

A8: Interactive High-Fi Prototype Checkpoint

*Team Whisper: Ting Lin, Justin Tinker,
Michelle Gan, Cole Lee*



whisper
*sort through the noise, focus on
what matters*

problem

People with ADHD often struggle with time blindness, which may affect their ability to schedule and complete tasks.

solution

An ADHD-friendly tool for tracking progress on tasks through task chunking and mindful goal-setting

Outline

01 - Heuristic
Evaluation Results

02 - All Major UI and
Product Revisions

03 - Prototype
implementation status

01

Heuristic Evaluation Results

High-level summary

Severity 3 and 4 Violations

Heuristic Evaluation

User Control and Flexibility

User control impaired without the ability to easily navigate to, filter, add, and delete tasks

Clarity

Language is sometimes unclear, inconsistent, or doesn't feel relevant to the task

Visual Consistency

Subtle inconsistencies in transitions, colors used, and iconography

Alignment with Values

Missing ADHD-specific insights and lack of accessible options, like speech input and dark mode

Major Violations Addressed

- ✓ Welcome message is not useful and consumes visual attention
- ✓ Missing prioritization of metrics and a clear link to ADHD
- ✓ Unable to view completed tasks
- ✓ Missing ability to edit and sort tasks directly
- ✓ Missing alternative screen modes
- ✓ Wording, visual, and transition inconsistencies

Major Violations Not Addressed

Extensive calendar features, including a built-in calendar and week or month-long views

Holistic encouragement on Summary page

Accessibility features like larger text options, speech input

Major Violations Not Addressed

Extensive calendar features, including a built-in calendar and week or month-long views



Focusing the calendar on the day ahead and existing calendars to avoid overwhelming users with ADHD and task duplication

Holistic encouragement on Summary page



Limiting summary to more applicable insights

Accessibility features like larger text options, speech input



Already included in most mobile devices' accessibility features

02

Major UI and Product Revisions

Usability Goals
UI Changes with Rationale
Progress towards Usability

Usability Goals

Speed and efficiency

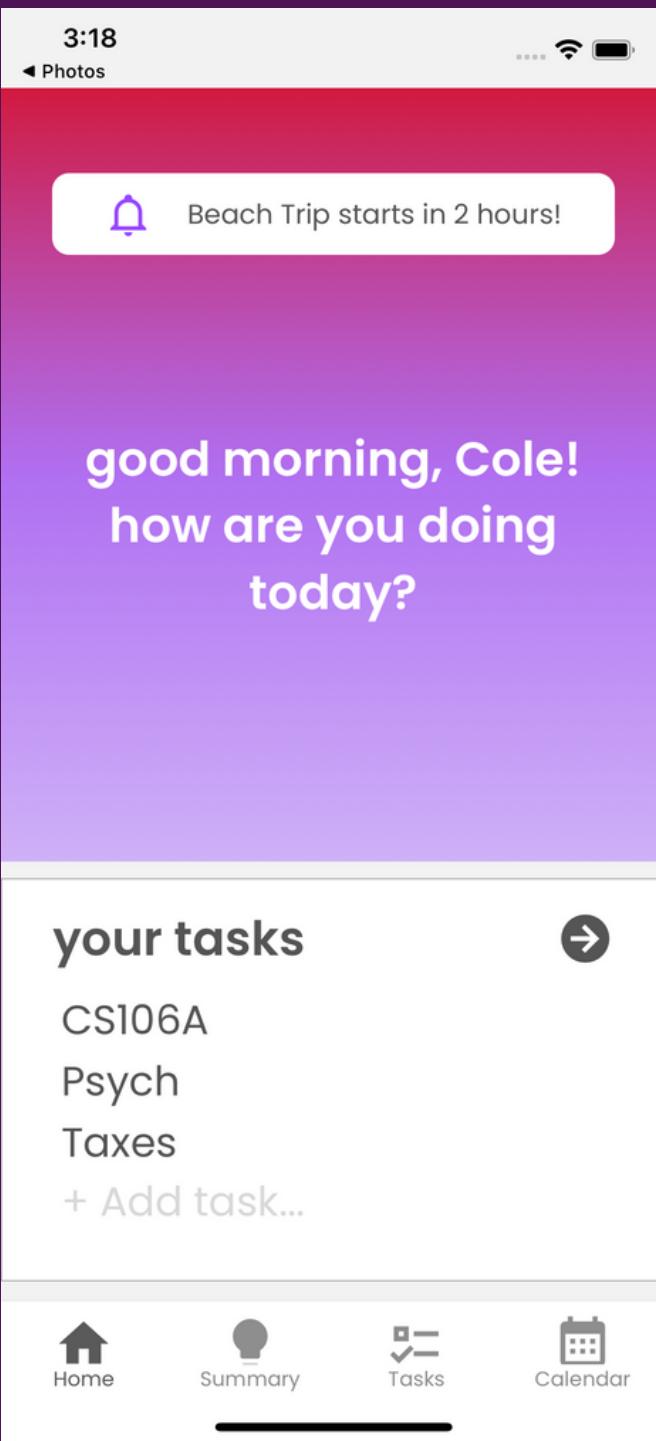
Are users able to quickly and efficiently complete the task?

Accuracy

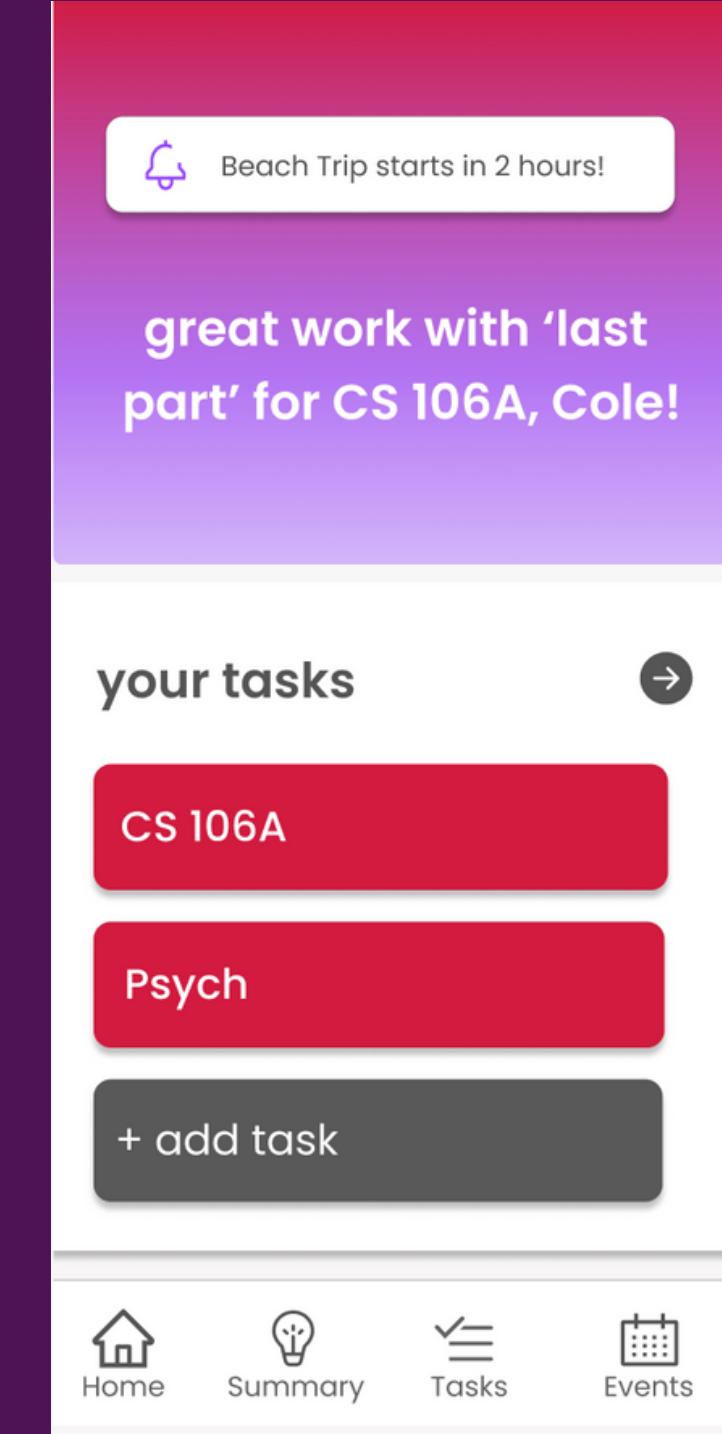
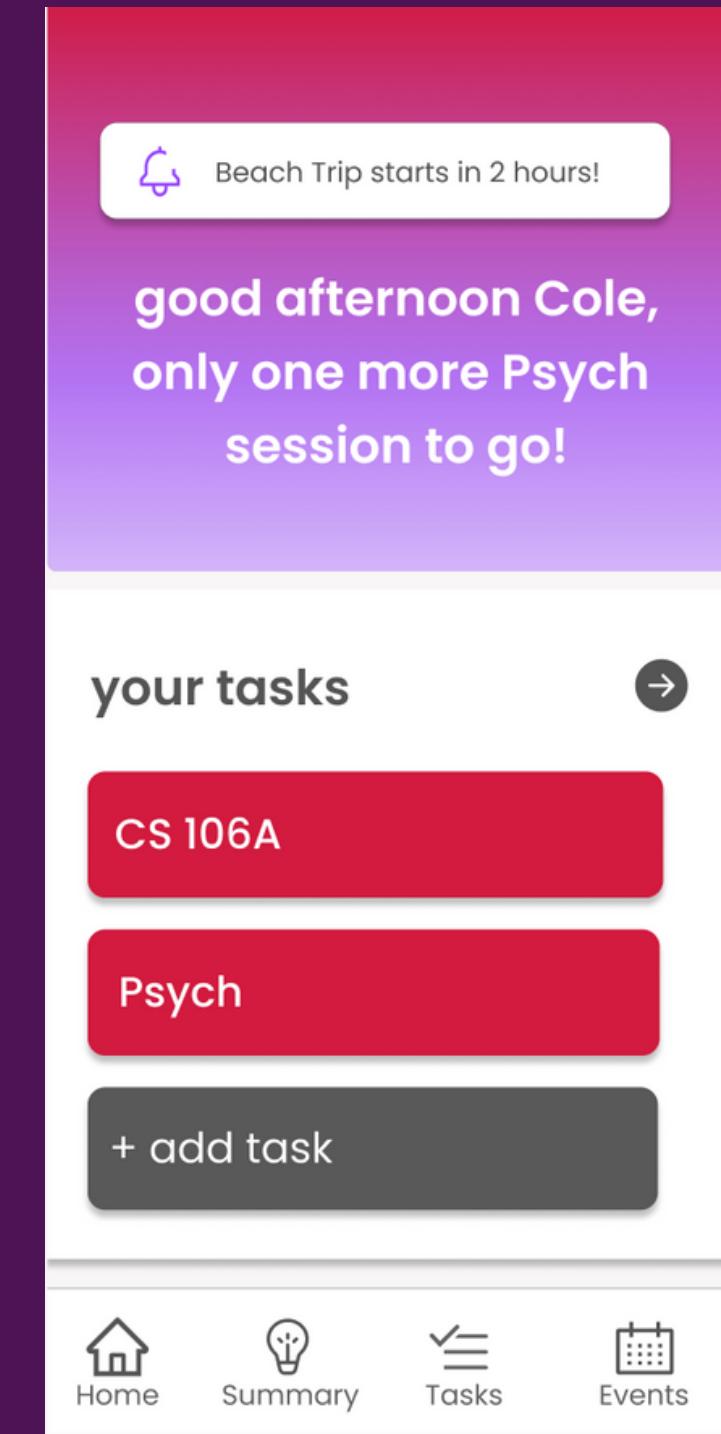
Are users able to differentiate between different functionalities ?

