

STUDY BUDDY

Personal Time Tracker

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Problem Overview

- Limited amount of time
- Lots to do
- Various distractions
- Improving productivity is difficult



Design Research

■ Methods

- *3 Interviews*
- *1 observation/interview*

■ Participants

- *University of Washington students*
- *Various majors and years*



Design Research - Themes

- "Too much" becomes a distraction
- Distraction types are different
- Willing to monitor study habits
- Positive feedback

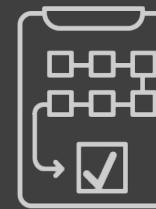
6 Tasks



Meet
homework
assignment
deadlines



Track time
spent on
studying and
distractions



Plan
better



Receive
notifications



Identify
productive
/distraction-prone
times of day



Avoid study
fatigue and
boredom

INITIAL DESIGNS

1 - Physical Sensors

2 - Software Tracking

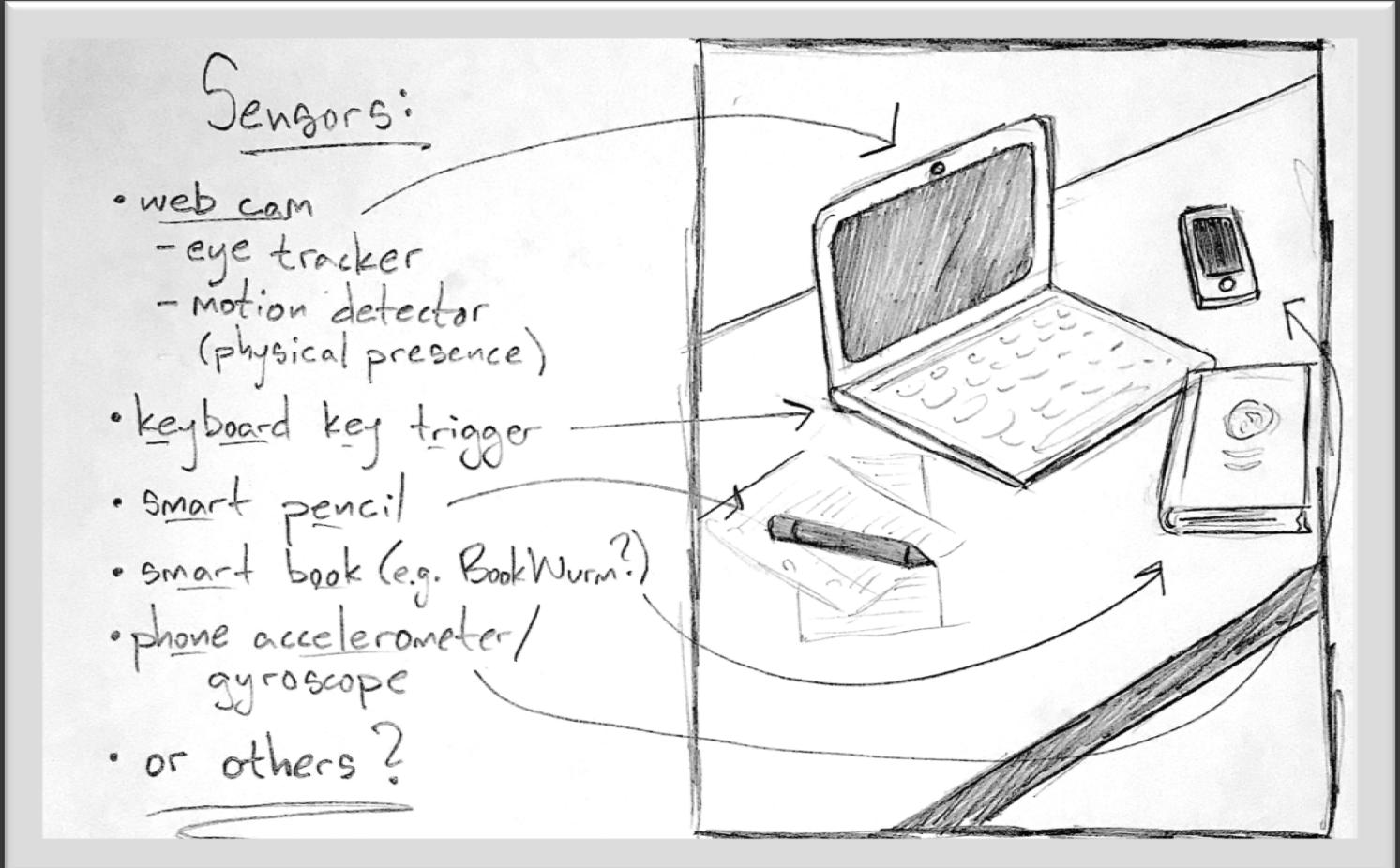
3 - Active Tracking

Design #1

Physical Sensors

(passive)

