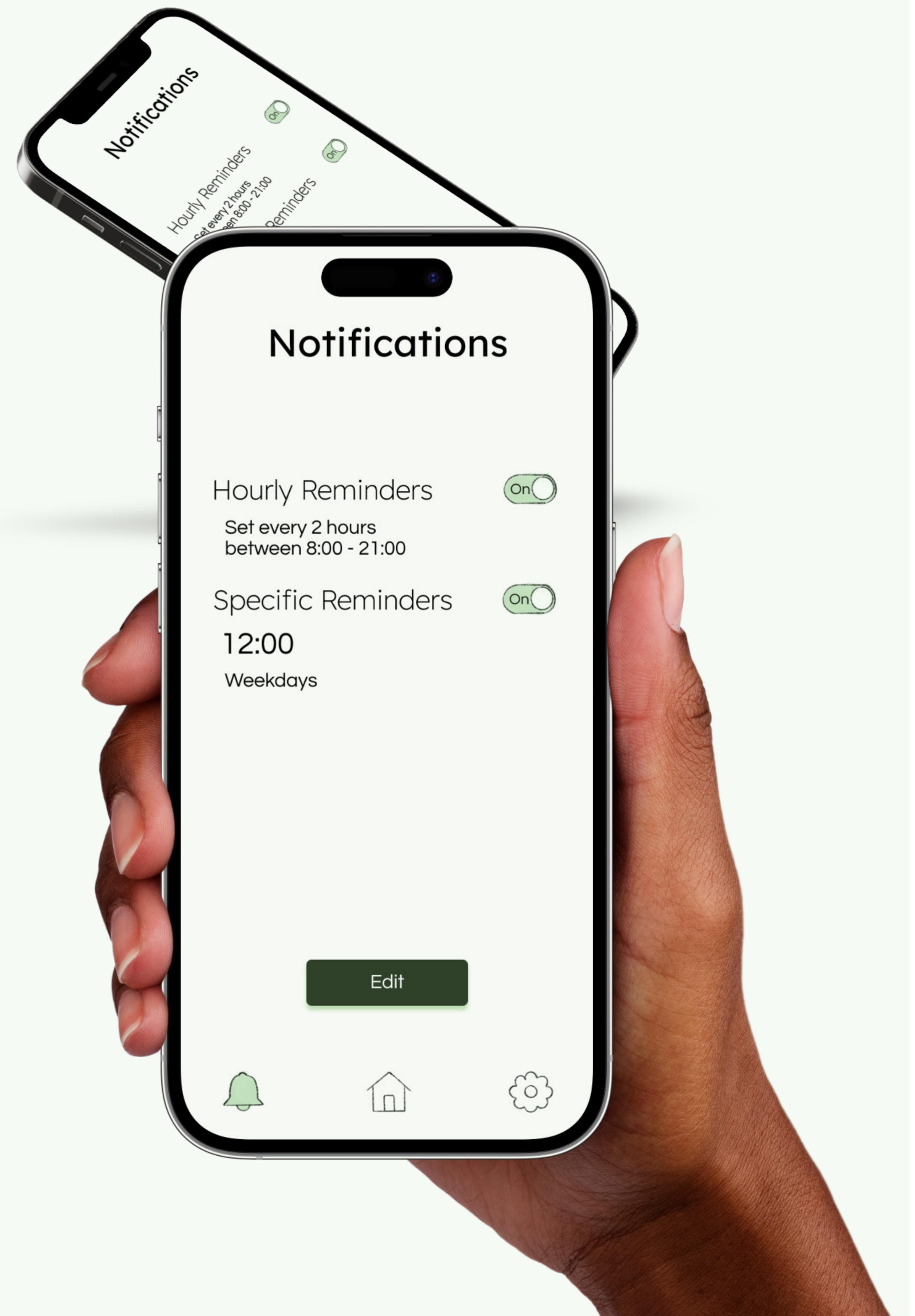


Your Posture-Practising Pal!

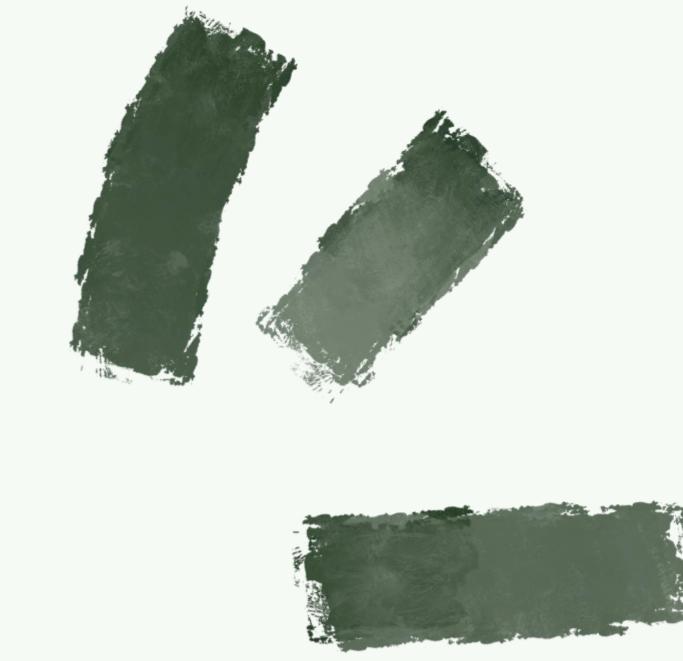
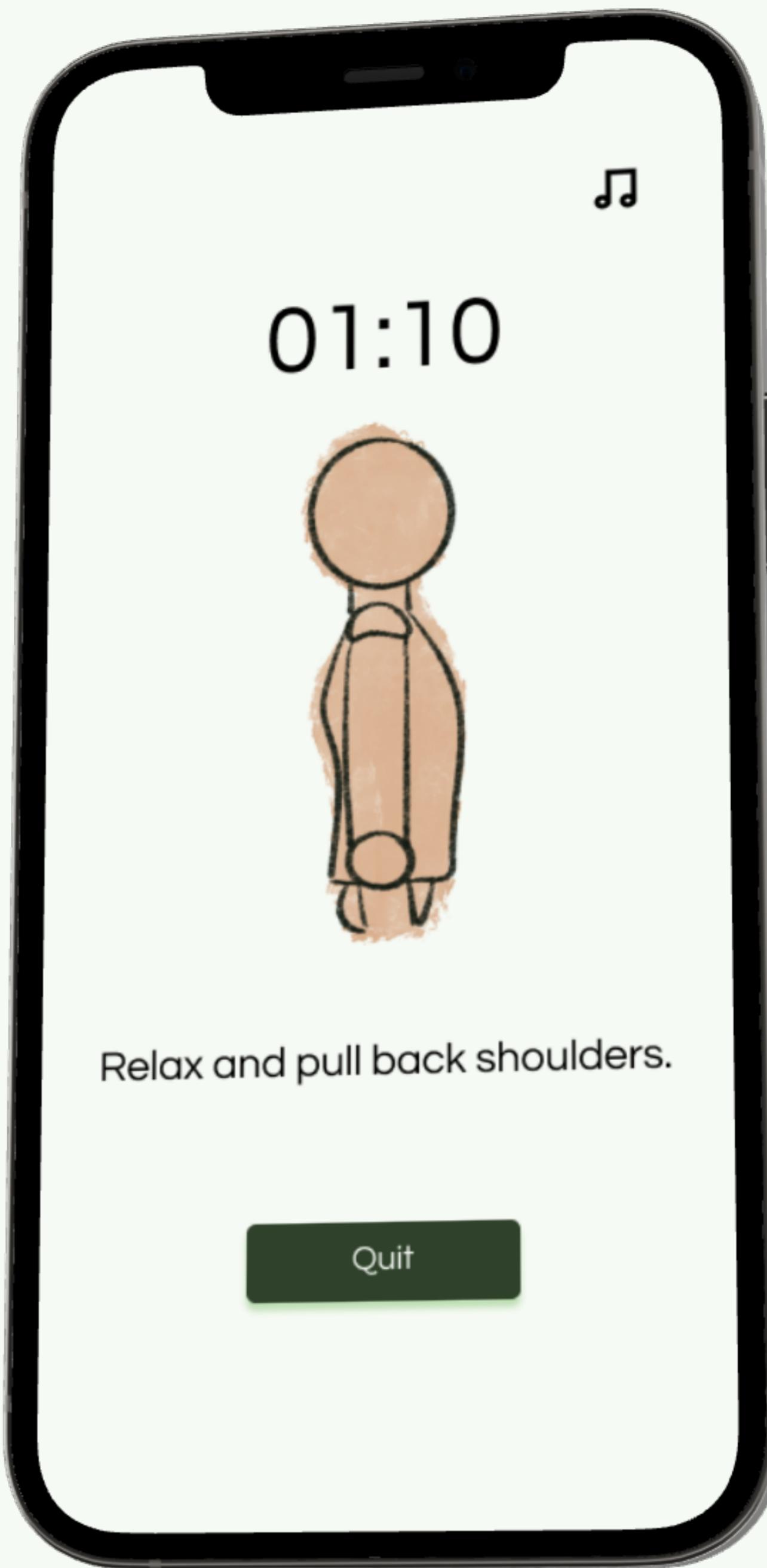
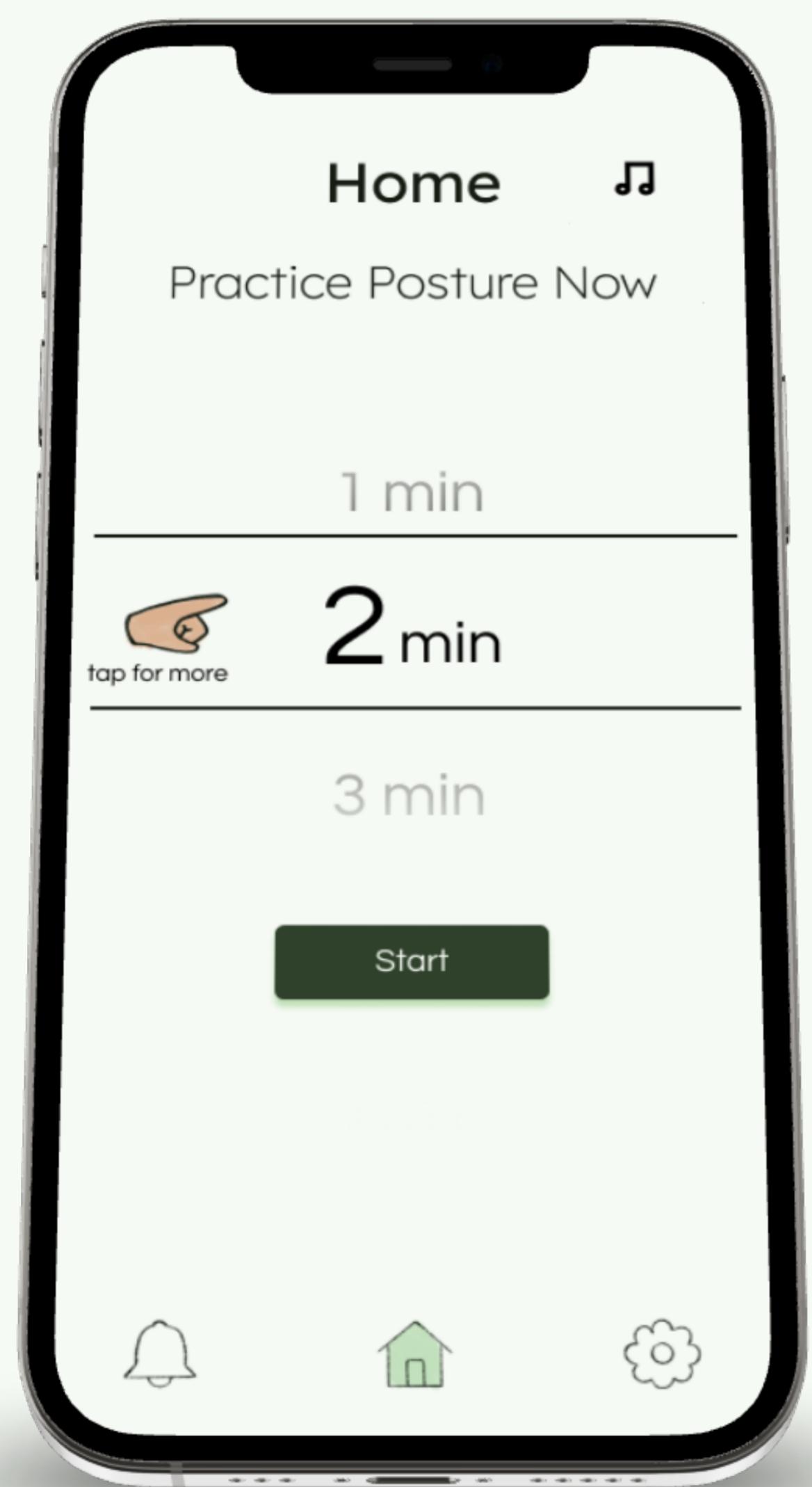
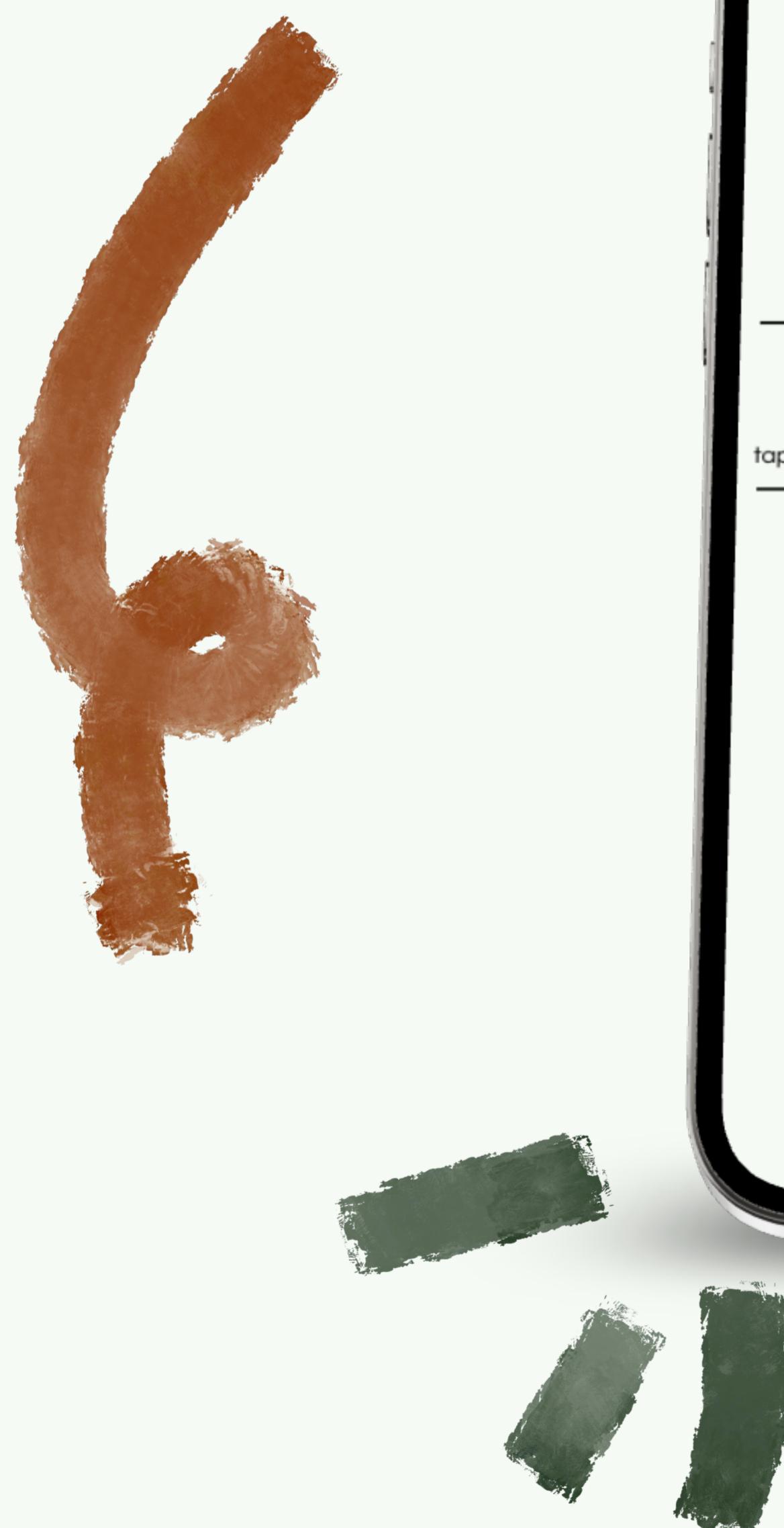
Tech-Neck-Logy Timer wants to help you improve your posture, by **personalising** your experience.



