

A5b Test Results

Stefanus Albert Welong (1007230239)

Wellness Warriors (Group C19*)

CSC 318: The Design of Interactive Computational Media

Ilona Posner

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Problem

Our team project revolves around the problem of generation Z individuals having low good sleeping habits because of their constant interaction with social media. Our team aims to offer a solution to this problem by providing individuals with an app that helps them manage their interaction time with social media and making sure that their sleeping habit is good for their better wellbeing and mental health state. From the distribution of key tasks, I focus my paper prototype on setting sleeping time and viewing weekly and daily results.

Motivation and vision

After conducting the primary research, our group is triggered to provide a solution as we reflect on the significance of proper sleeping habit for all individuals. We are then motivated to have a product that would offer the user freedom while also acting as an aid to control their social media usage and sleep cycle. Furthermore, with the literature research conducted for A3, I stress on the importance that social media usage should be controlled as it has a lot of negative impacts towards its user, one of which is addiction.

Our vision for this project is to provide user with access to aid that helps them control themselves, while giving them full freedom of choice without making them feel controlled. We will do this by performing several key tasks that will complete our vision. Of the several key tasks, I implement two key tasks in the paper prototype. The two key tasks are first setting sleeping time, and second viewing weekly and daily results. The two key tasks performed are required in our solution to offer the user the ability to allocate their time properly for bedtime, and so that they can view the result and reflect upon the result page that they get after using the app. This provides the user with room for improvement and self-reflection. The implemented key tasks are designed in a way that will be both informative and interesting. Information is highly necessary as we would want the user to be highly informed on their progress and state. The design should also be interesting and not confusing so that users would want to use the app, and hence our goal to help them will be delivered.

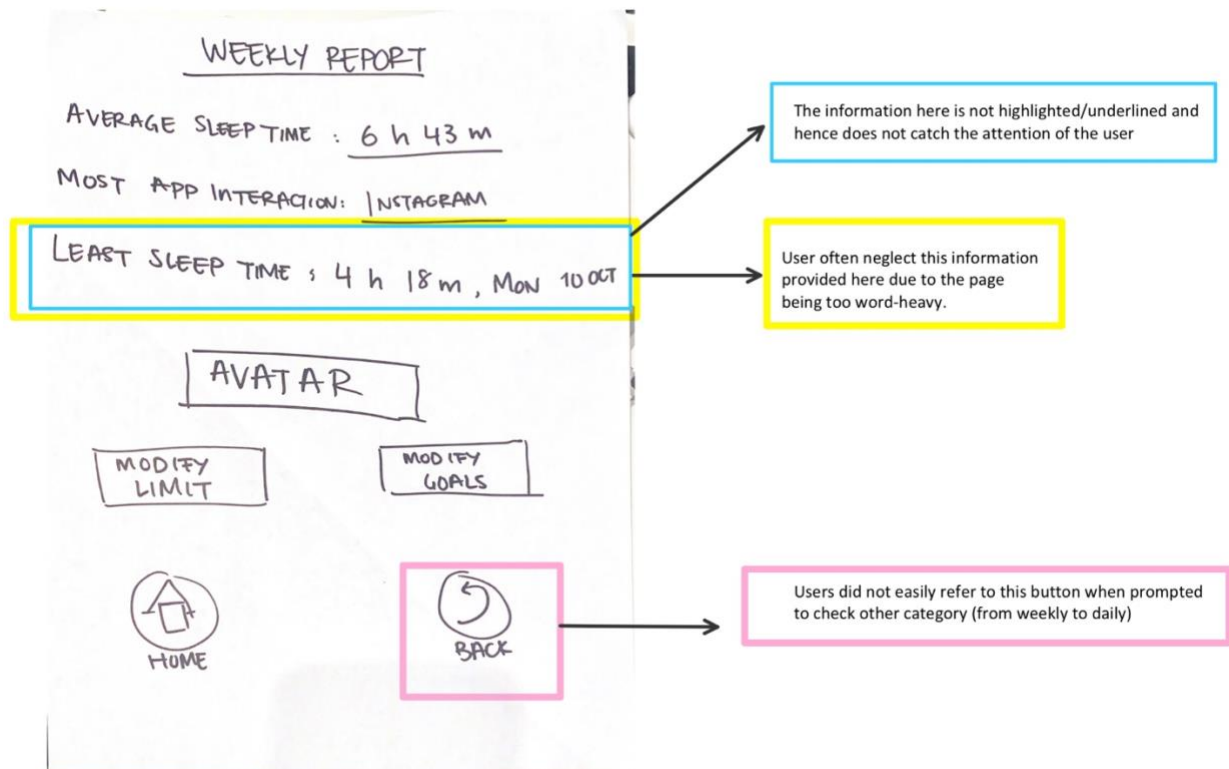
Upon completing the key tasks, users can access their trends of sleeping and social media usage, reflect their performance in relation to the goals they personalized, and make changes and adjustment to their lifestyle. Some shortcomings we have analyzed prior to the making include user's trust to the information and their level of interest towards the application. We attempt to handle these shortcomings by using numerical information (statistical) based on their pattern, as well as providing a motivating avatar element which will be designed in another key tasks, not implemented in my paper prototype.