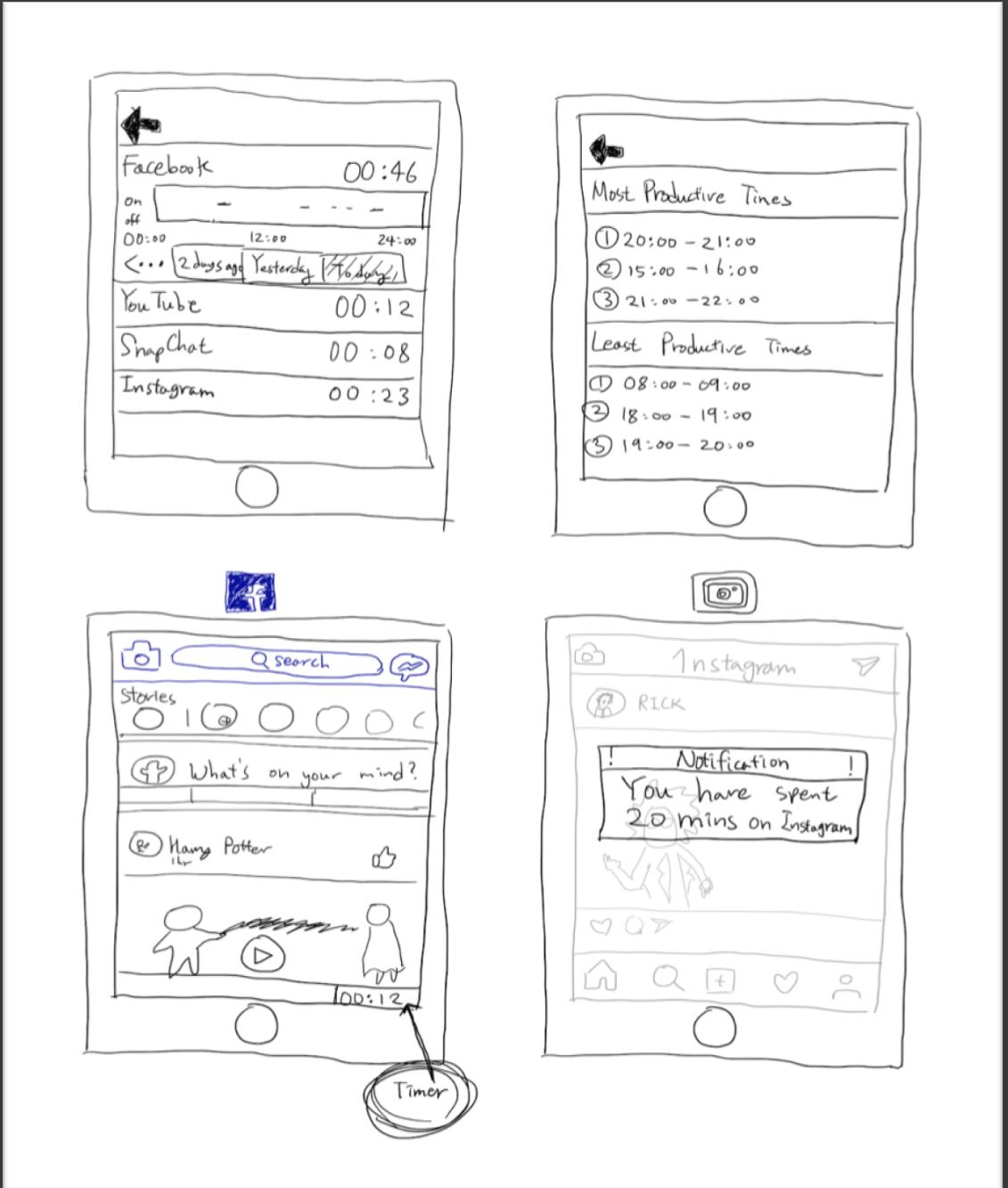
- Webcam
- Smart Pencil
- Smart Book/Bookmark
- Cell phone
- Keyboard triggers



Design #2

Software Tracking (passive)