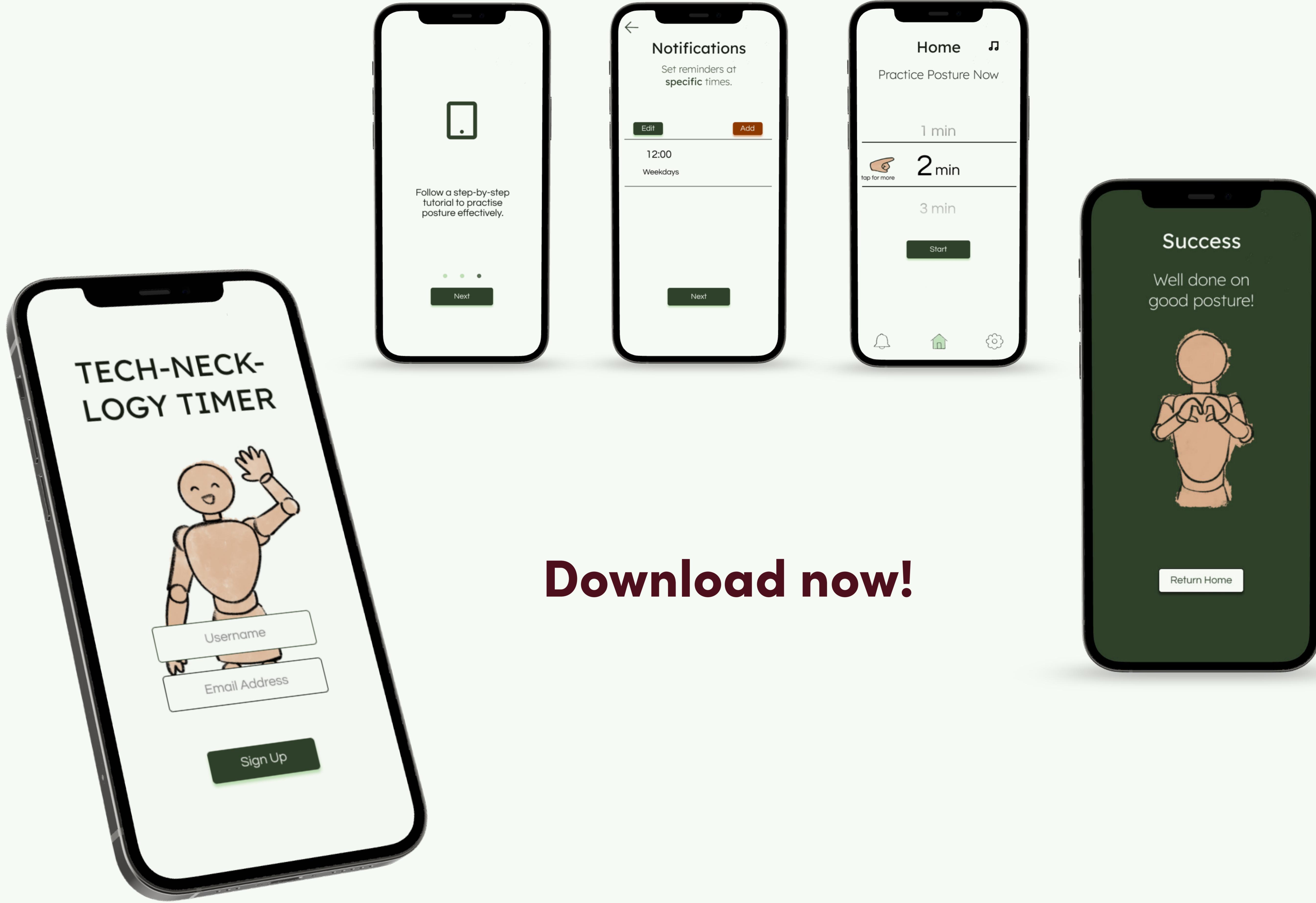
Set reminders at **specific times** and on repeat in **intervals**!



Choose between 1 to 5 minutes to correct and practise good posture...

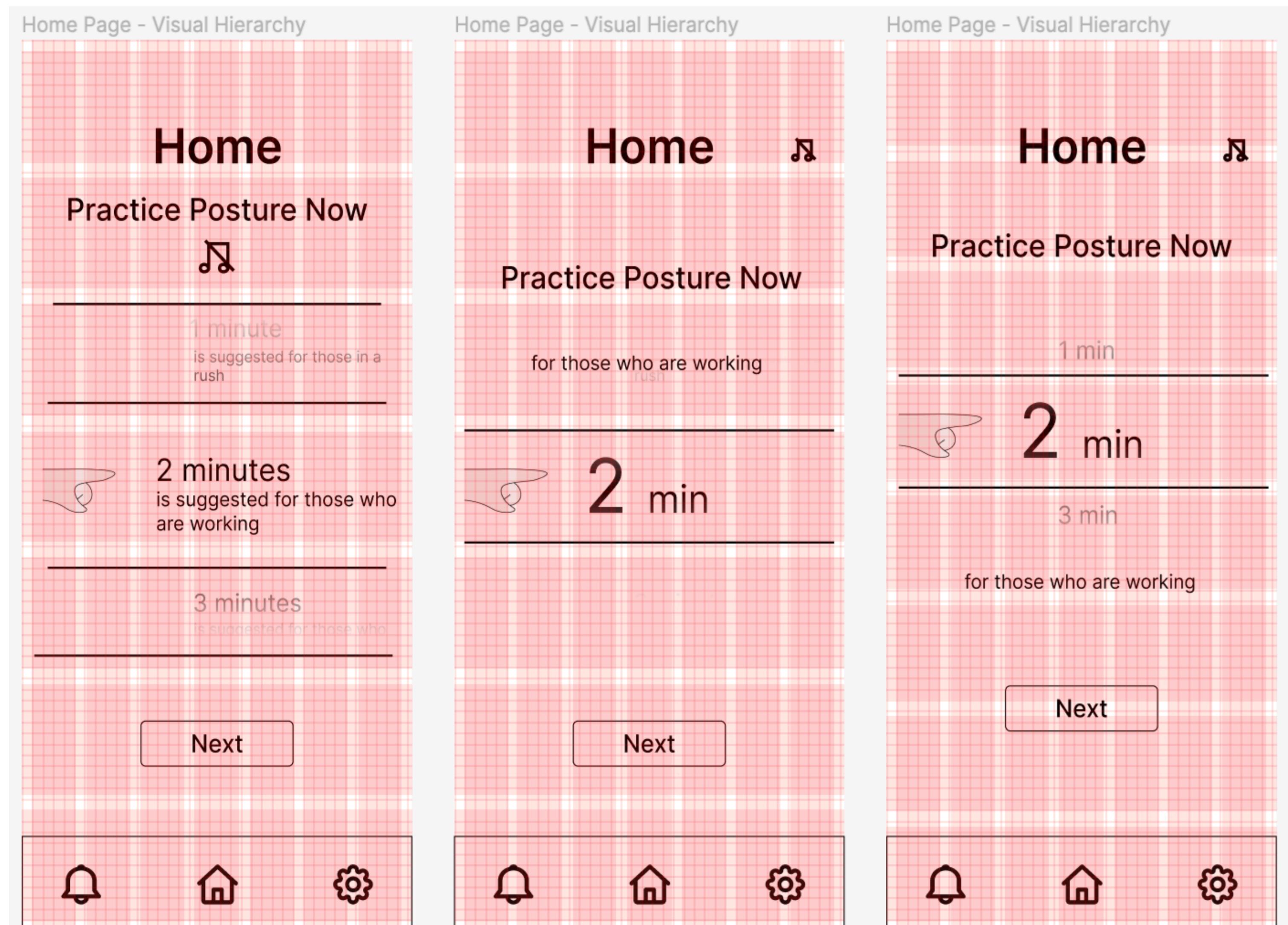
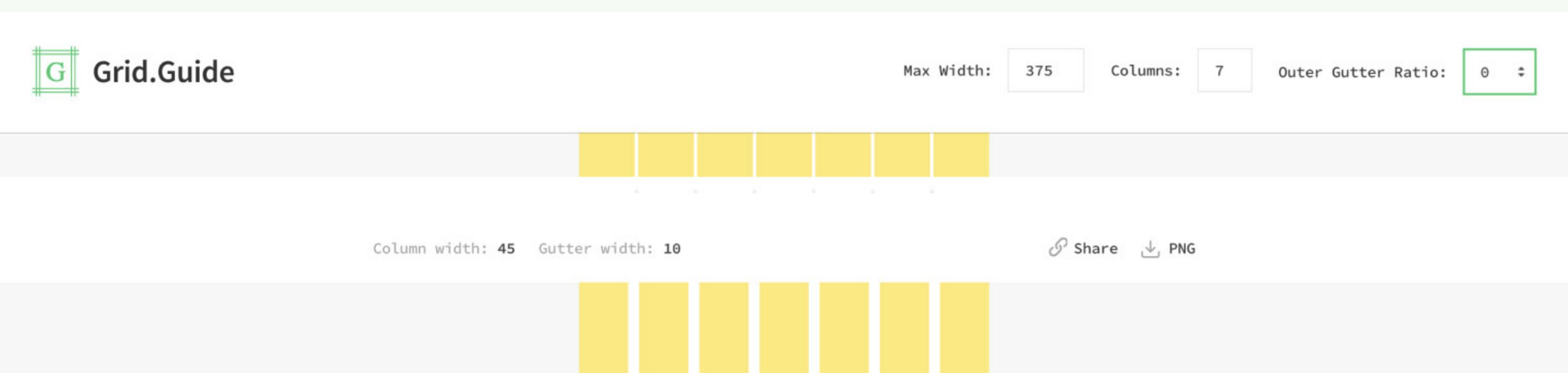