Things learned from usability testing

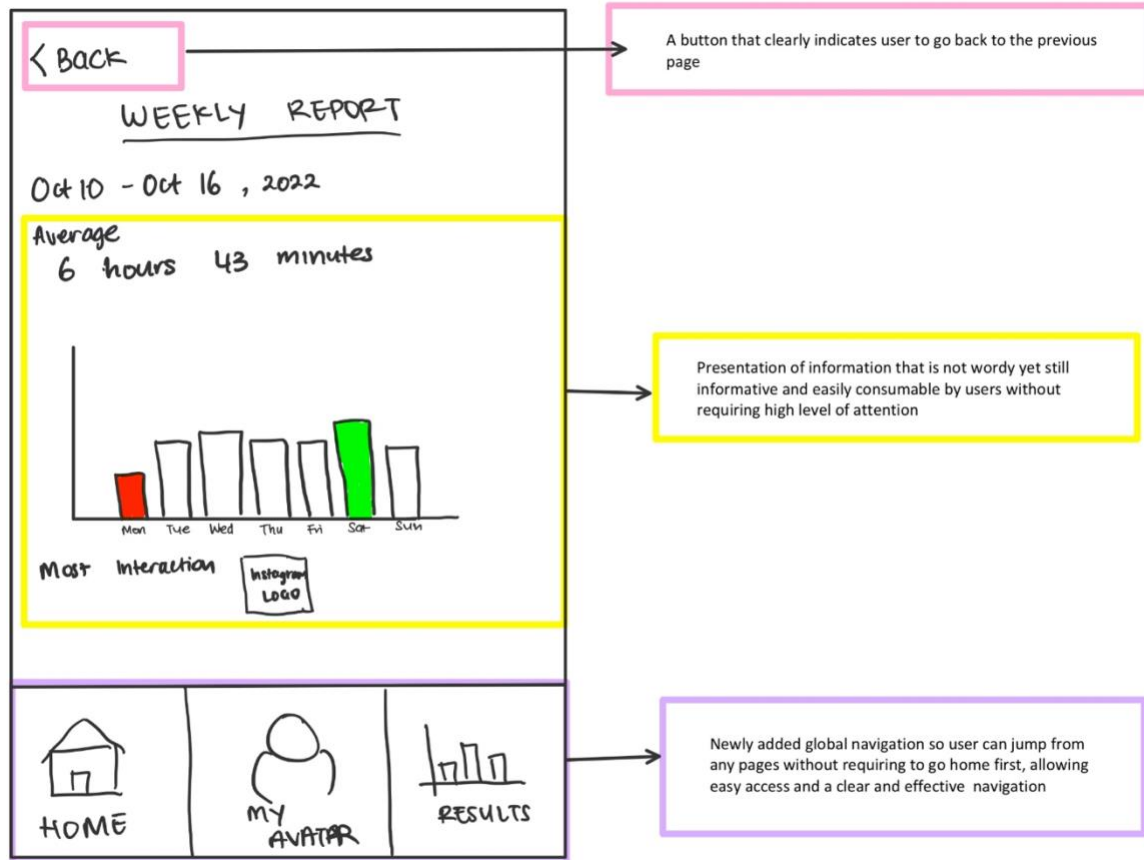
Reflecting on the usability testing reactions, the paper prototype I designed received positive response in terms of ideas, navigation, and design. In terms of ideas, the responses were positive as the participant and observer both view the goal of the app to be interesting and useful. The design of the paper prototype also received a lot of positive feedback as navigation is very clear and users don't have trouble navigating through. The main area of improvement is regarding the presentation of information. Although navigation has been