- Gauge productivity
- Site/software usage
- Site-specific timer
- Notifications

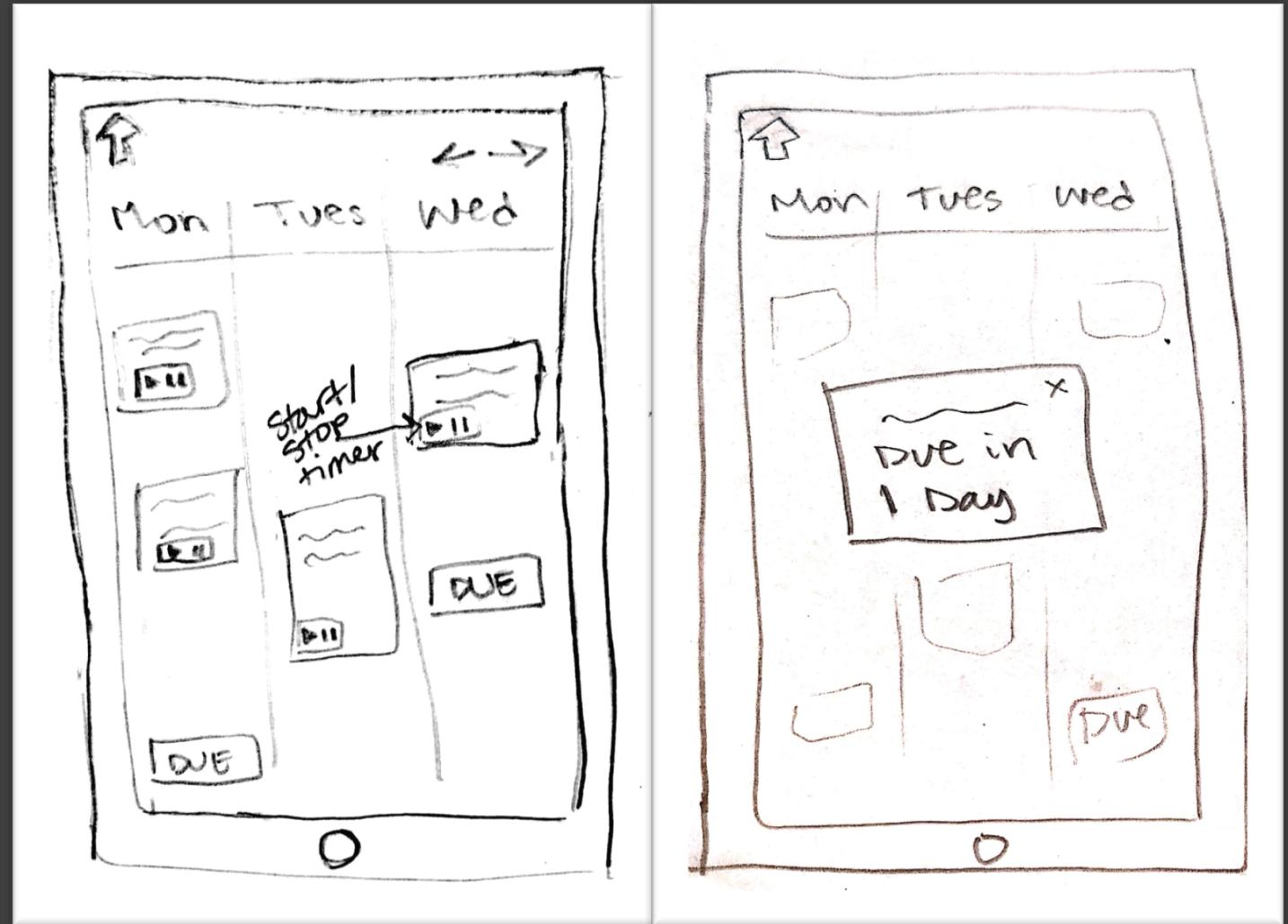


Design #3

Schedule Tracking

(active)

- Interactive calendar
- Tap-in / Tap-out
- Assignment reminders
- Scheduling suggestions