...with music and guidance!



UI Mockups

Grids and Type Scale



As one of the main components to the app was the timer feature, I explored different layouts and visual hierarchies on the home page. Using grids and typescale, I decided to use the layout grid of 7 columns and 8 rows and the Major Third scale with the base size of 18 pixels. I chose 18 pixels to make the text readable and legible, without straining the eyes of the users, so instructions are easy to consume and understandable.



A Visual Type Scale

A Visual Type Scale

Initially, I explored the layout grid of 7 columns and 7 rows with the original design of the home page. I found there was too much visual clutter for an app that is meant to allow users to practice posture in minutes. Thus, I reduced the text and rearranged the timer so it was more minimalistic, as seen in the second iteration. I explored where to place the 'for those who are working', which is meant to be suggestions for users who are unsure of the duration they should set. I ultimately decided on the third iteration, where the suggestions would appear at the bottom, as it balances out the textual content at the top of the interface. I changed the layout grid to 7 columns and 8 rows as it better measured the placements of the new design.

UI Mockups

Visual Hierarchy

Home



Practice Posture Now

for those who are working
rush



2 min

Start

Next



'Home' and '2' in a big and bold font to make it memorable and indicate to users it is the Home page and the timer is set to 2 minutes.

Lines used to bring attention to the timer.

Button in an enclosed shape to make it obvious to users it is clickable and is easy to notice.

Home



Practice Posture Now

1 min



2 min

3 min

for those who are working

Next



Music icon on the side and reduced in size, unlike the third screenshot. This is to emphasise the most important feature of the page - the timer.

'Practice Posture Now' and 'min' are below the hierarchy, in relatively smaller sizes.

Tips, such as 'for those who are working' in the smallest font, as it is additional information.