Home Page Redesign

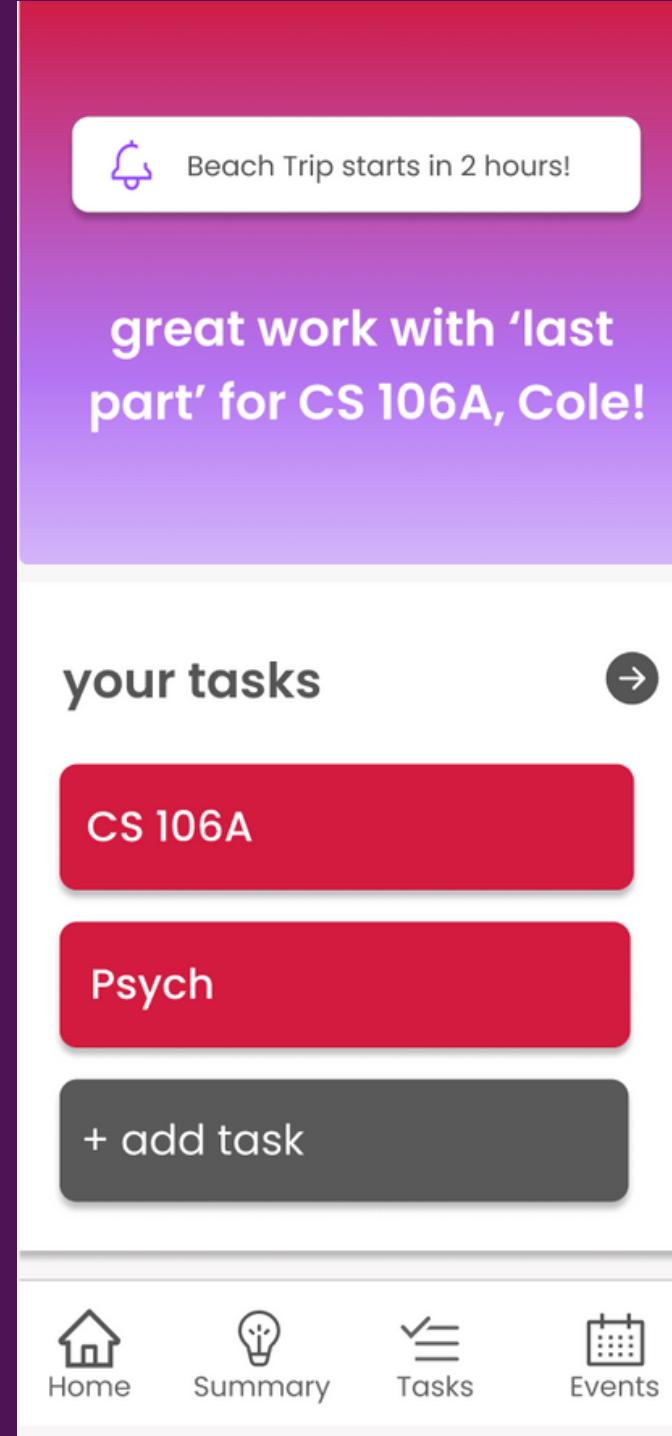
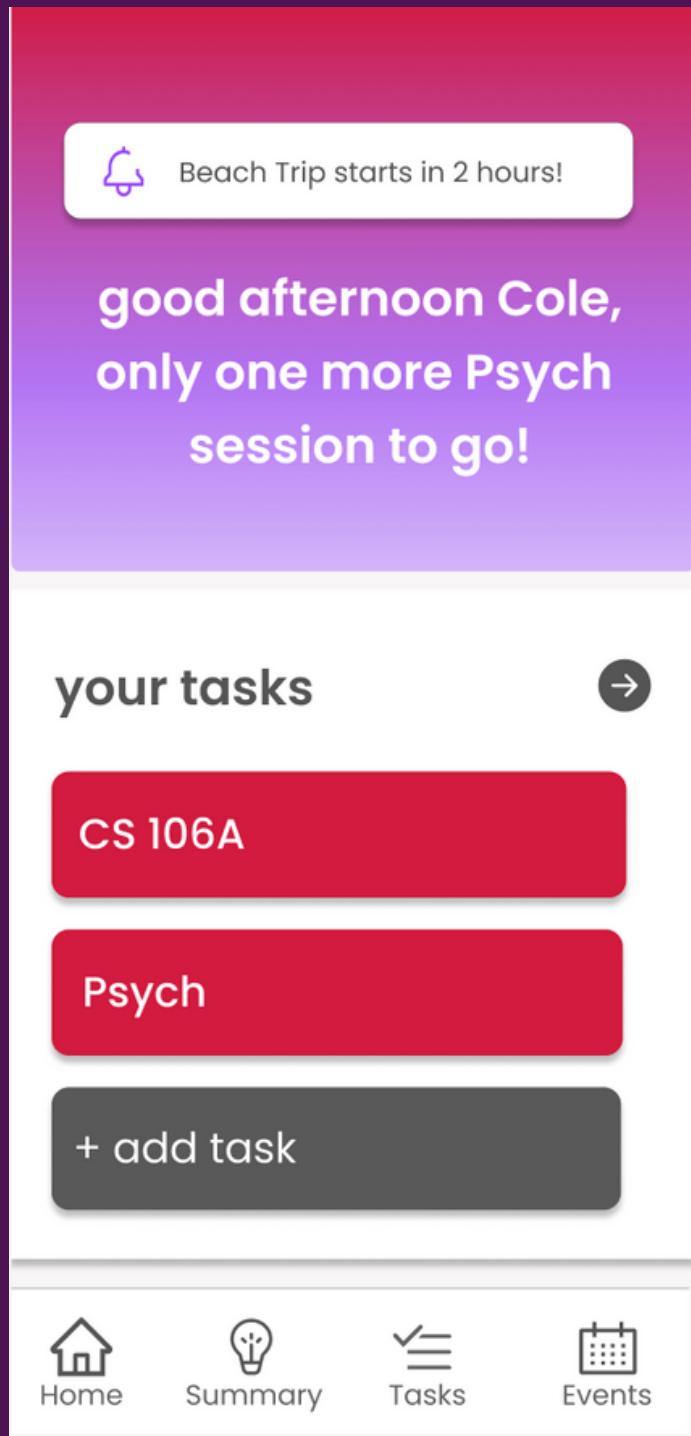
Before