SELECTED DESIGN

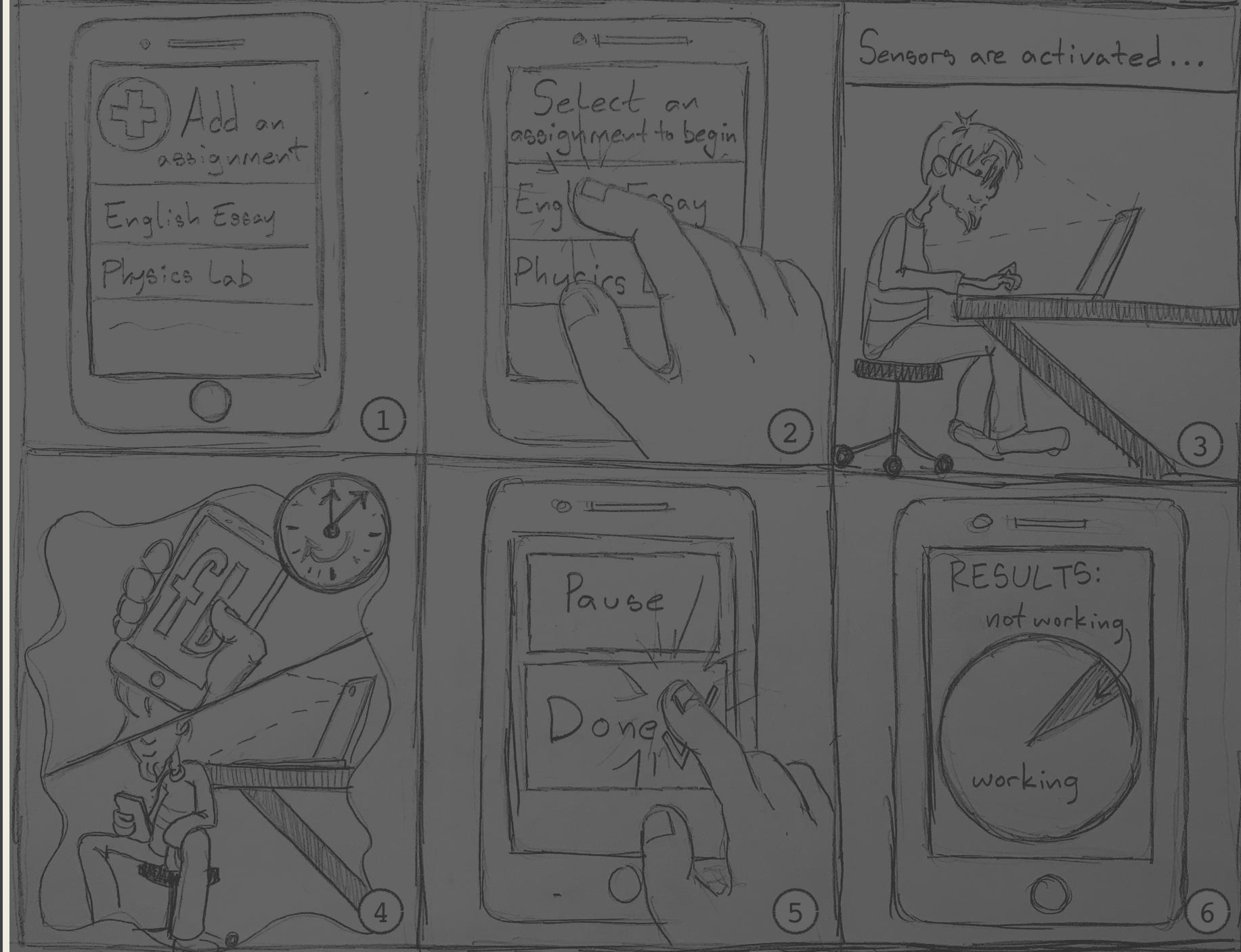
Combination of features from
our three initial designs