Home

Practice Posture Now



1 minute

is suggested for those in a rush



2 minutes

is suggested for those who are working

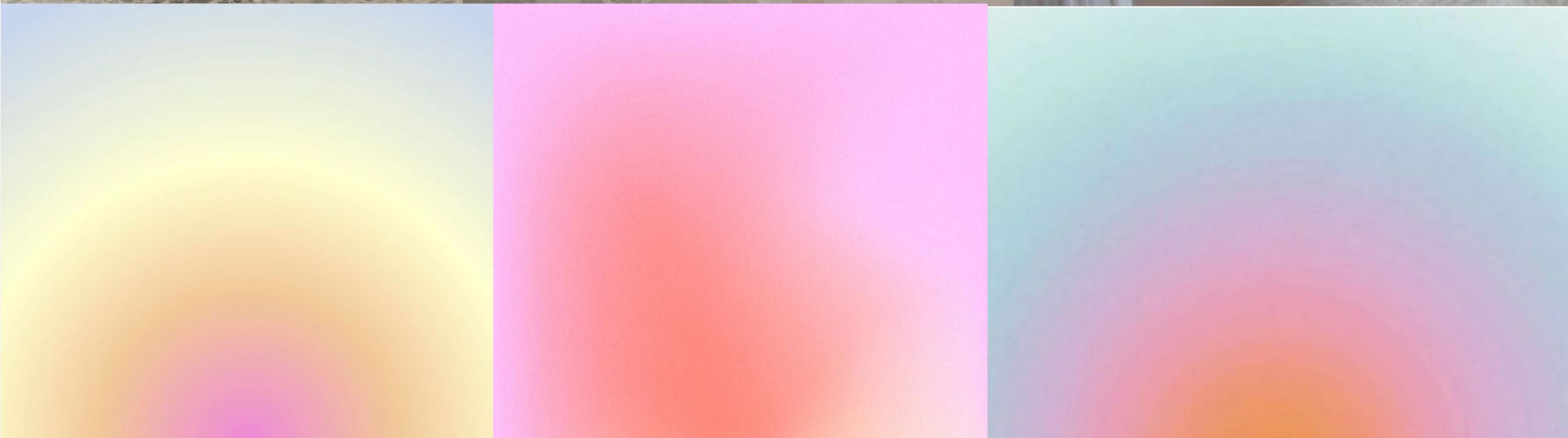
3 minutes

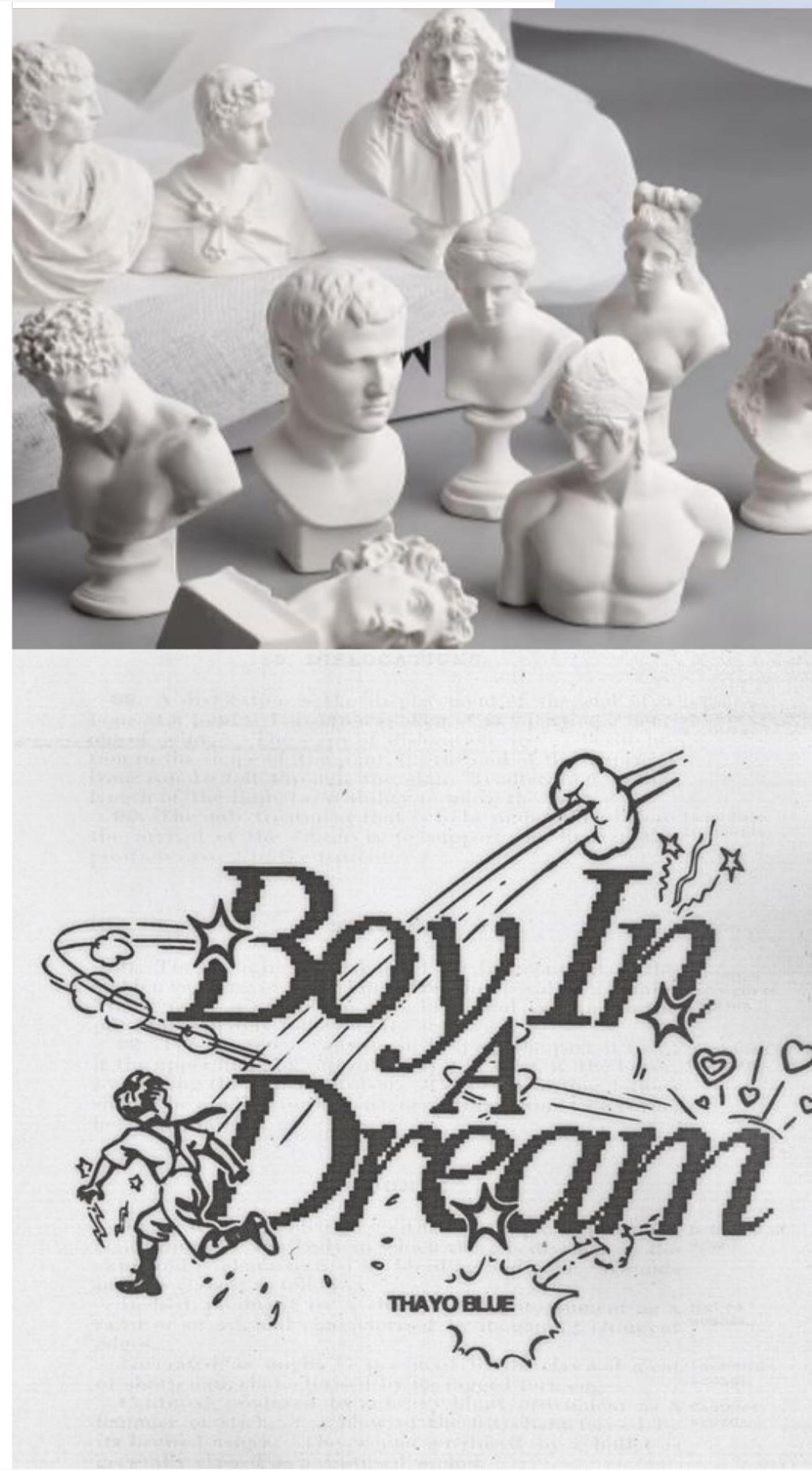
is suggested for those who

Next

UI Mockups

Moodboard via Pinterest



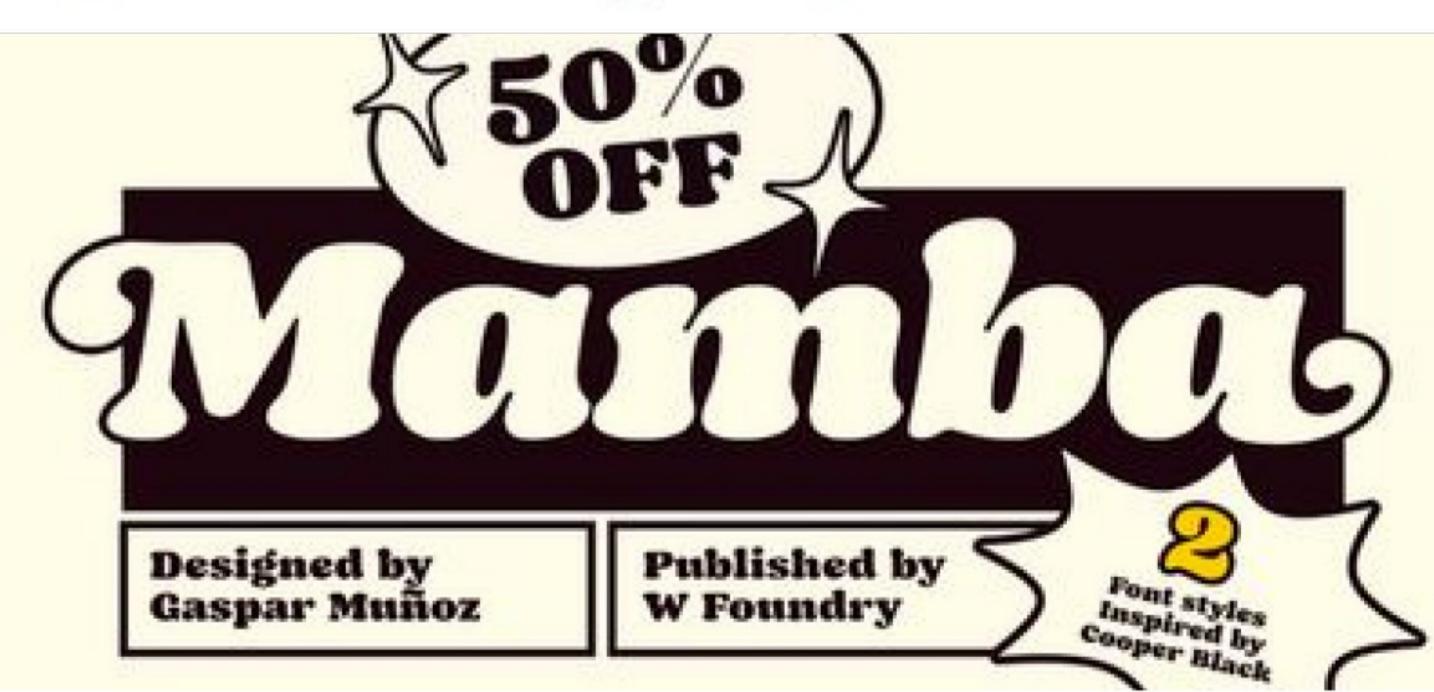


**Boy In
A
Dream**

THAYO BLUE



moti no cafe fes
in niseko
2014



LOVE YOU ALL THE LIFE

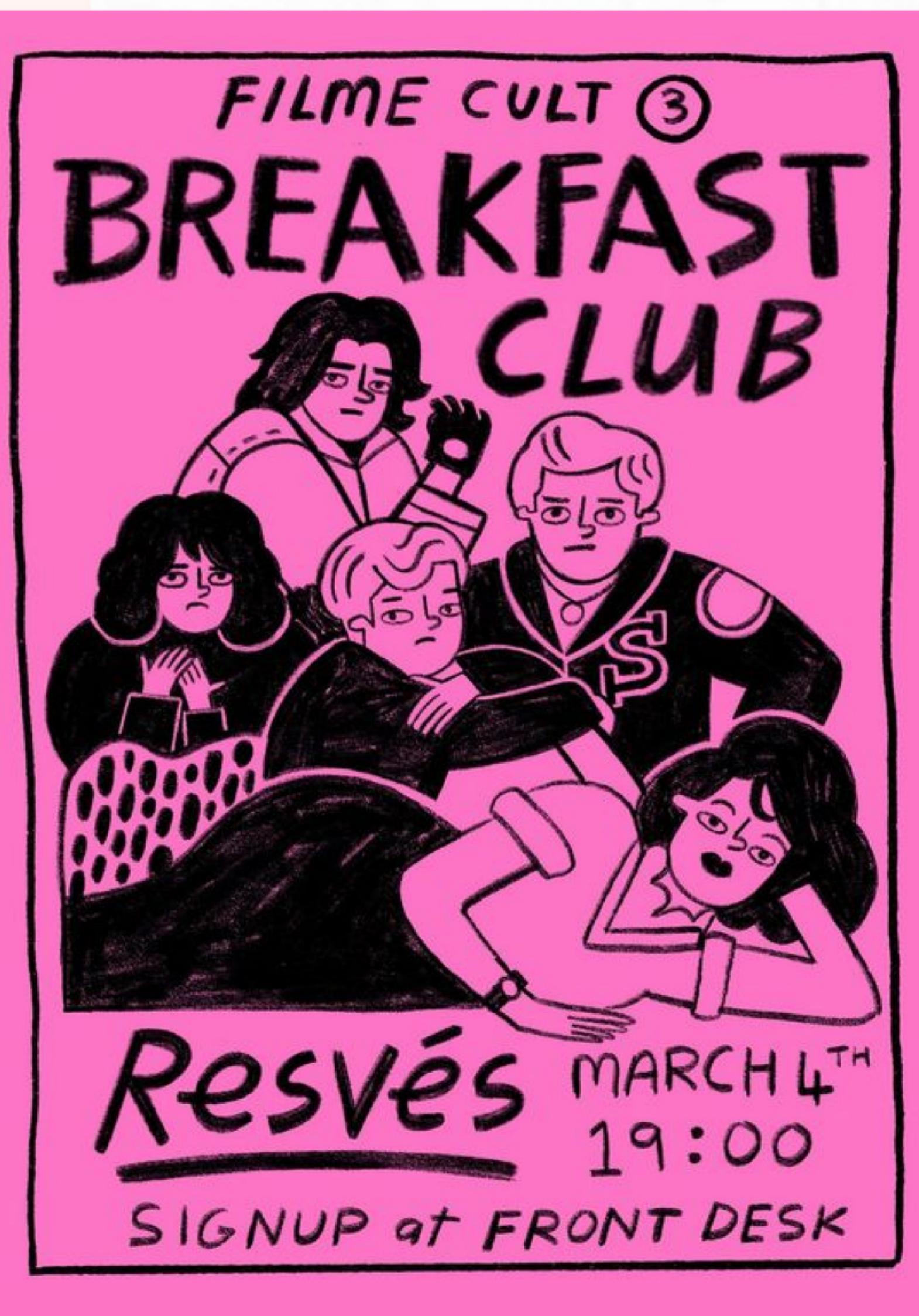




CHARLESTON



LOOK AT YOURSELF



Bugs Bunny lived a comfortable life
BECAUSE IT
BE FOND OF FOOD AND DRINK

**BECAUSE IT
BE FOND OF FOOD AND DRINK**

06:10

GET COOKING



UI Mockups

Aesthetic Styles

Home ↗

Practice Posture Now

1 min



2 min

3 min

for those who are working

Next



Home ↗

Practice Posture Now

1 min



2 min

3 min

for those who are working

Next



Home ↗

Practice Posture Now

1 min



2 min

3 min

for those who are working

Next



Home ↗

Practice Posture Now

1 min



2 min

3 min

for those who are working

Next



I also tried different font pairings with Questrial, including Anybody, Lexend Deca and Epilogue.

Home ↗

Practice Posture Now

1 min



2 min

3 min

for those who are working

Next



Home ↗

Practice Posture Now

1 min



2 min

3 min

for those who are working

Next



I explored various ways to incorporate the aesthetic of 'auras' from the moodboard, into the Home page. Although I felt the colour scheme could be distracting, so I tried to use green and red, which are harmonious complementary colours.

Test and Improve

Five Second and First Click

← Back

Notifications

Set reminders at specific times.

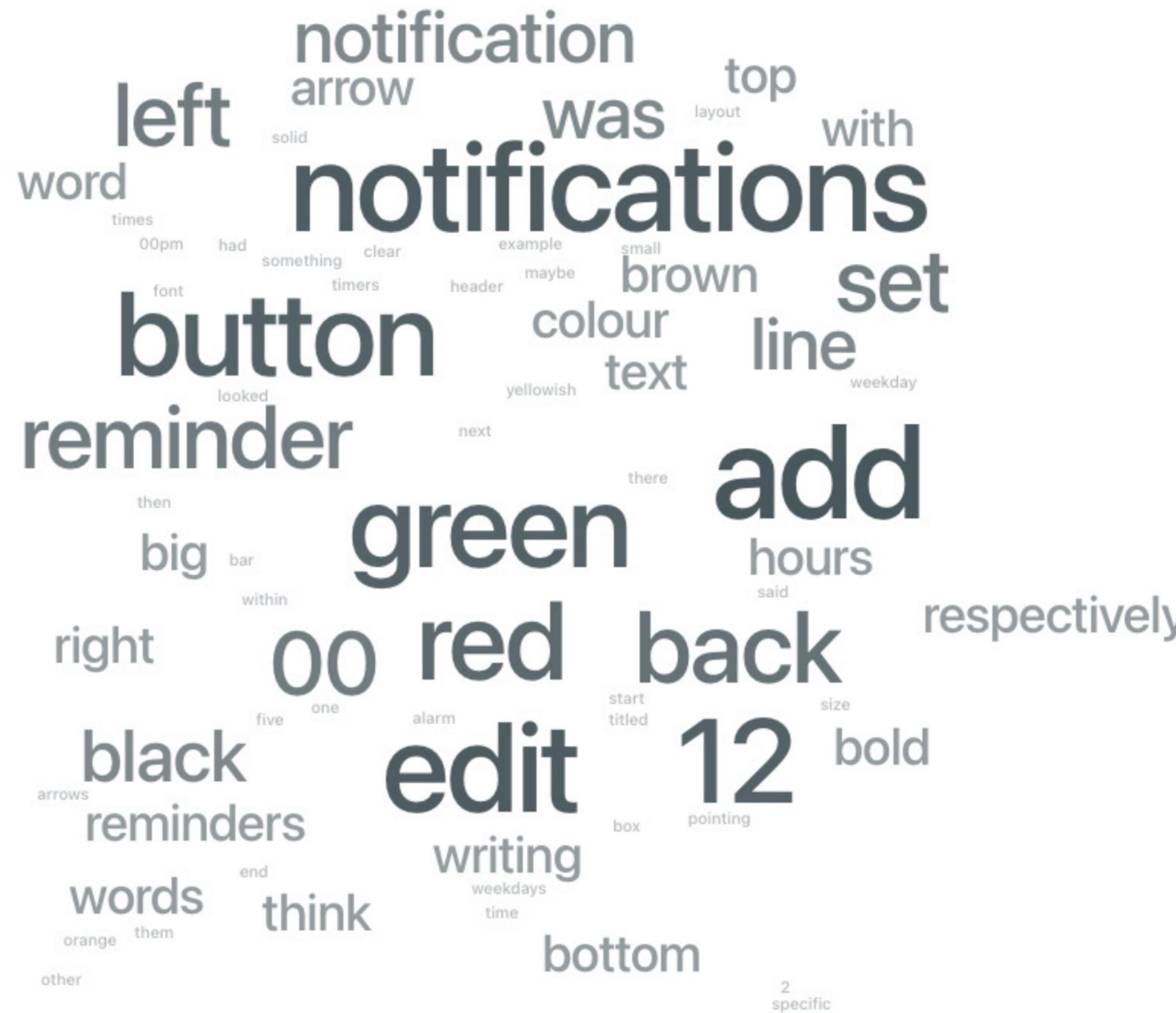
Edit

Add

12:00

Weekdays

Next



Answers 15 Tags 0 Word cloud

Select all Search responses Add/edit tags

Edit add 12 notifications

Notifications Set reminder for specific times A line 12:00 Weekdays A line Something then next

Notifications brown add

The words back with a left pointing arrow at the top left The words "Edit", and I think "Add"? One of them was green the other was red there was an example time of 12

green writing, notifications, back, edit, add, orange? writing? arrows?

Notification (big font size), set reminders, edit, add, back button, 12:00, weekday, word colour looked green (I think? Maybe?)

Notifications, set reminders, edit, add

Notifications, edit, add reminder

Timers, green start, red end, alarm black bar, layout

A yellowish colour, it said to set reminder for five hours, bold text, a back button and had 12 hours at the bottom

12:00 2:00 on the left and right respectively within a black solid line box and at the bottom a green and brown button left and right respectively the word Notification at the top

edit (green??), add (red??) , notifications and 12:00pm

green,red,reminder

Notification (bold text in black) Add button (in red)

Big header titled: Notifications, red button, edit, back button with a clear arrow, small button

For the five second test, I tested 15 users on the Notifications page, which had the most visual complexity.