After



Home Page Redesign



Rationale

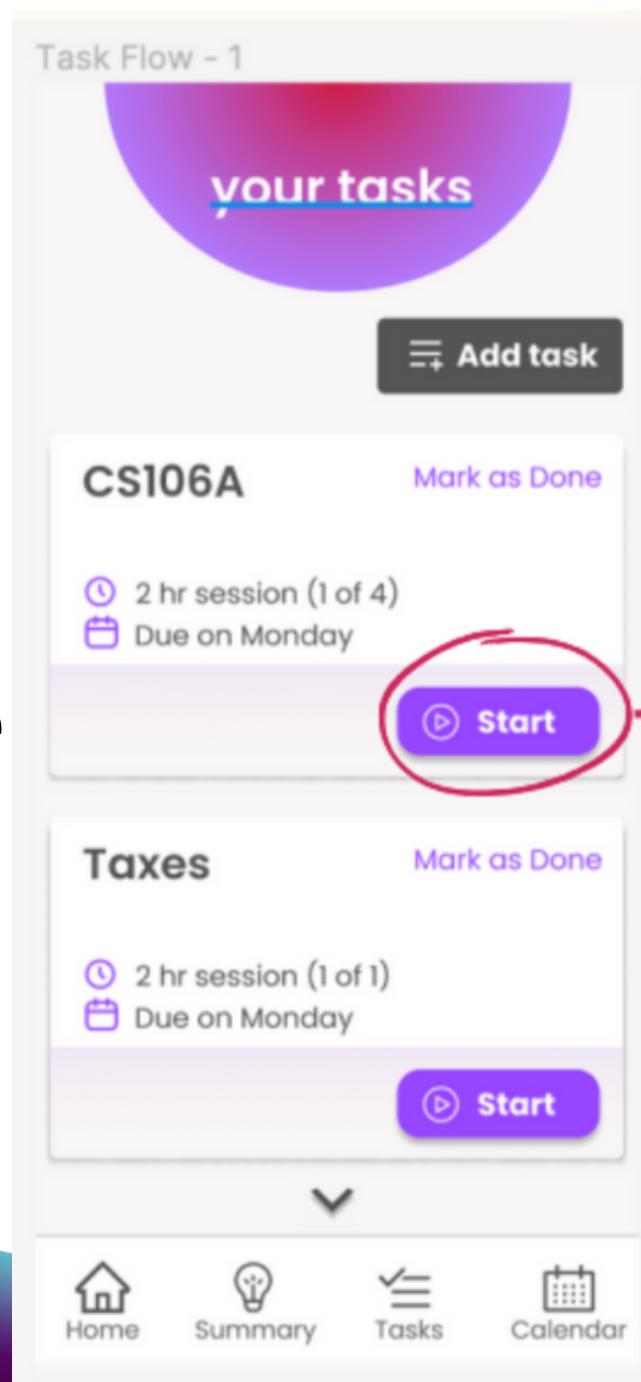
- Increase relative size of 'your tasks' section to emphasize important information
- Welcome message aligns with value of encouragement
- Individual tasks and 'add task' are clickable buttons that link directly to other flows

Usability Goals

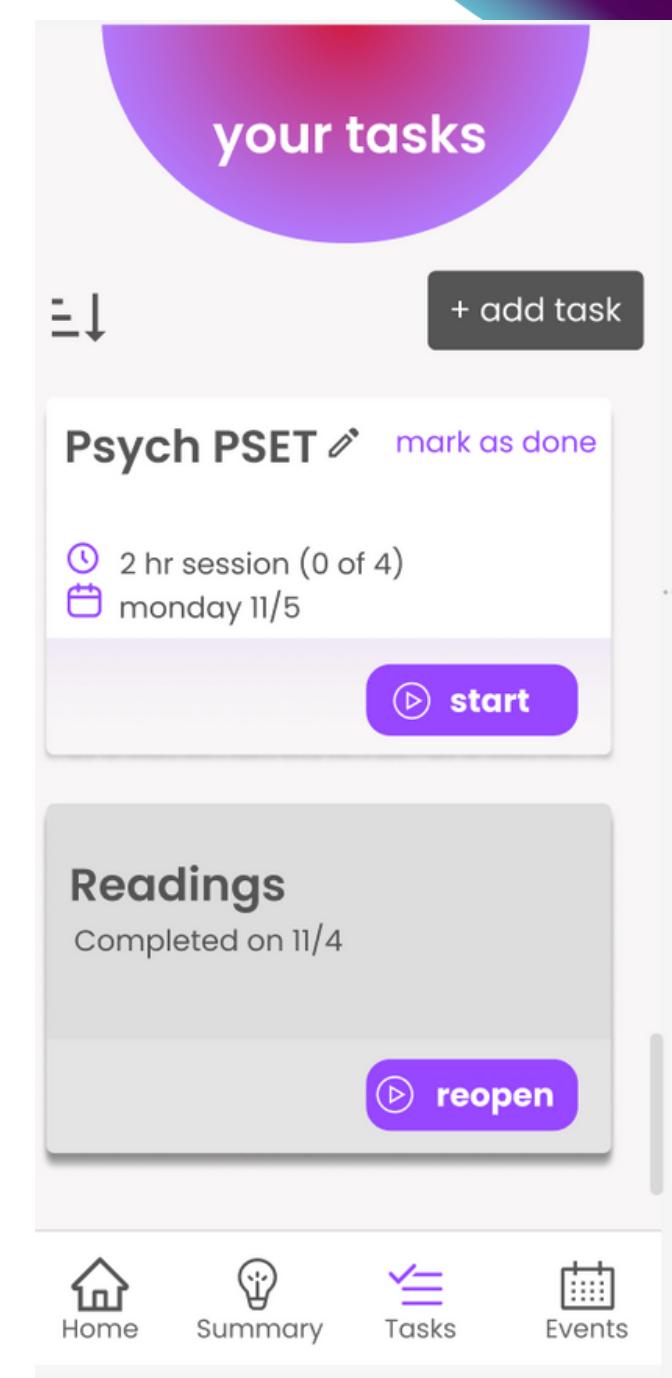
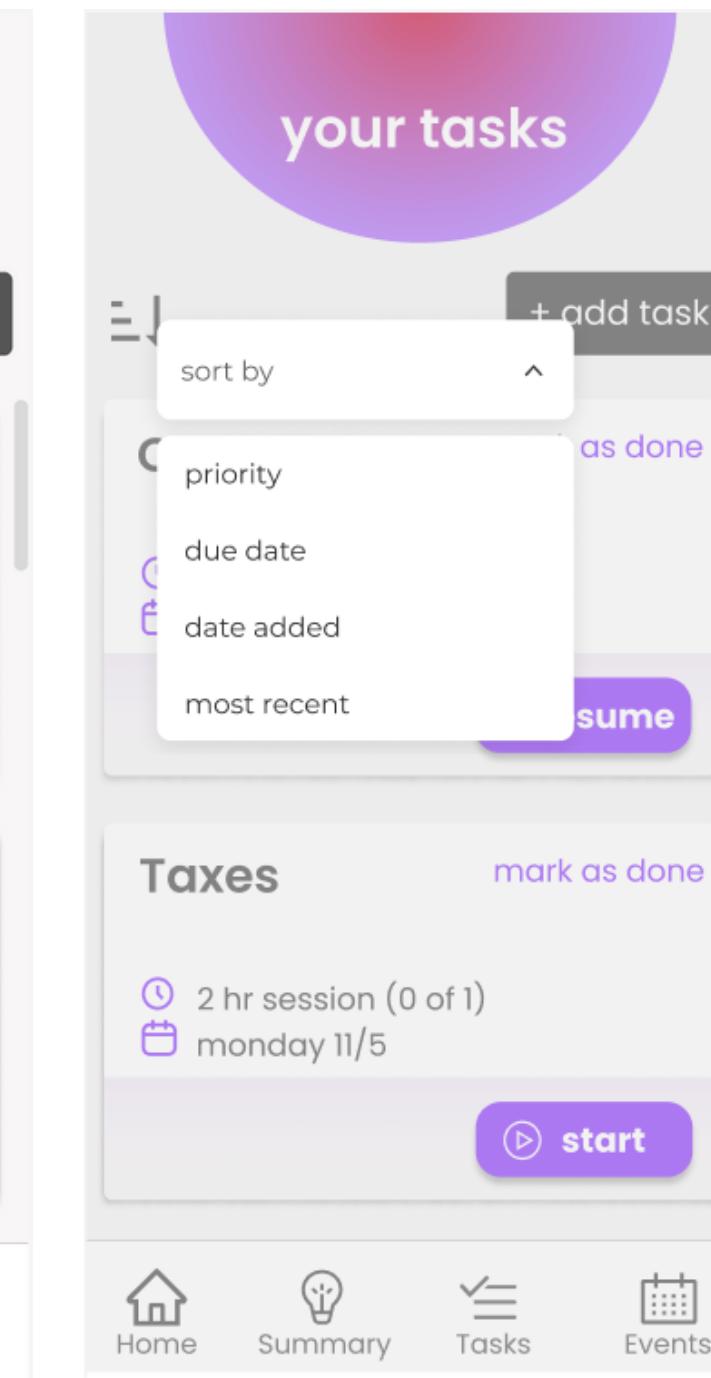
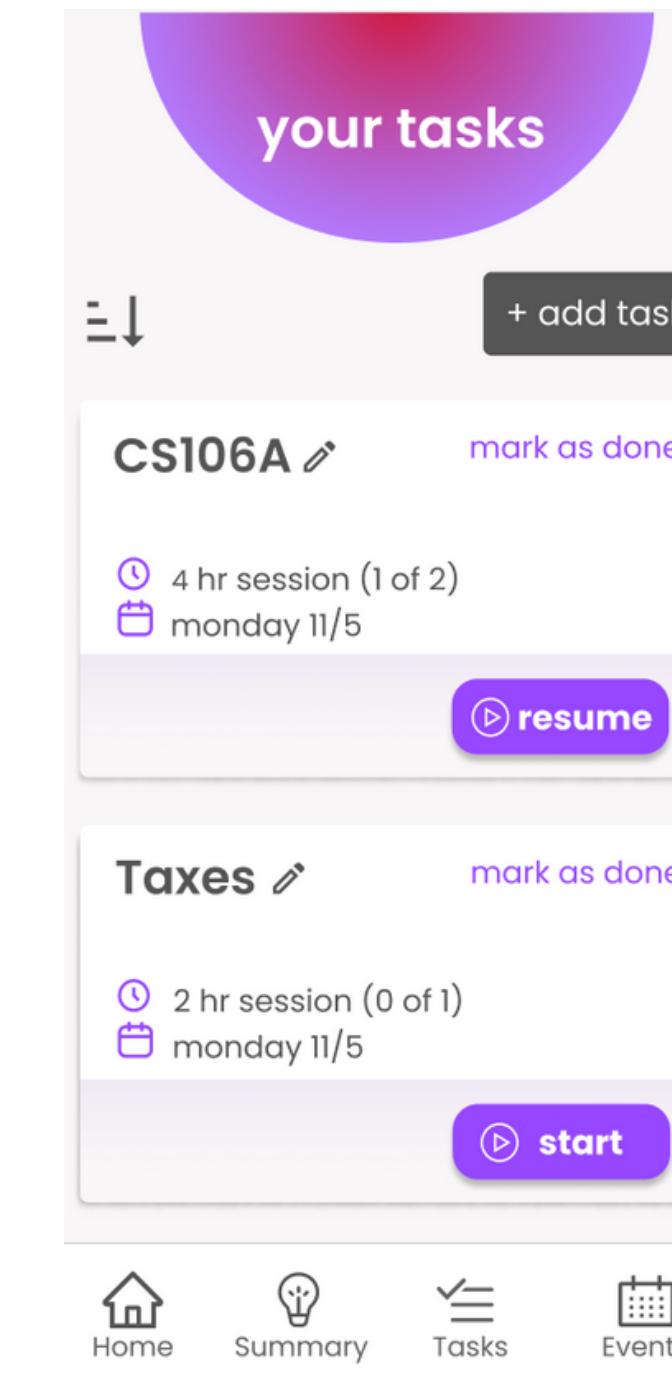
- Calls to action are larger and more visually apparent, leading to increased efficiency