clear, the presentation of information is too word-heavy, and hence this might act as a demotivating factor to users reflecting on their performance. Reflecting from the feedback gained from the form, the prototype received a lot of excellent reviews in terms of the quality. However, I can see some room for improvement in the communication of information.

Important & Complex Page #1 – Weekly Report Page

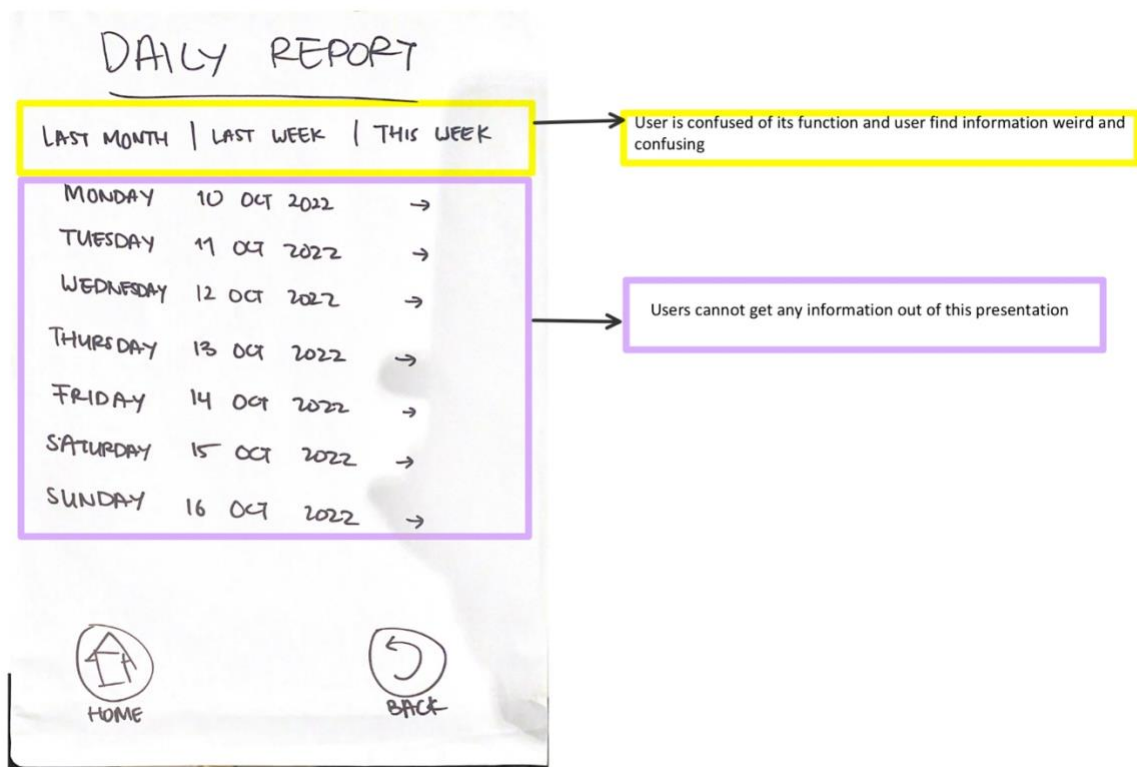


Updated Design of Page #1 – Weekly Report Page

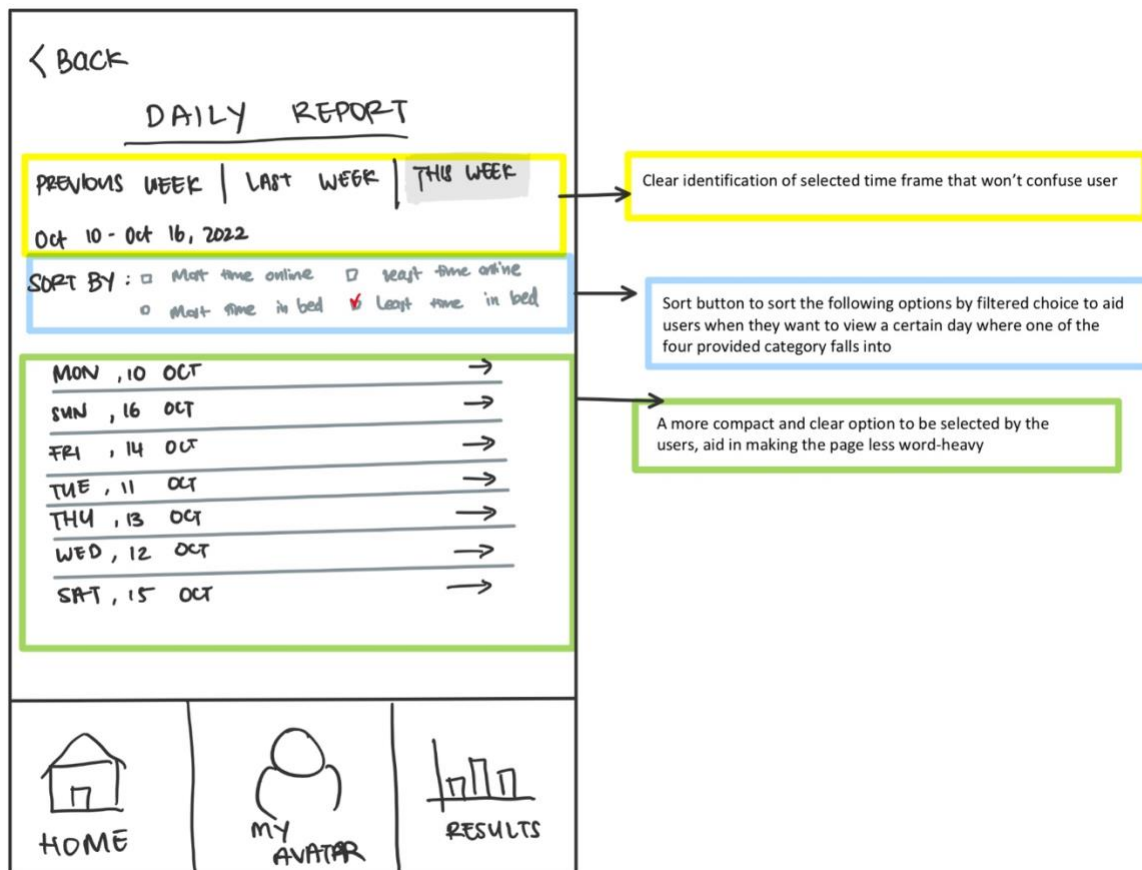


The page is now updated with a global navigation menu, as well as a back button at the top to avoid confusion which was previously caused by having home and back button side by side. The display of information using graphic presentation is also added to make the presentation of information clearer and require lower level of attention, easing and making the user more comfortable.

Important & Complex Page #2 – Daily Report Menu Page



Updated Design of Page #2 – Daily Report Menu Page



The basic page design follows that of Page #1 (global navigation section and back button). Changes made to this page was the addition of clearer information, such as the dates of the chosen section (this week – oct 10-oct 16 2022). Another important design addition is the sort by menu, in which it would be useful for users to sort the days according to the filters specified in the design. After filtered, the user can then know more of the options rather than by the previous design which is ordered by only date.