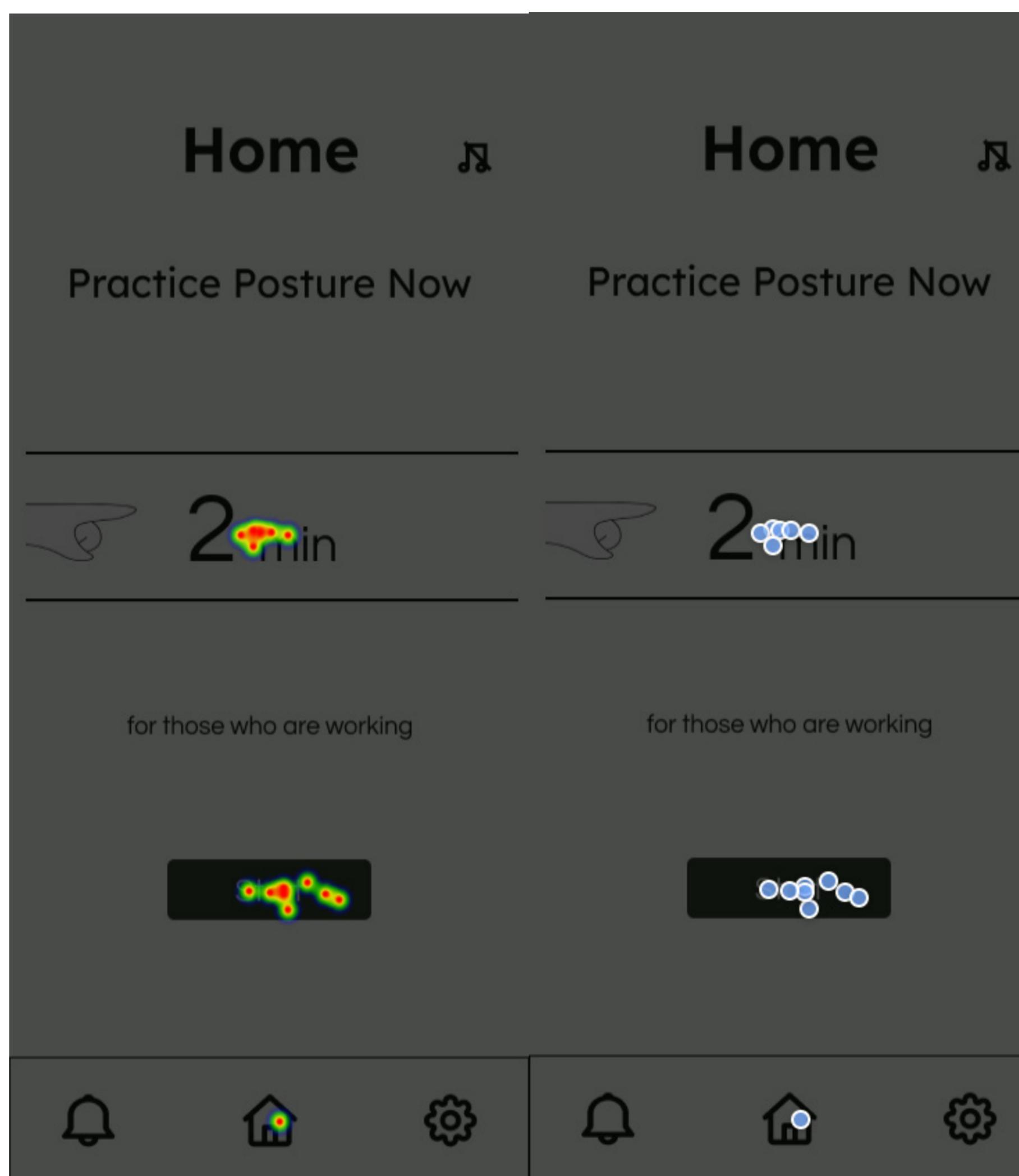
Based on the results, I will be keeping 'Notifications' in the same font size and typography. The colour palette of green and red will remain, as well as the textual content about reminders. However, users did not mention the notifications being at 'specific times'. In order to make key terms memorable, I will be utilising 'bold' and 'black' which have been mentioned, on terms, 'specific' and 'hourly'. This way, it increases the noticeability and difference between the two notification types of 'specific' and 'hourly'.

Test and Improve

Five Second and First Click

The interface features a large 'Home' button at the top left. Below it, the text 'Practice Posture Now' is displayed. A prominent timer icon shows '2 min'. At the bottom, there is a large green 'Start' button.

Below the main screen, there is a navigation bar with three icons: a bell, a house, and a gear.



For the first click test, I tested 15 users on the Home page.

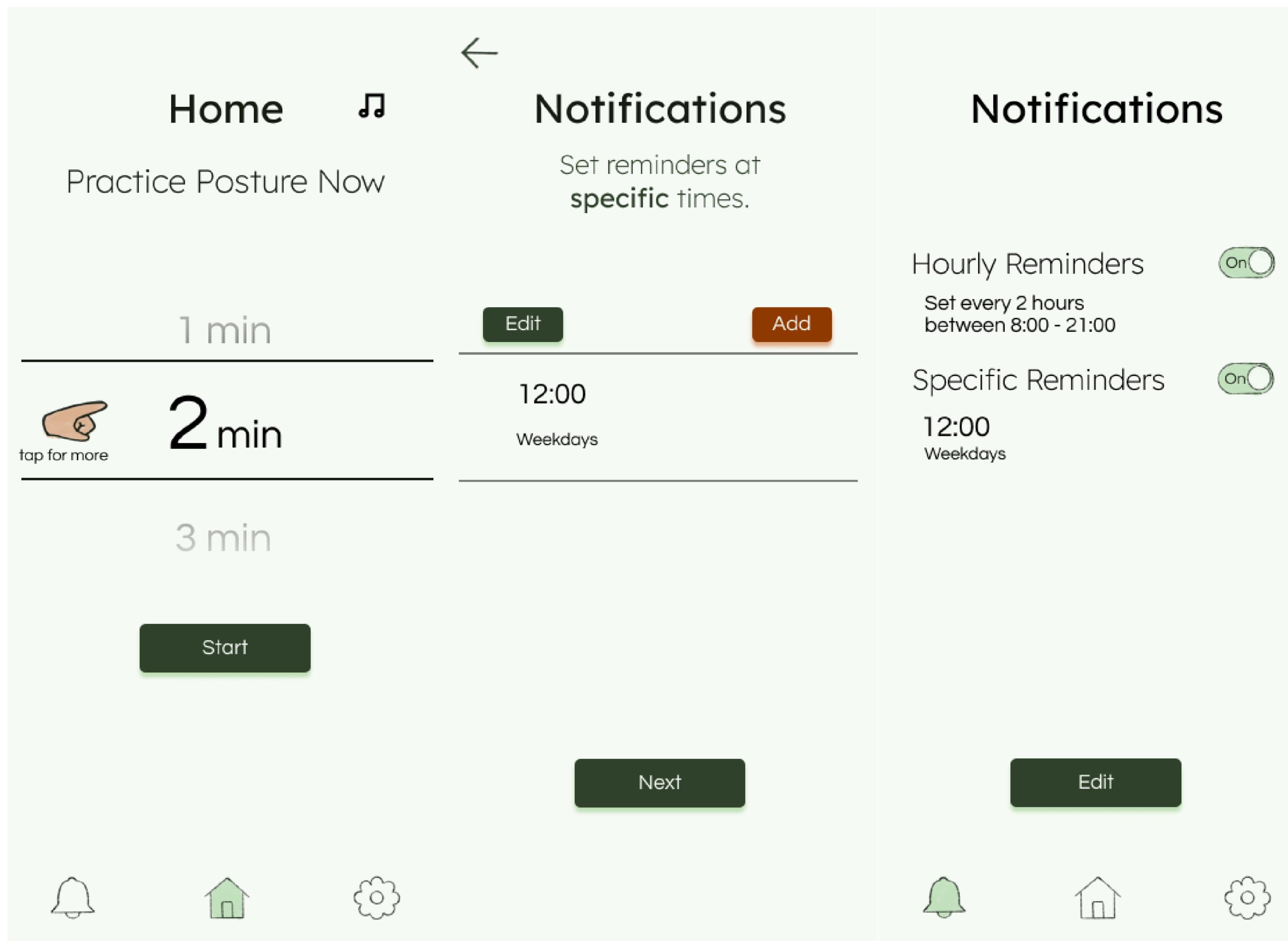
As seen on the heat and click maps, about half clicked on the '2 min' and half clicked on the 'Start' button. One factor affecting the results might have been the users' interpretation of the prompt, 'Where would you click on the interface to set the timer?'. By definition, the term 'set' is placing something in a specific position. In this test, I wanted to test how many would click on '2 min' to set the duration. To mitigate this confusion, I will word the question better next time, so it is 'customise', rather than 'set'. In terms of the design, I will be showing the minutes before and after '2 min', so that users are given context that the timer can scroll. Further, I will colour the graphics in a secondary colour, so it stands out against the green and brings more attention to the timer.

The screenshot shows a digital whiteboard or feedback tool. At the top, there are buttons for 'Answers 15', 'Tags 0', and 'Word cloud'. Below these are search and filter options: 'Select all', 'Search responses', and 'Add/edit tags'. The main area contains a list of 15 user responses, each preceded by a checkbox. The responses are:

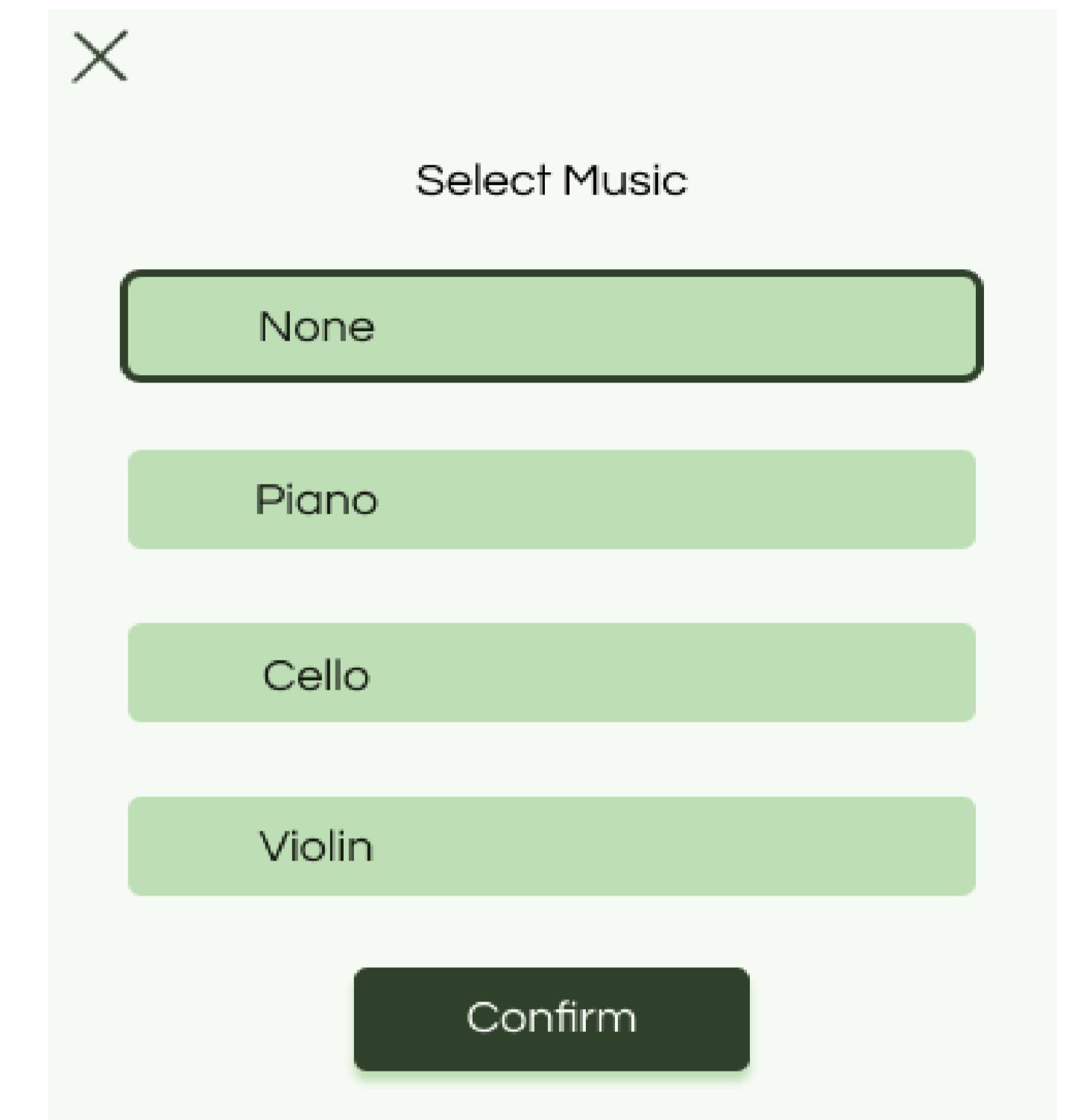
- time
- Because that's where the start button is
- This is main button normally
- My mouse cursor is usually somewhere on the right half of the screen. Might be because I'm right handed? Unsure
- because it says start
- I see that the current set time is 2 minutes. To change it I think it would make sense to click on the current timer and adjust it from there.
- I assume the 2 min means I can change it to any number I want.
- Mmm start
- Because it said to click there.
- Because it looks like a button
- To start the test
- centre of attention
- Visually, it's centred in the middle with a number and a hand. Segmented off from other key areas. There's a button titled start which does not indicate a function to change time
- cus it's clearly a button
- because it says the timer

Test and Improve Iterations

I have addressed the results of the tests, by making design changes in the Home and Notifications pages. The timer on the Home page now shows minutes before and after '2 min' and the graphic of the pointer finger has been colour to bring more attention. Further, the graphic is interactive, with the tip (suggestion for users on how long they should set) appearing upon being tapped. Key terms have also been bolded, such as 'specific' on the Notifications page.