View Tasks - Sort Tasks & View Completed Tasks

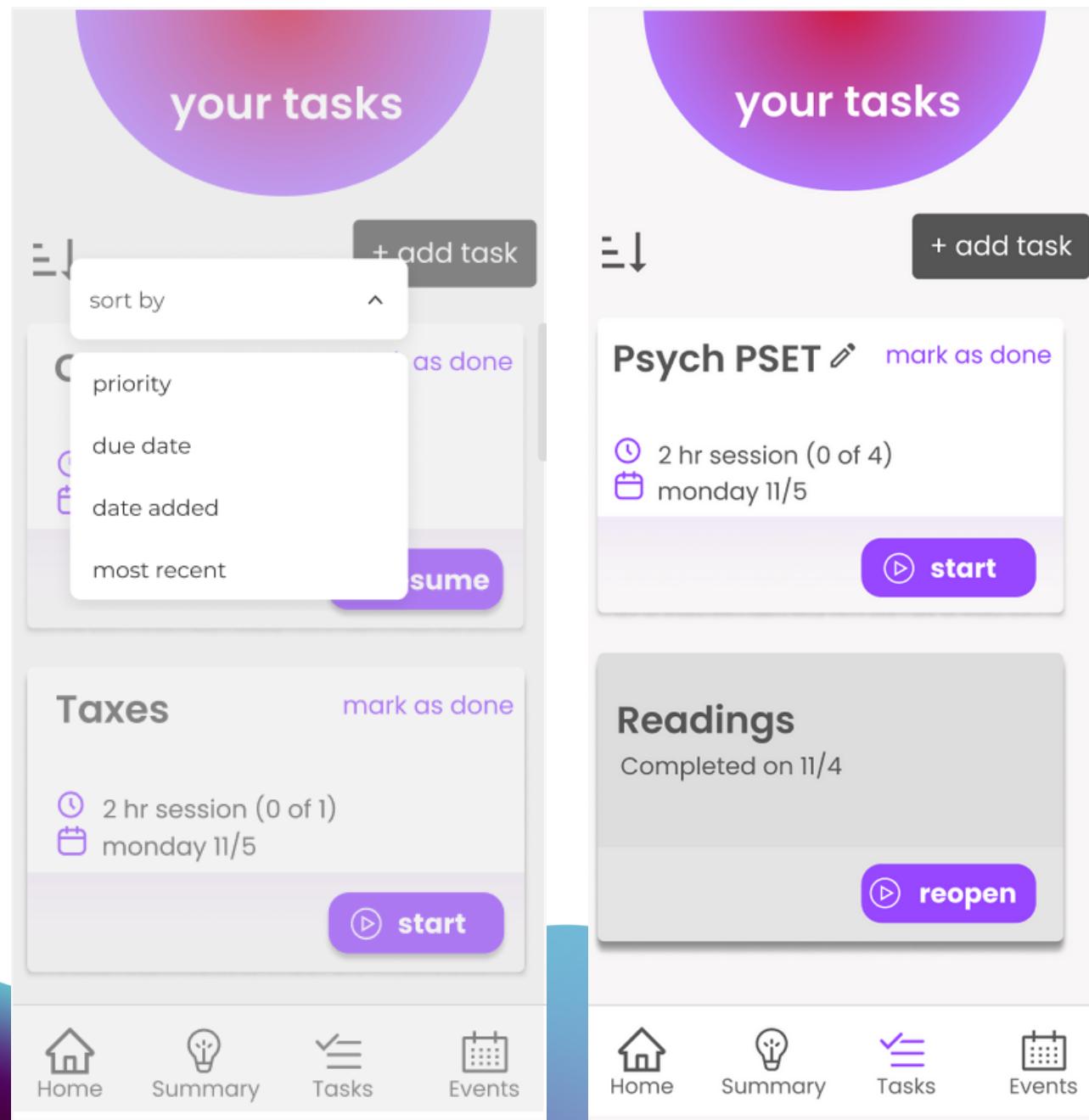
Before



After



View Tasks - Sort Tasks & View Completed Tasks



Rationale

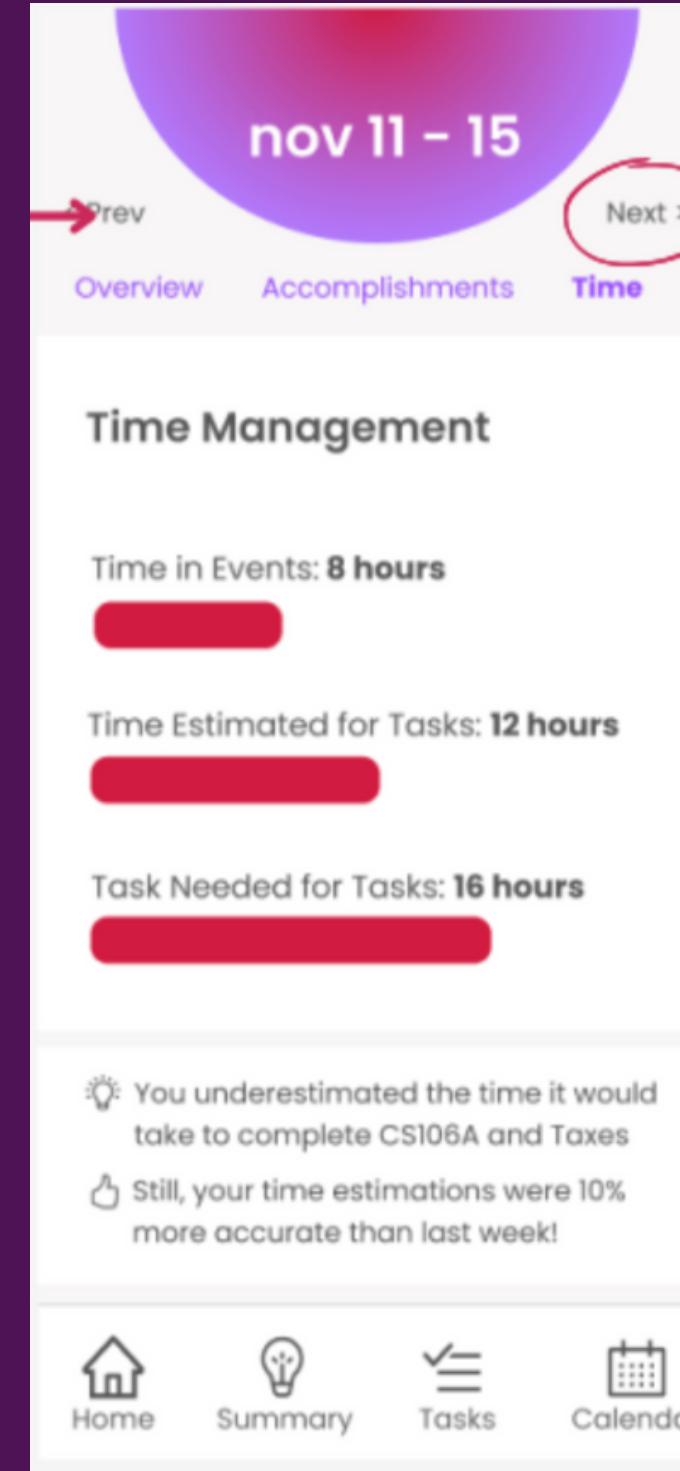
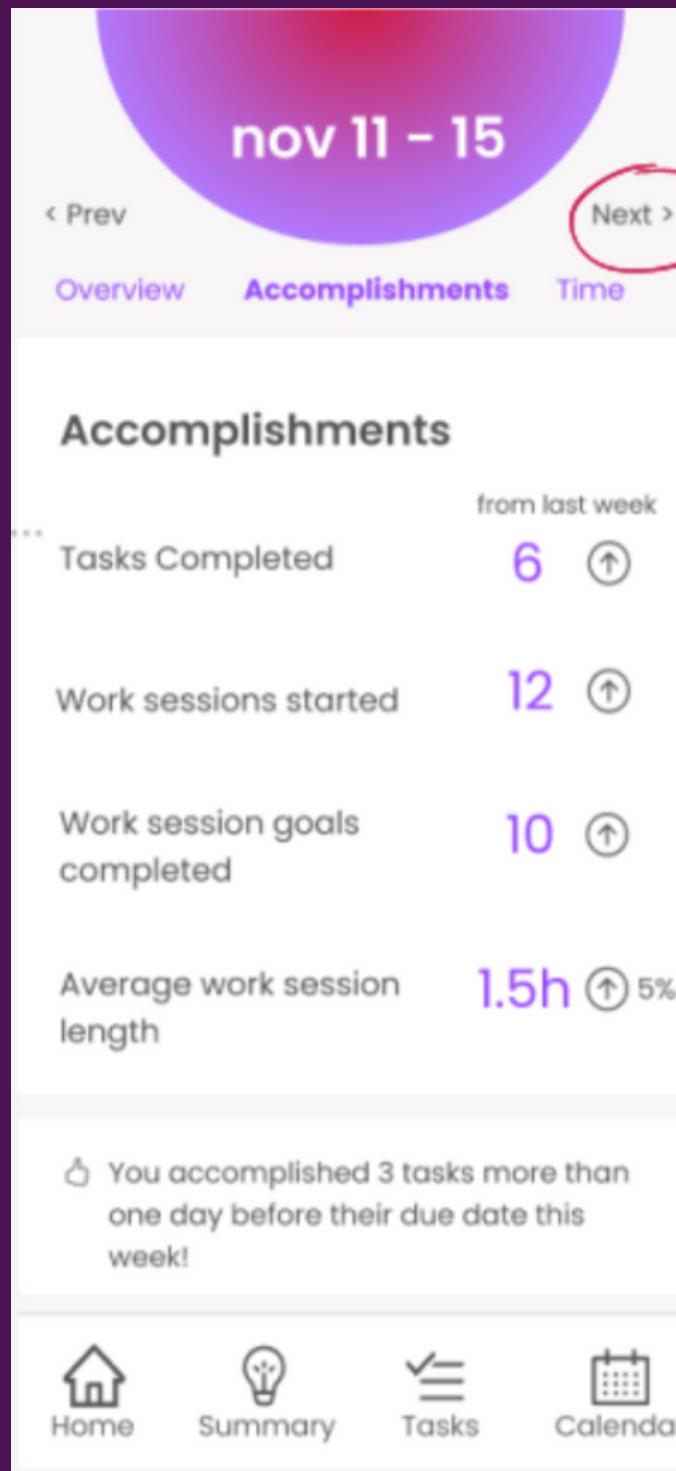
- Allowing user to sort tasks based on many categories improves user control