Task #1 | Time-Tracking

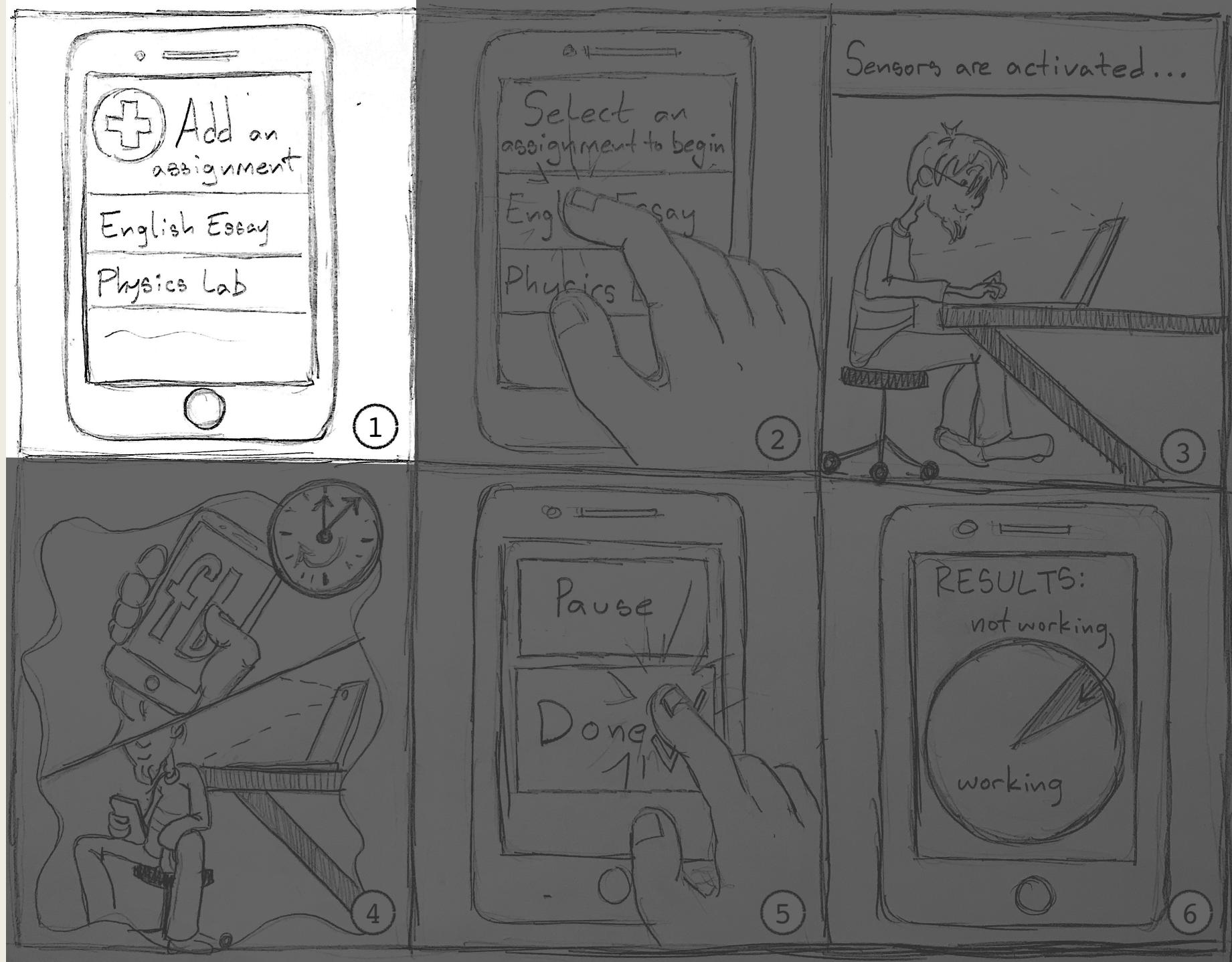
Physical sensors and software combine to track productivity