Across all pages, I have ensured the typography weight is lighter, so more attention is on the features of the timer and notifications. I have also customised the icons on the navigation bar, the 'back' and 'close' buttons and toggles. They appear thinner to address the feedback of thick icons causing an imbalance in the layout. I used a pencil on the drawing application, Procreate, to create these icons. As a result, they appear grainy and have a sketchy aesthetic, which reflects the graphics on the moodboard.



A minor change I made was the experience design of the music icon. Initially upon clicking on the music icon, it would first show a bar that says 'tap to change'. To reduce the unnecessary taps, I decided that the icon would immediately show the overlay for selecting music.

Design System

Typography

Lexend Deca Regular 35px (Weight 400)

Lexend Deca ExtraLight 28px (Weight 200)

Lexend Deca ExtraLight 23px (Weight 200)

Questrial Regular 18px (Weight 400)

Font pairs are Lexend Deca and Questrial. Lexend Deca may be used for Headings and Subheadings, whereas Questrial may be used for the Body, buttons and numbers. Above are commonly used font sizes and weights.

Edit

Add

Buttons, Icons & Graphics

Next

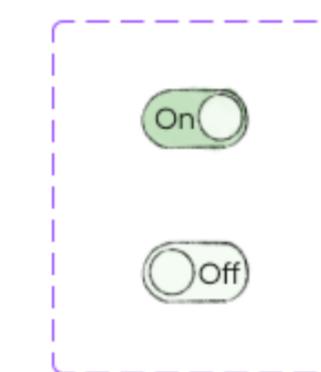
Edit

Add

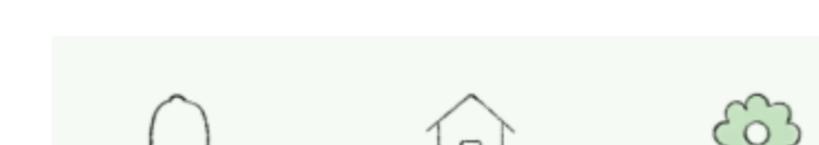
Yes

No

Return Home



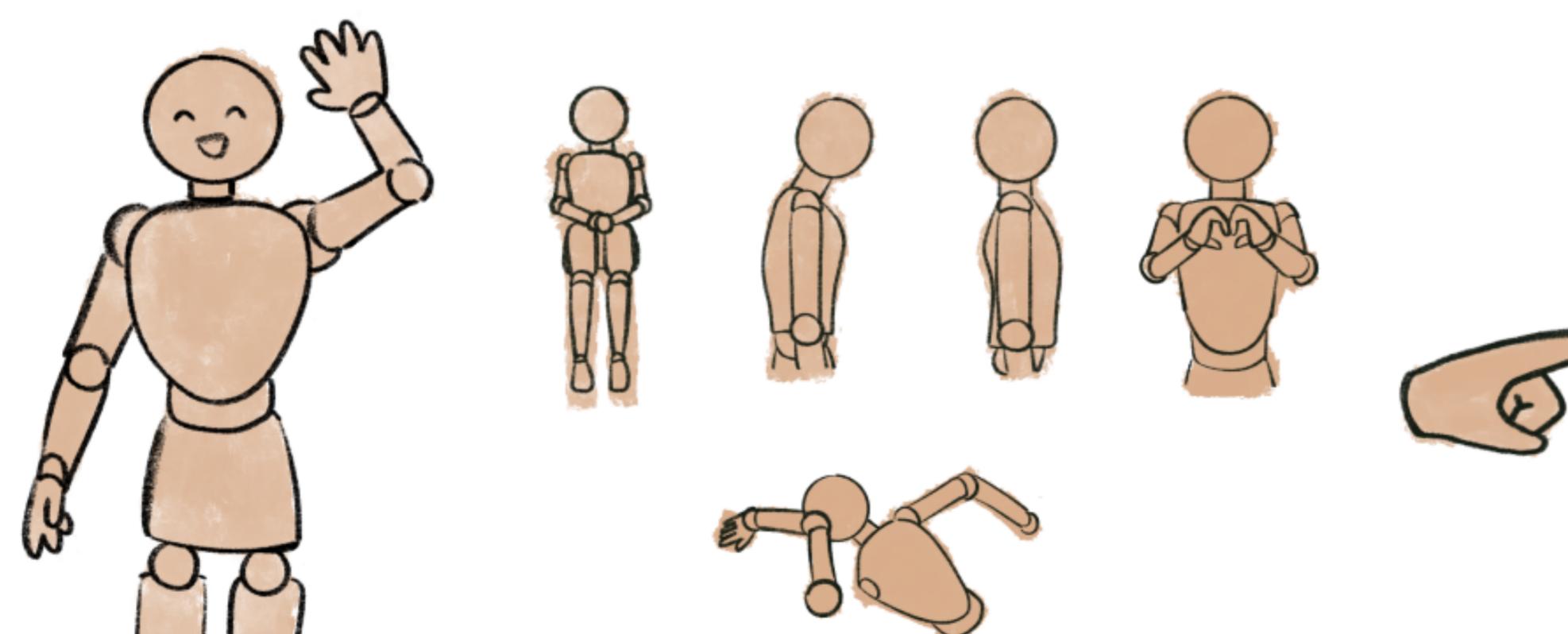
All icons must be thin with a grainy texture, and follow the colour palette.



All buttons must have a rounded edge of 5px and have a drop shadow on the y-axis of 4px with a 25% opacity of a colour defined on the colour palette.

←

X



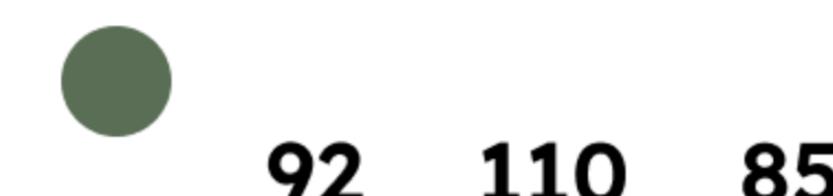
All graphics must have a grainy texture, like the icons. They must also follow the colour palette.

Colour

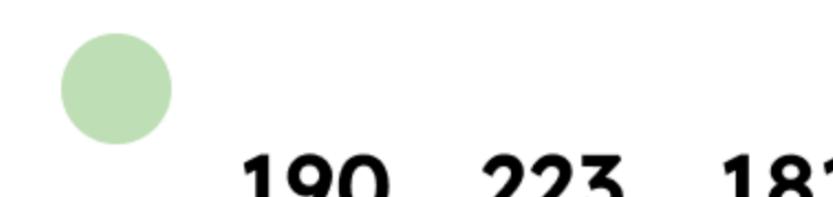
Primary



47 65 42



92 110 85

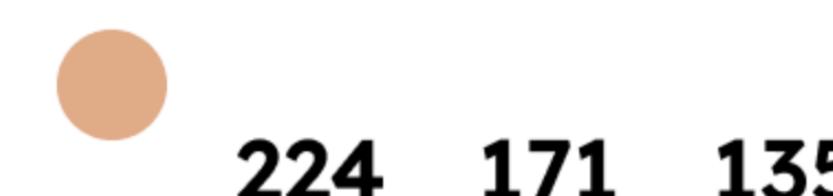


190 223 181

Secondary



142 57 0



224 171 135

Neutrals



0 0 0



21 28 18



138 138 138



245 250 244

For background of some pages, and for most buttons.

As a highlighting colour for the completeness metre in Introduction pages.

As a highlighting colour for shadows, and for buttons and icons.

As a highlighting colour for buttons and for some graphics.

For some graphics.

For some graphics.

For most body texts, headings and subheadings.

For the username and email address on Login page.

For the background of most pages.

Design System

To ensure accessibility, I checked the contrast between the colours in my established colour scheme. I made sure they complied against the guidelines and passed AA and AAA levels.

Aa 10.40	Background Colour #2f412a	Foreground Colour #f5faf4	Pass ✓ AA Large Pass ✓ AAA Large Pass ✓ AA Normal Pass ✓ AAA Normal
Aa 11.94	Background Colour #bedfb5	Foreground Colour #151c12	Pass ✓ AA Large Pass ✓ AAA Large Pass ✓ AA Normal Pass ✓ AAA Normal
Aa 7.26	Background Colour #8e3900	Foreground Colour #f5faf4	Pass ✓ AA Large Pass ✓ AAA Large Pass ✓ AA Normal Pass ✓ AAA Normal
Aa 8.57	Background Colour #e0ab87	Foreground Colour #151c12	Pass ✓ AA Large Pass ✓ AAA Large Pass ✓ AA Normal Pass ✓ AAA Normal
Aa 16.46	Background Colour #f5faf4	Foreground Colour #151c12	Pass ✓ AA Large Pass ✓ AAA Large Pass ✓ AA Normal Pass ✓ AAA Normal

The light brown (#e0ab87) is used for all the graphics and illustrations in the interface.