- User can view and re-open closed tasks; serves as an encouraging reminder of their progress and facilitates user control

Usability Goals

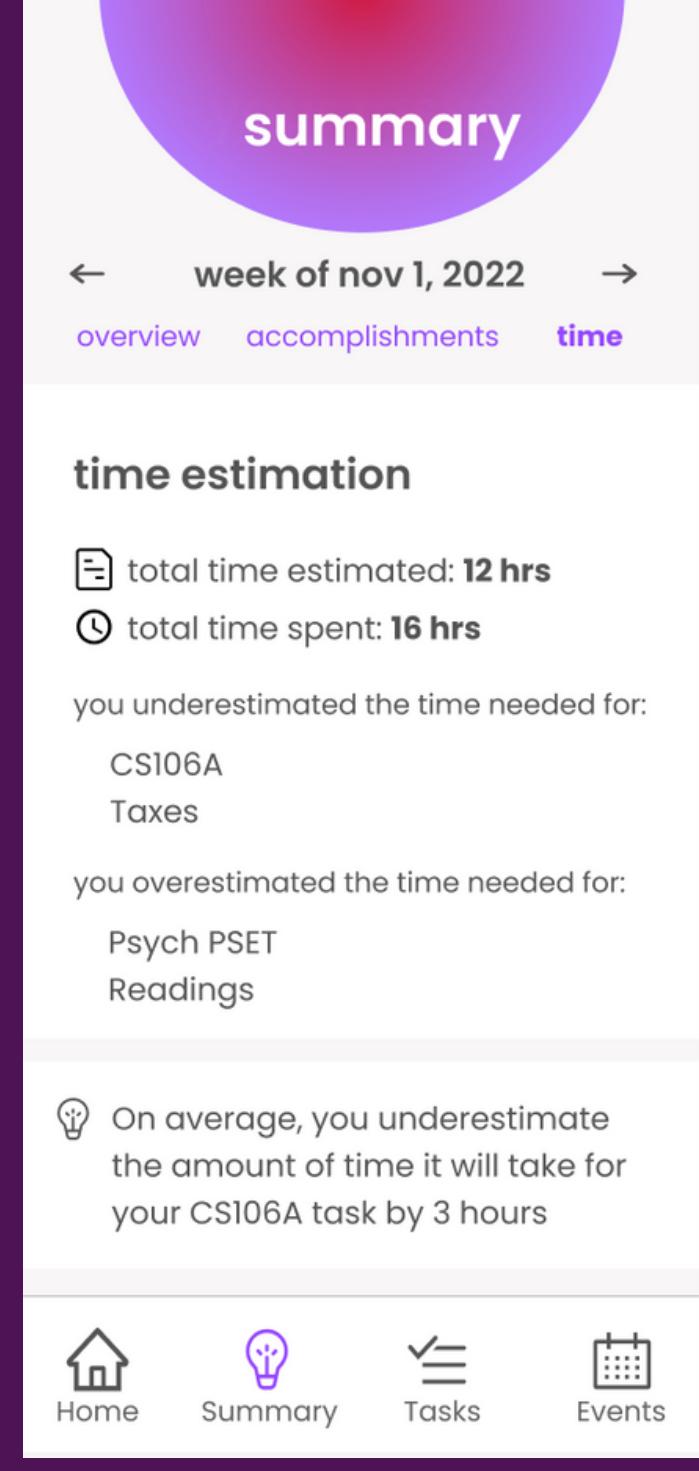
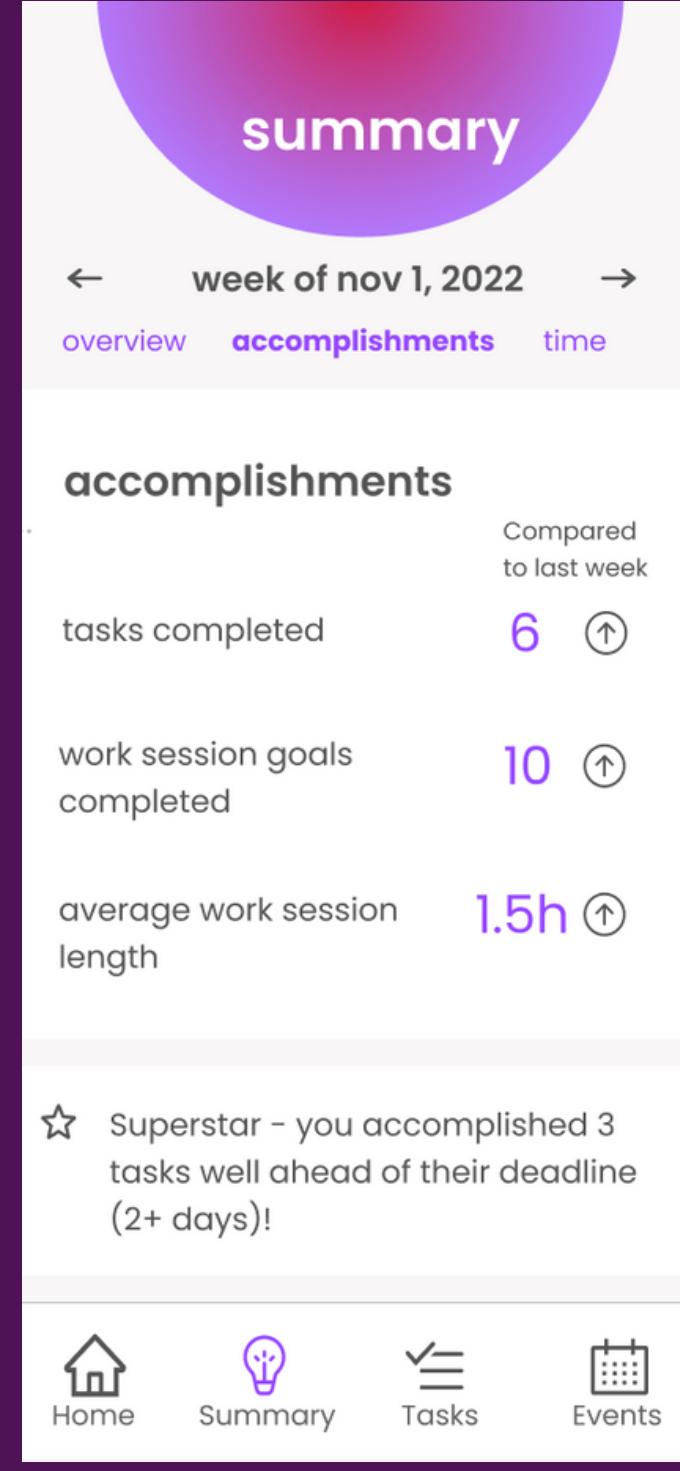
- User can access the tasks according to their priority, improving speed
- Re-opening closed tasks saves users from having to recreate a task in case they accidentally complete a task, improving speed and accuracy