#1 | Time-Tracking



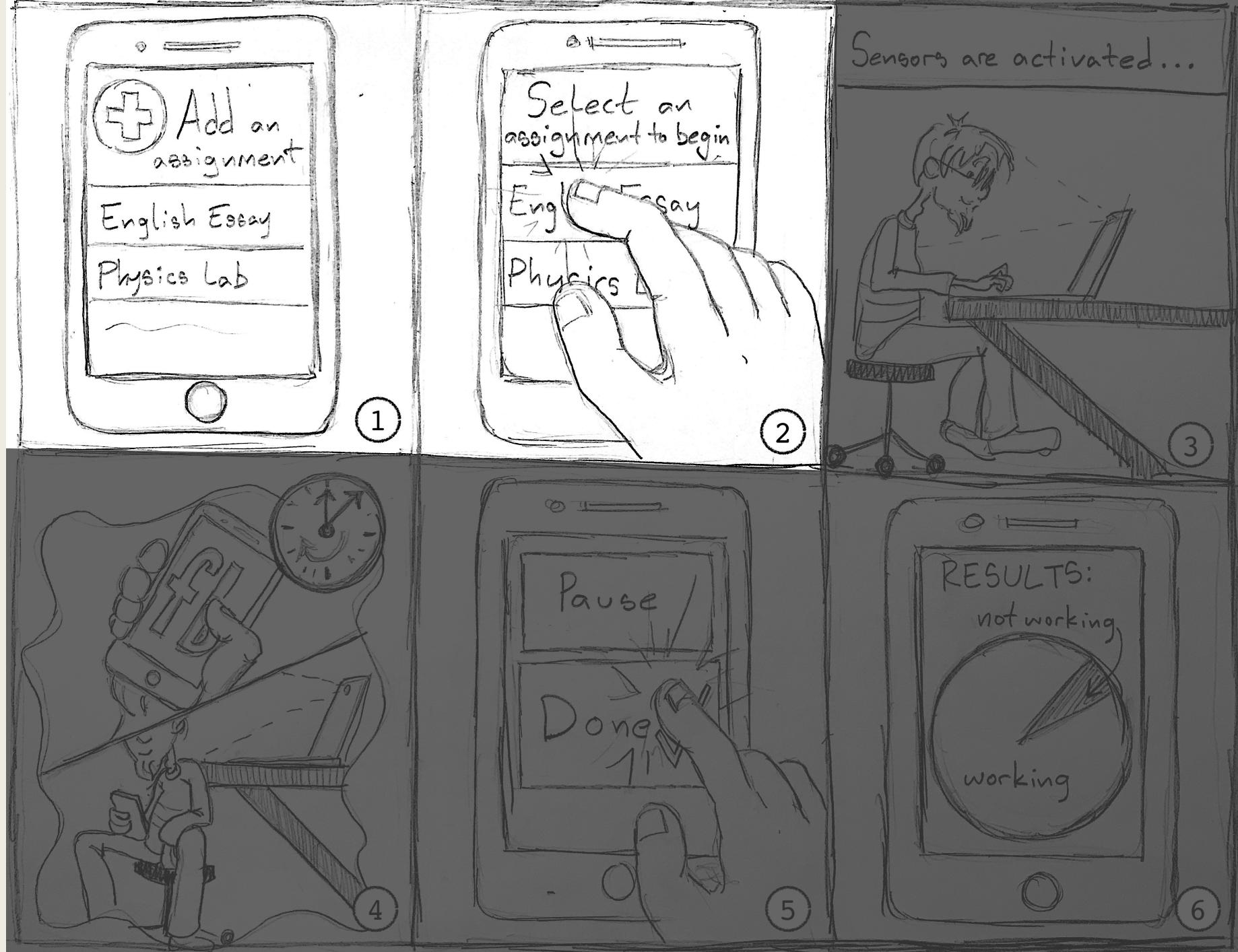
#1 | Time-Tracking

- Add assignments to list



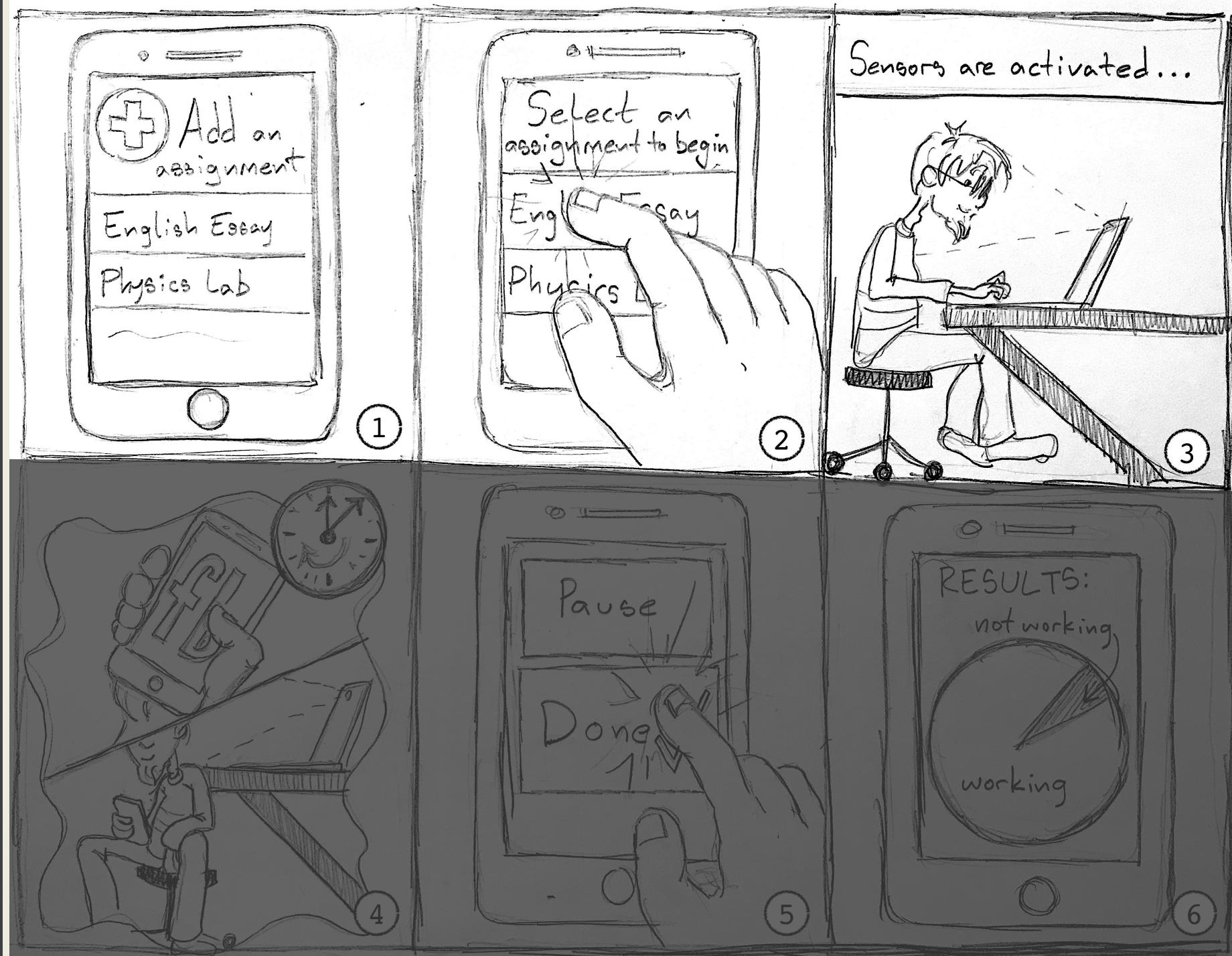
#1 | Time-Tracking