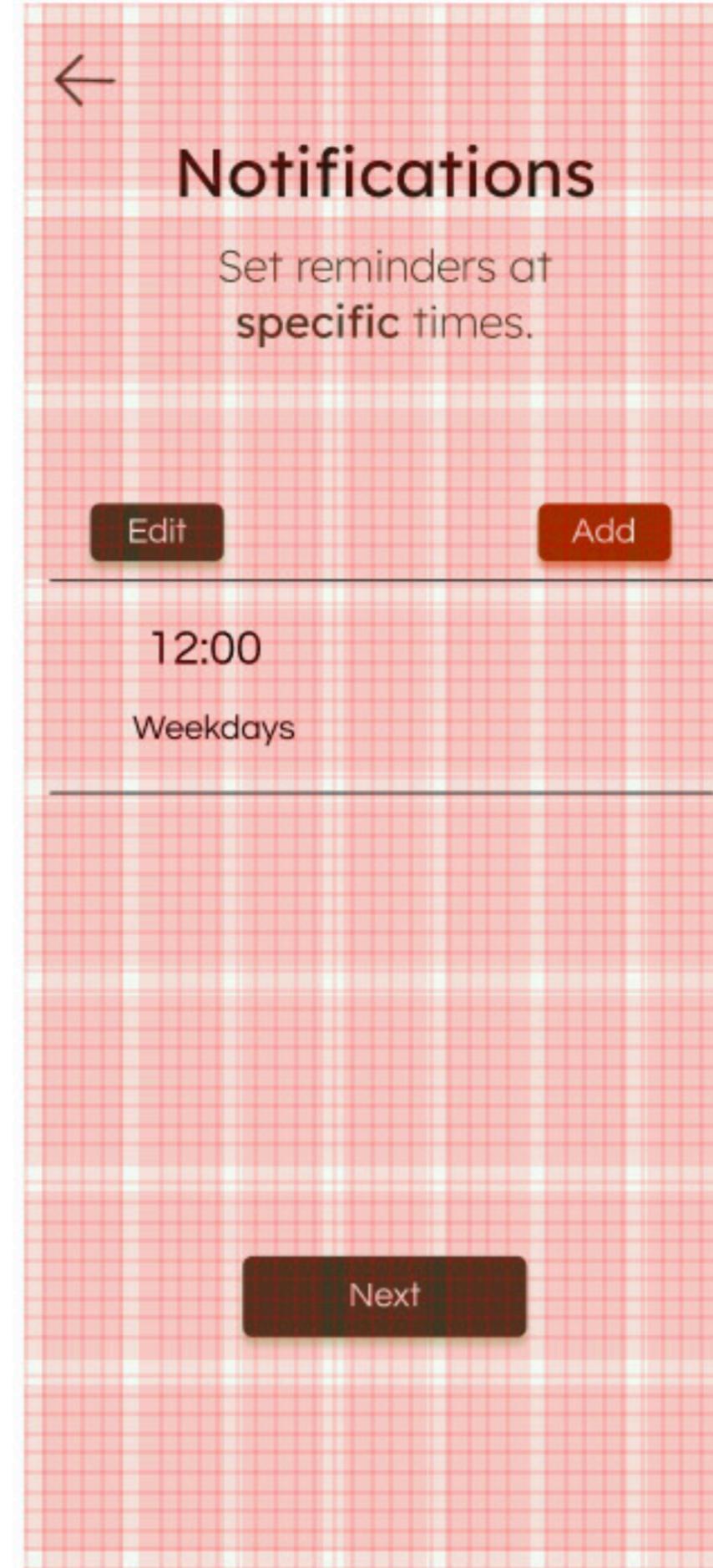
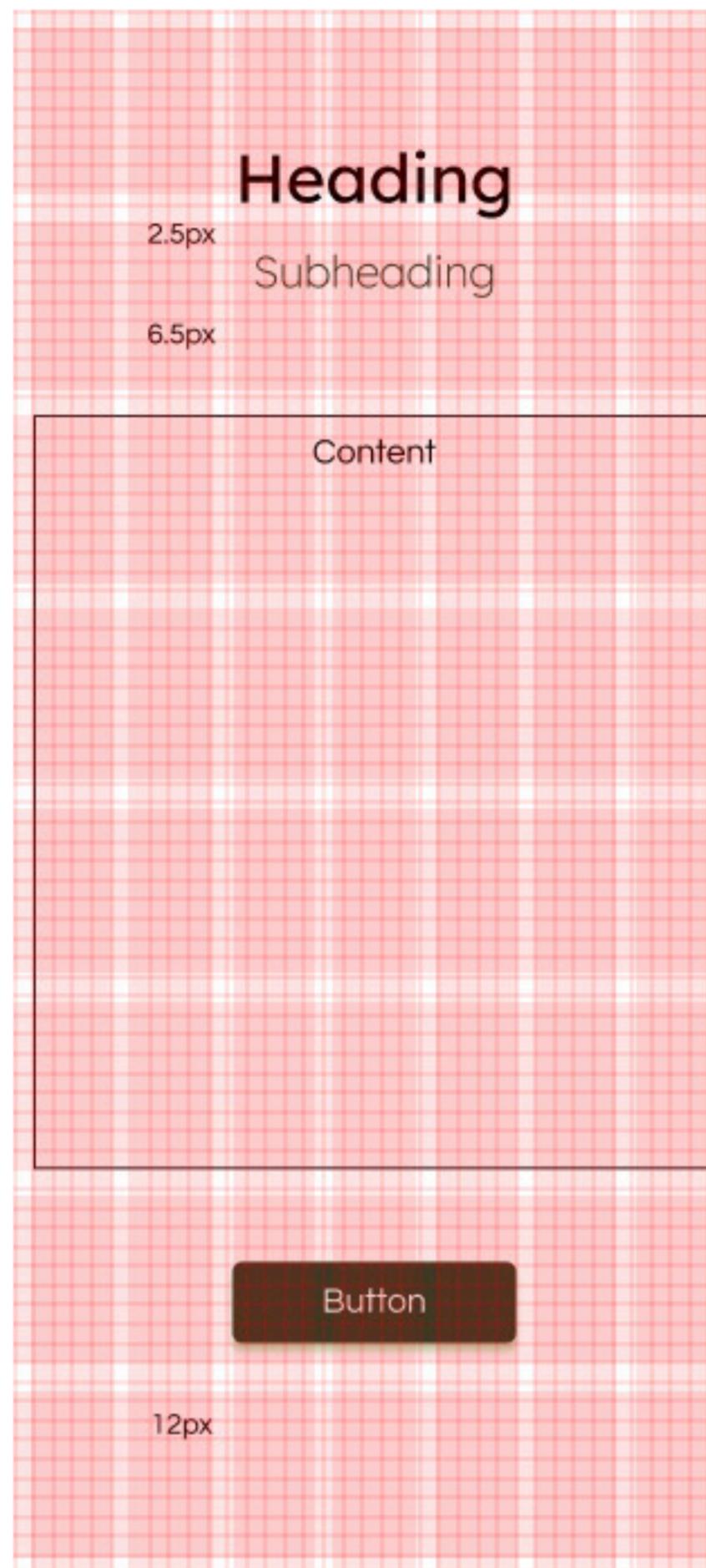
The dark green (#2f412a) is used for most buttons, especially the primary. The light green(#bedfb5) is used for secondary buttons, showing active feedback and interactive objects.

The dark brown (#8e3900) is used for buttons or pages that require attention. It works to contrast against the various greens in the colour palette.

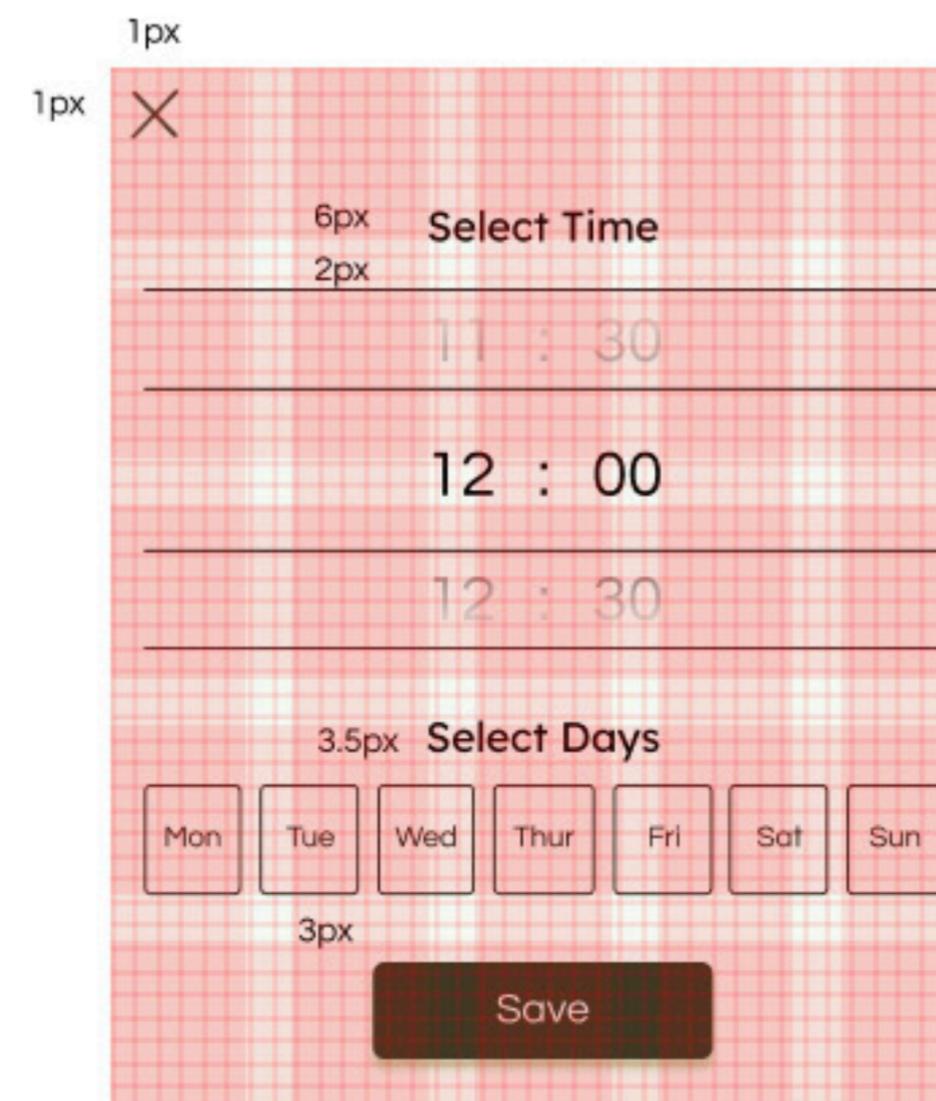
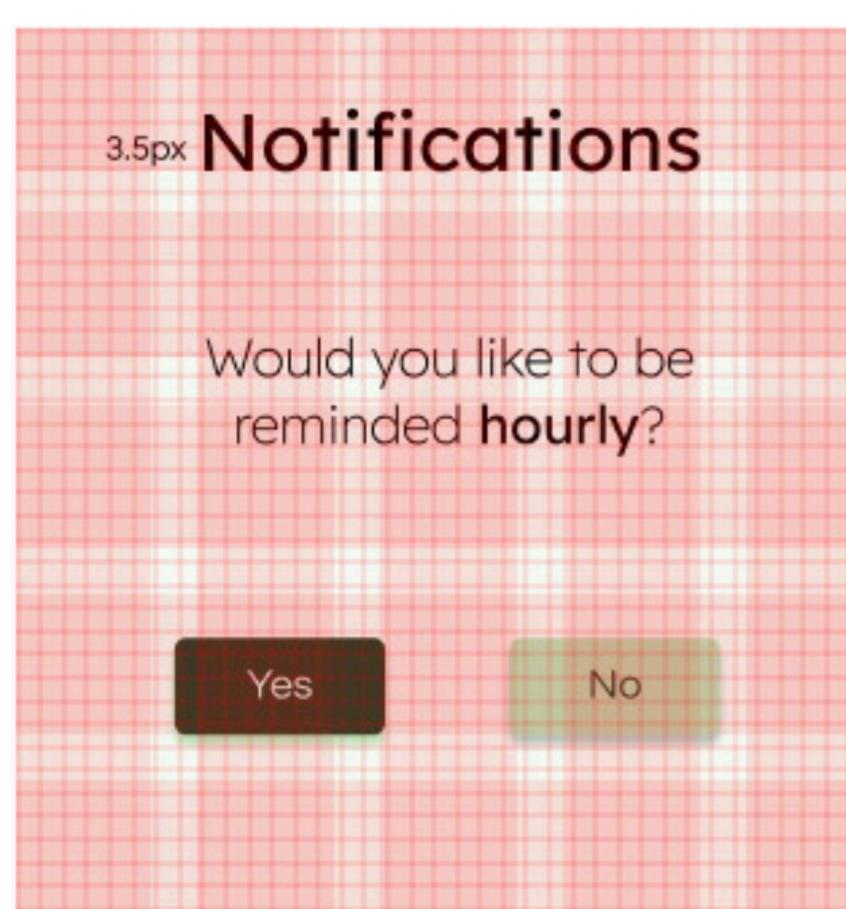
Honeydew white (#f5faf4) is used as the background colour for most pages of the interface. The black (#151c12) is used for most texts and is usually paired with Honeydew.