Insights Redesign

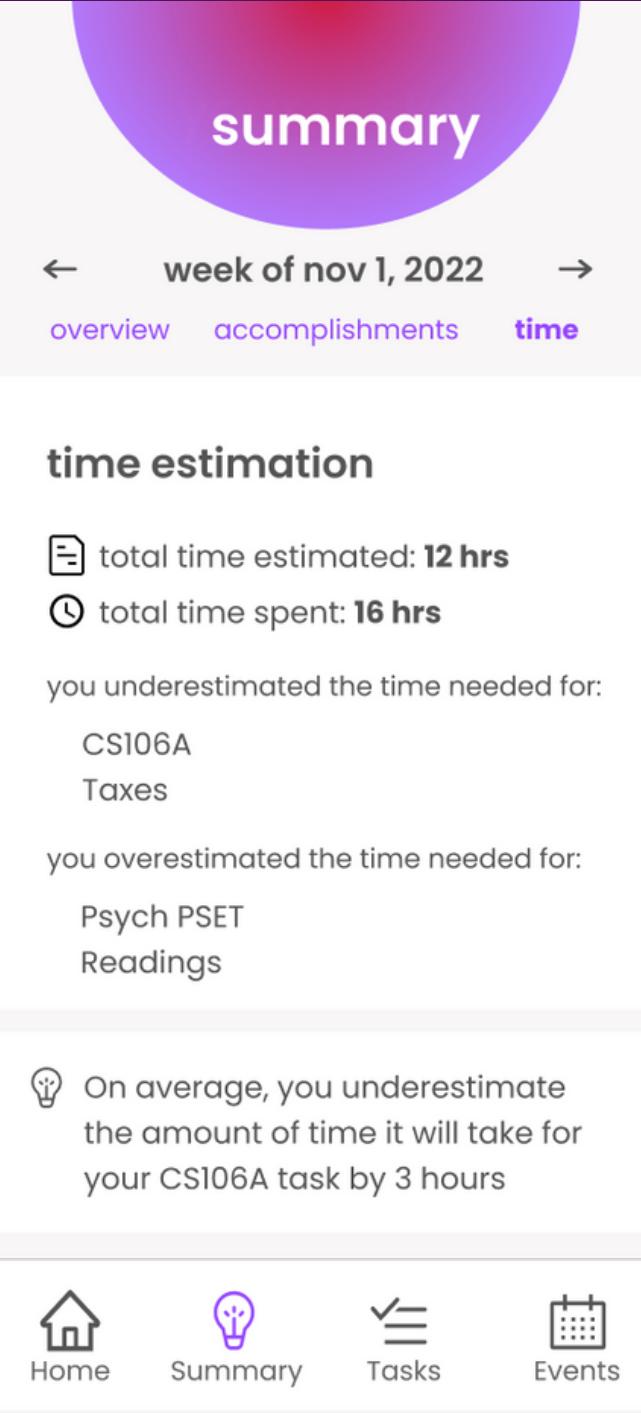
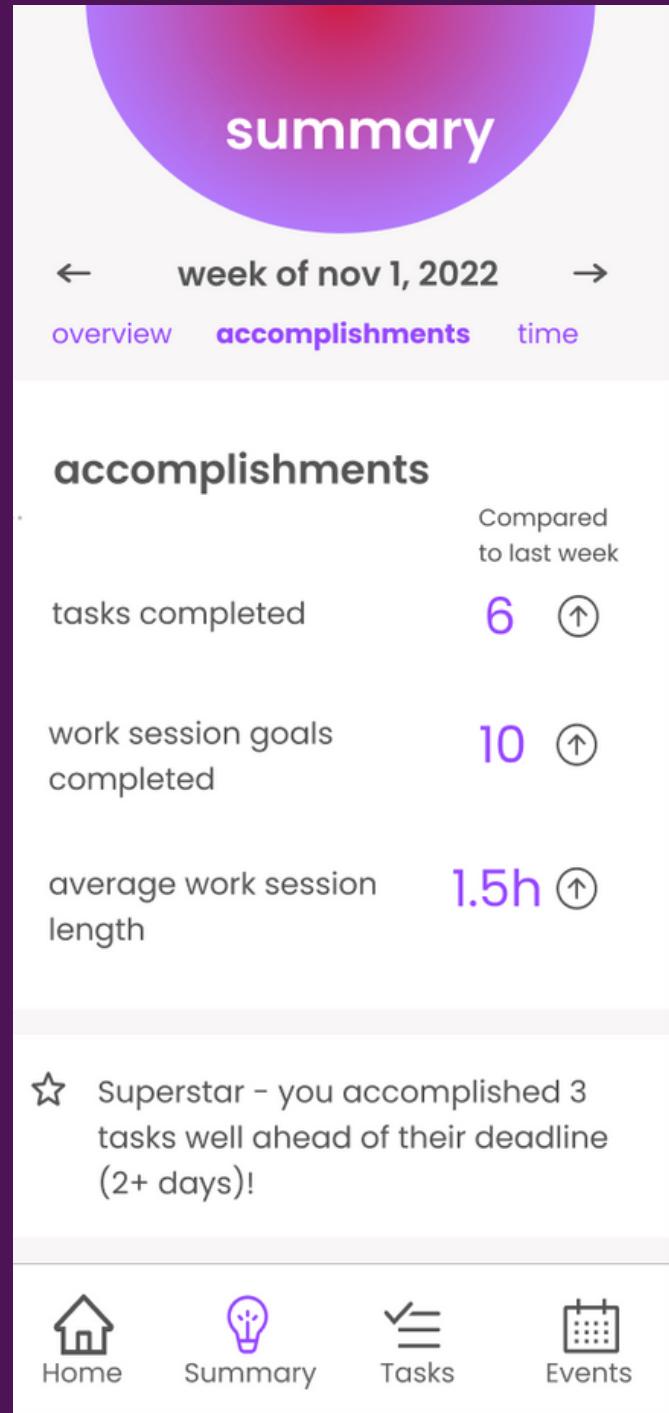
Before



After



Insights Redesign



Rationale

- Consolidating and re-ordered accomplishments helps to emphasize ADHD-relevant metrics and serve our user base
- Moving week label out of header improves visual consistency across tabs
- Language improvements facilitate user understanding of metrics

Usability Goals

- Emphasis on time estimation helps user more gather relevant applicable information, improving efficiency
- Moving the arrows for the week and adding a hover state (in the hi-fi prototype) resolve user confusion about this navigation, improving accuracy

Instructional context for disabled buttons

The image displays a sequence of four mobile application screenshots illustrating a user interface for task management, specifically regarding session splitting.