- Add assignments to list
- Select an assignment



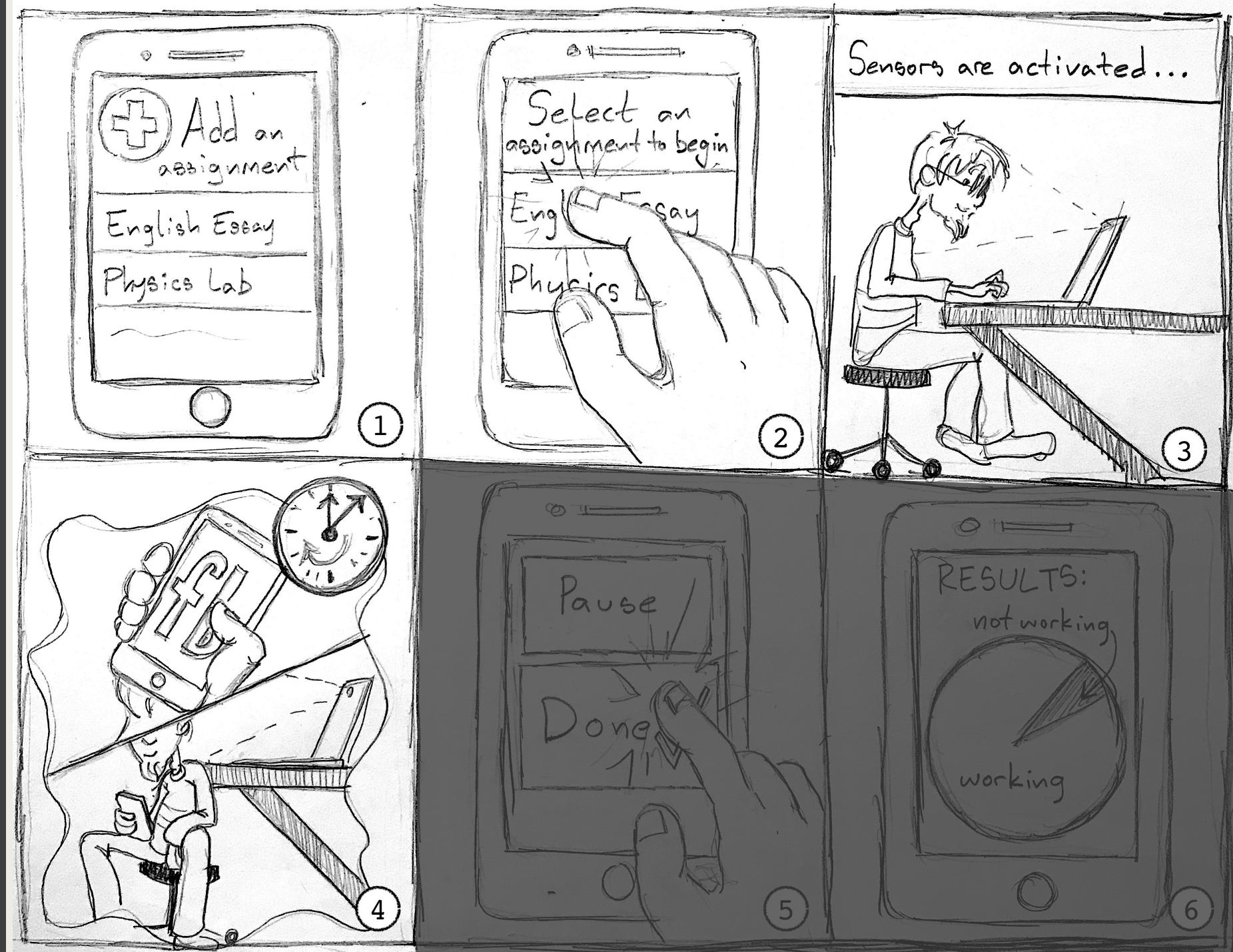
#1 | Time-Tracking

- Add assignments to list
- Select an assignment
- System begins tracking