Design System

Grid & Spacing



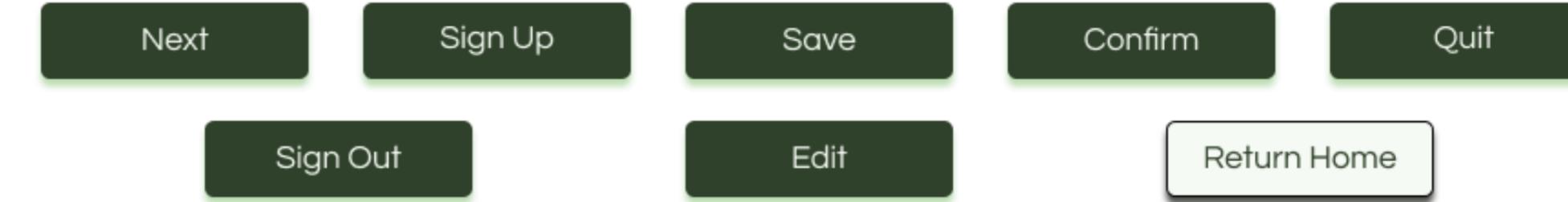
Pages:
7 columns (margin 10px, gutter 10px)
8 rows (margin 10px, gutter 15px)



Overlays:
5 columns (margin 0px, gutter 20px)
5 rows (margin 0px, gutter 20px)

Components

Primary Buttons



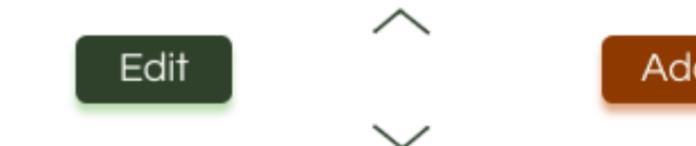
Secondary Buttons



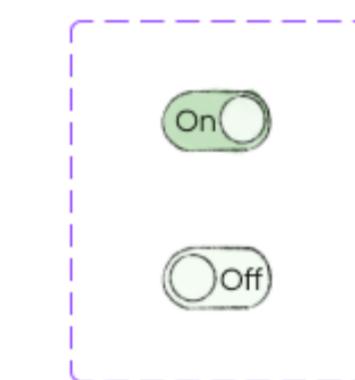
Navigation Bar



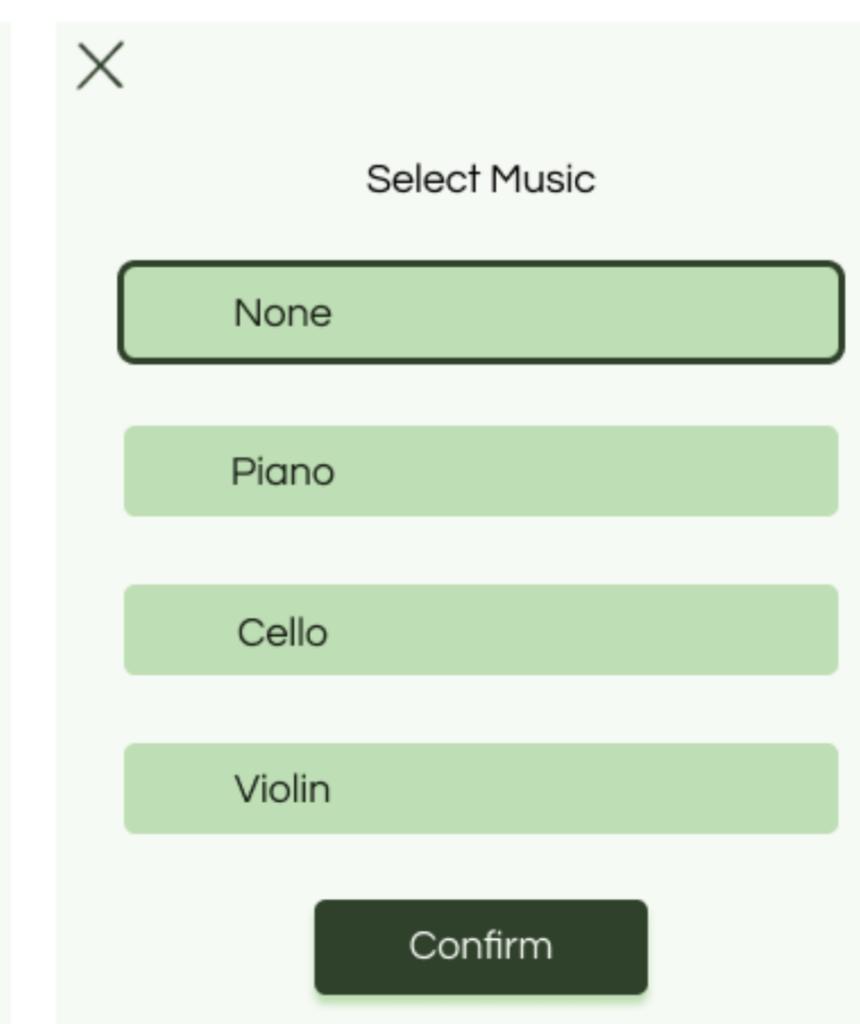
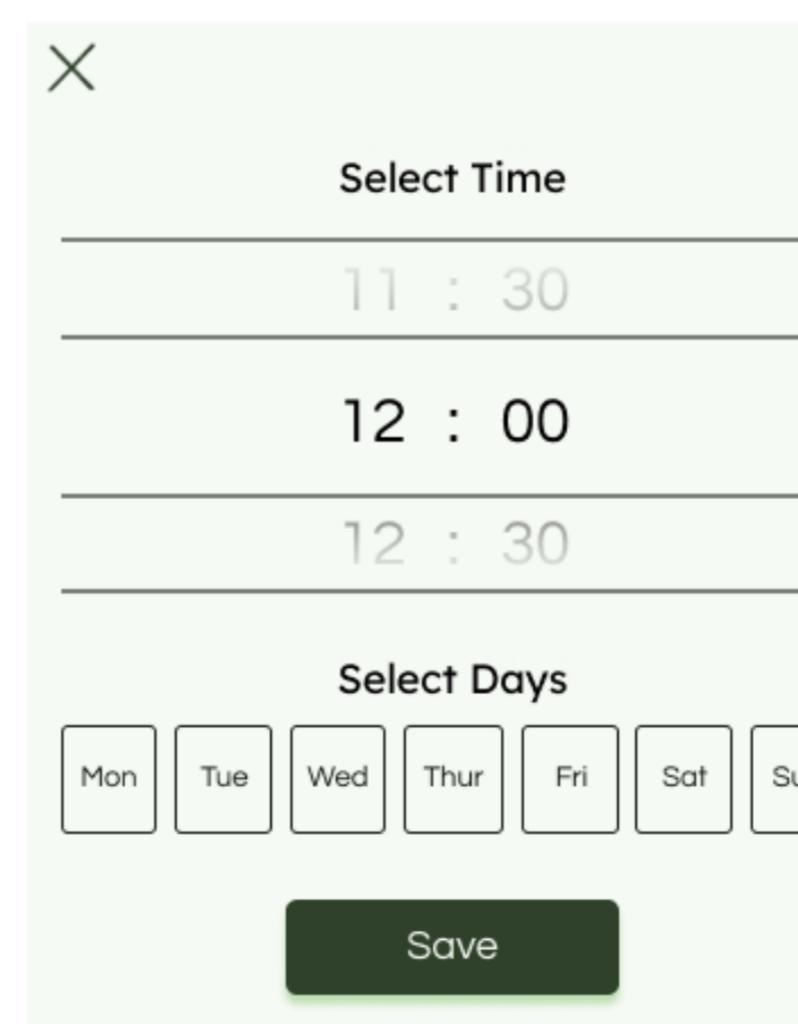
Tertiary Buttons



Default Toggle



Transactional Modals



Notifications

Would you like to be reminded hourly?



Are you sure?

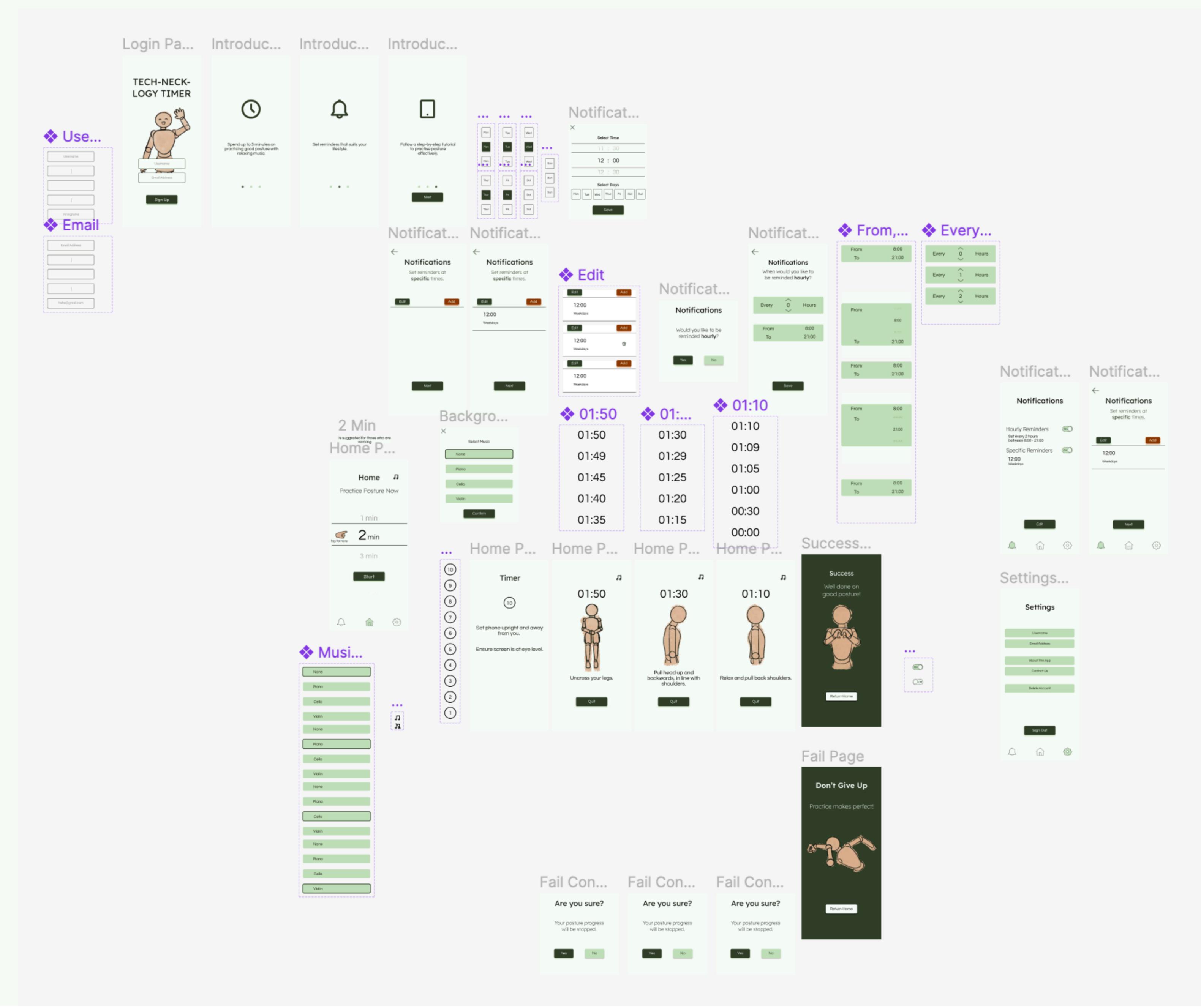
Your posture progress will be stopped.



Prototype

Figma File:

<https://www.figma.com/file/T3h4ZhYmnL0qCtobiYjiRi/Yizi's-UX-A3-UI-Mockup-Prototyped?type=design&node-id=0%3A1&t=U-285JpC1nPEURc8W-1>



Figma Prototype:

<https://www.figma.com/proto/T3h4ZhYmnL0qCtobiYjiRi/Yizi's-UX-A3-UI-Mockup-Prototyped?type=design&node-id=3-270&scaling=scale-down&page-id=0%3A1&starting-point-node-id=3%3A270>