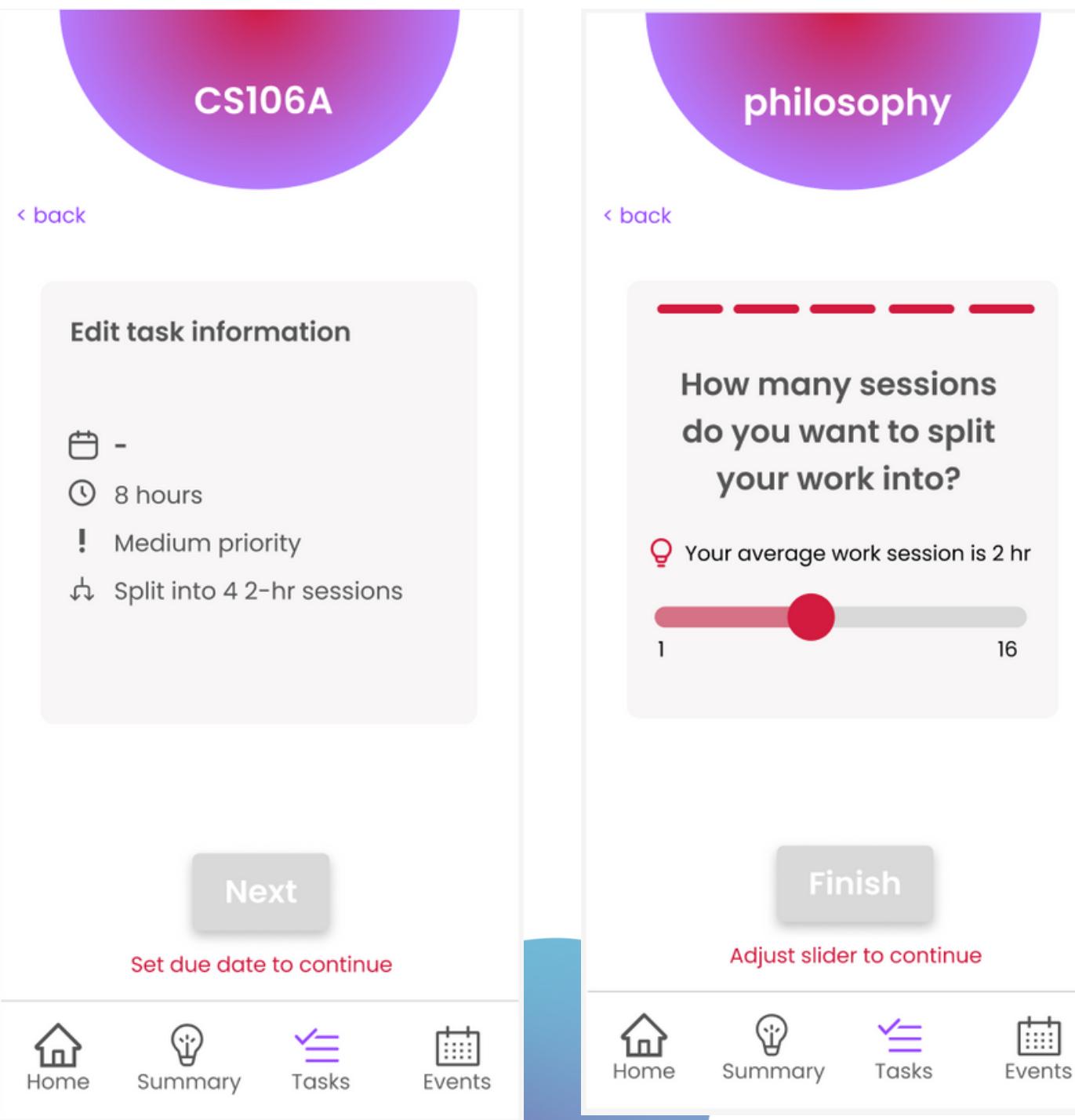
Screenshot 1: Shows the "Edit task information" screen for "CS106A". It includes fields for due date ("Monday, Nov. 1, 2022"), duration ("8 hours"), priority ("Medium priority"), and session splitting ("Split into 4 2-hr sessions"). A red circle highlights the value "4" on a slider labeled "1 session" to "16 sessions".

Screenshot 2: Shows the same screen, but the slider has been moved to the extreme left, indicating a value of 1. A red arrow points from this screen to the next one.

Screenshot 3: Shows the "Edit task information" screen for "philosophy". The slider is now disabled, indicated by a greyed-out appearance. A message at the top reads "How many sessions do you want to split up your work into?". Below the slider, a note says "Your average work session is 2 hr".

Screenshot 4: Shows the same screen, but the slider is now enabled again. A message at the top reads "How many sessions do you want to split up your work into?". Below the slider, a note says "Your average work session is 2 hr". A red message at the bottom says "Adjust slider to continue".

Instructional context for disabled buttons



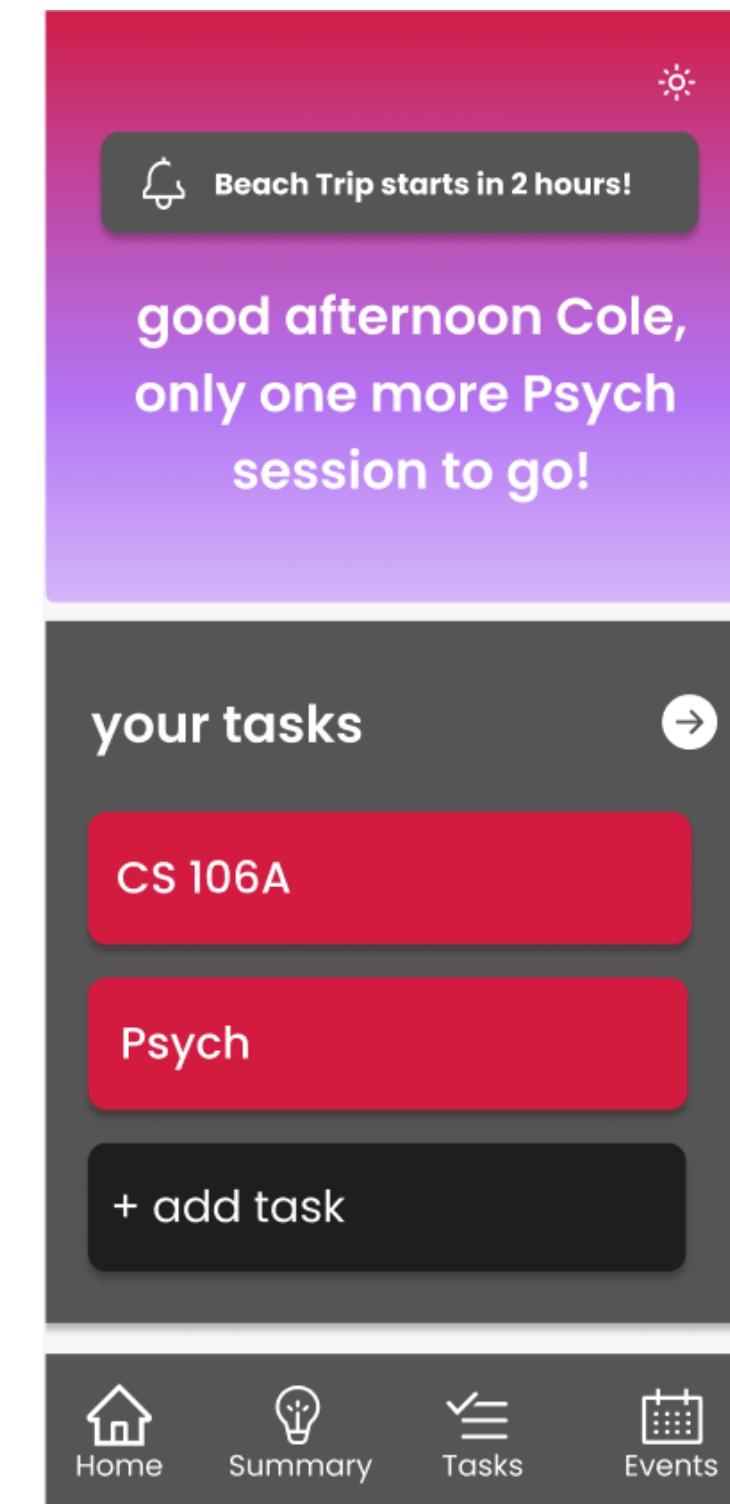
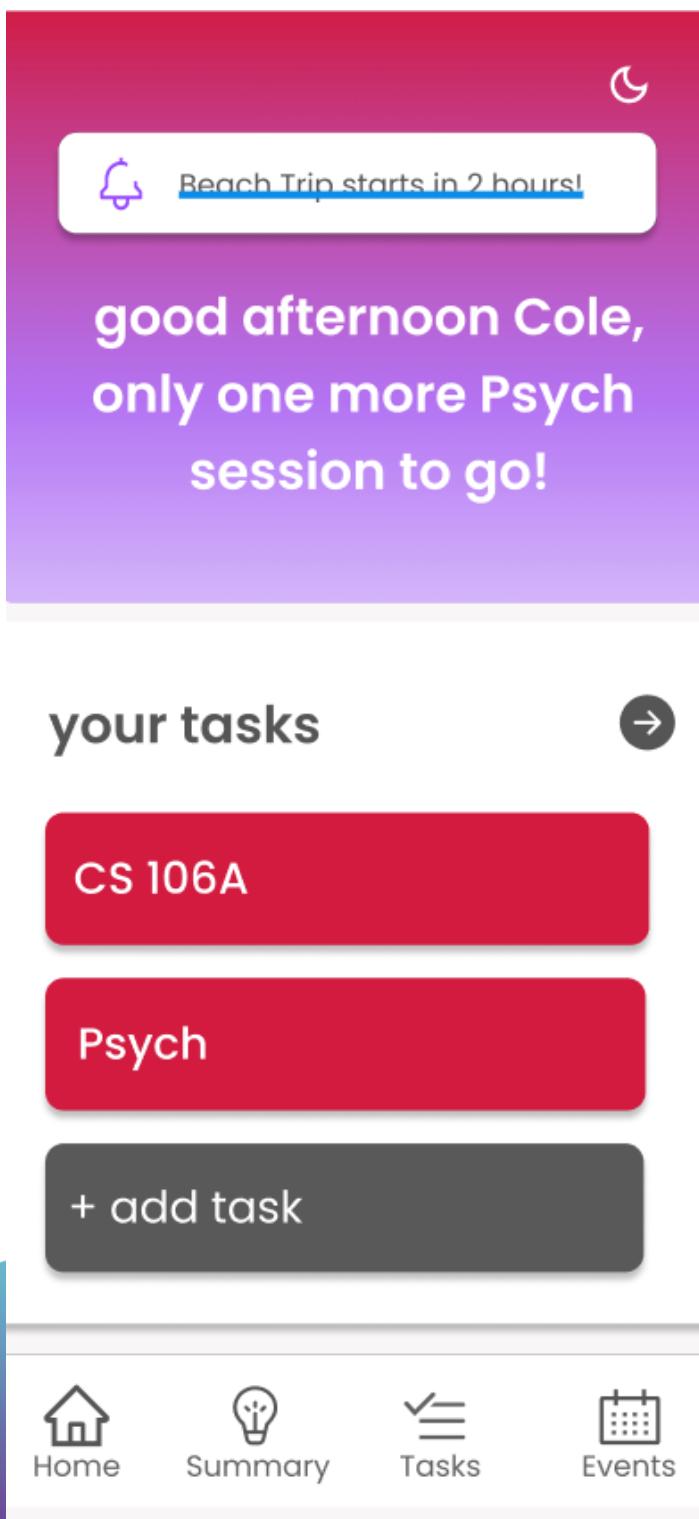
Rationale

- Improve user understanding of expected actions through visual instruction

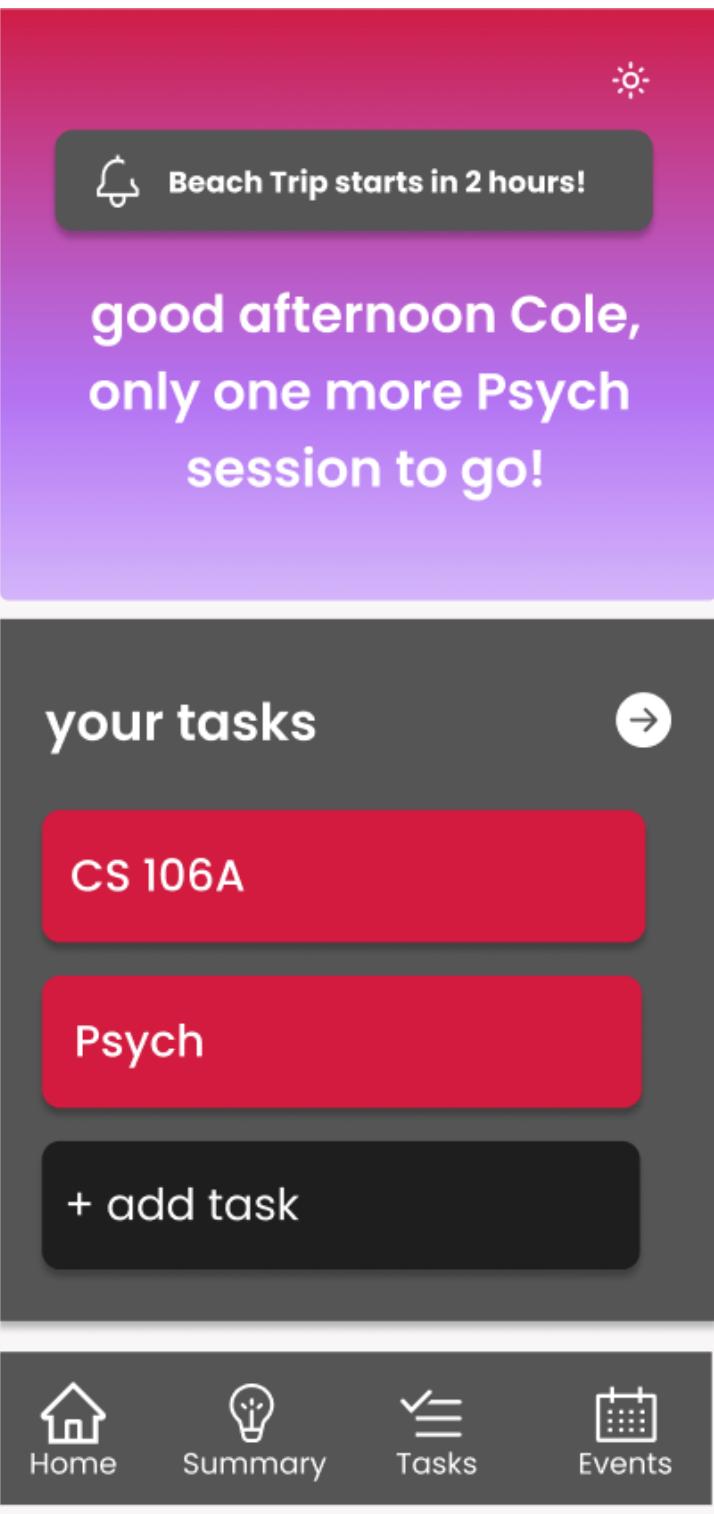
Usability Goals

- Saves user from second-guessing the next step, improving speed and accuracy

Dark Mode



Dark Mode



Rationale

- Creates less strain on the eyes and is a more accessible option not just for users with impaired vision
- Improves attention and focus, which is especially ideal for our user base (people with ADHD)

Usability Goals

- May indirectly influence user efficiency, particularly if user is vision-impaired or simply prefers dark mode

Addressing Heuristic Evaluation

User Control and Flexibility

- Allow users to jump to specific tasks and task creation from the home page
- View and edit tasks from the 'View Tasks' screen
- Customize time commitment to the minute

Visual Consistency

- Transitions, color schemes, and icons are consistent

Clarity

- Language is consistent, short, and sweet!
- Added instructional messages
- Added valuable contextual information

Alignment with Values

- Time estimation and task completion (ADHD-relevant metrics) are emphasized
- Welcoming and encouraging messaging
- Dark mode available

03

Hi-Fi Prototype Implementation

Technical Framework

Progress so far & plans to finish

Wizard of Oz & hard-coded features

Prototype Implementation

Framework

Frontend: React Native
w/ Expo

Backend: Firebase

Hard-coded and Wizard of Oz

Hard-coded: the associated data when selecting an existing task type, customized welcome message on home page

Wizard of Oz: all summary and insights, suggestion of average time in 'add task' flow

Progress so Far

Completed

Implemented two task flows

- Complex: View summary of task, including insights and time management (100%)
- Medium: Adding a task (90%)

Planned

By next Monday:

- View events from integrated third party calendar
- Starting and tracking work progress

By next Wednesday:

- Connection to database



Remaining questions

- How can we implement the login page?
- Are there any potentially useful ways to track and gain insights from user input?

Appendix

[https://docs.google.com/spreadsheets
/d/1No4Z6_QAAq_13Ait9BVzfAVIj9H
GCUxL3B8nBdOISh4/edit?usp=sharing](https://docs.google.com/spreadsheets/d/1No4Z6_QAAq_13Ait9BVzfAVIj9HGCUxL3B8nBdOISh4/edit?usp=sharing)