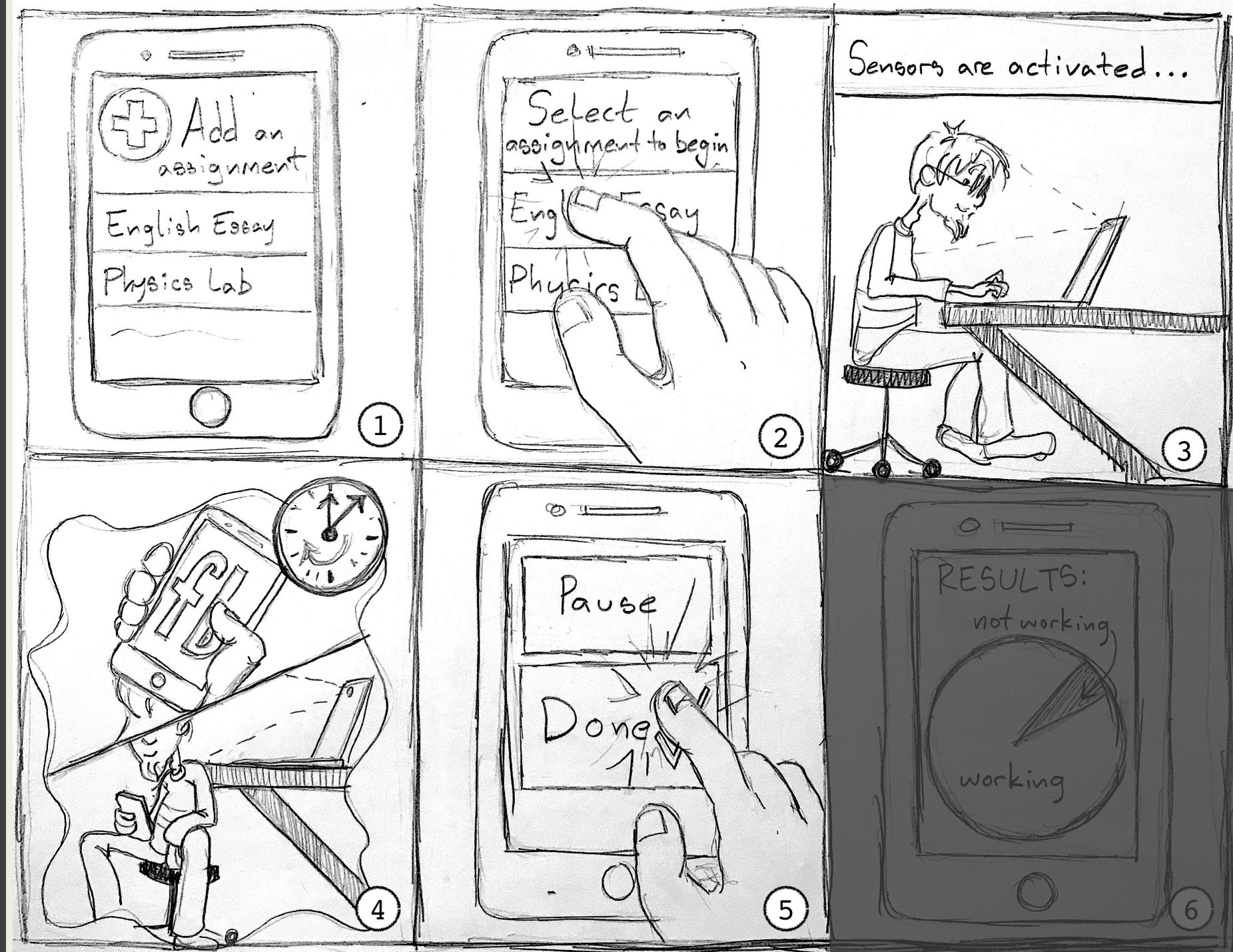
#1 | Time-Tracking

- Add assignments to list
- Select an assignment
- System begins tracking
- Time spent distracted from work is noted



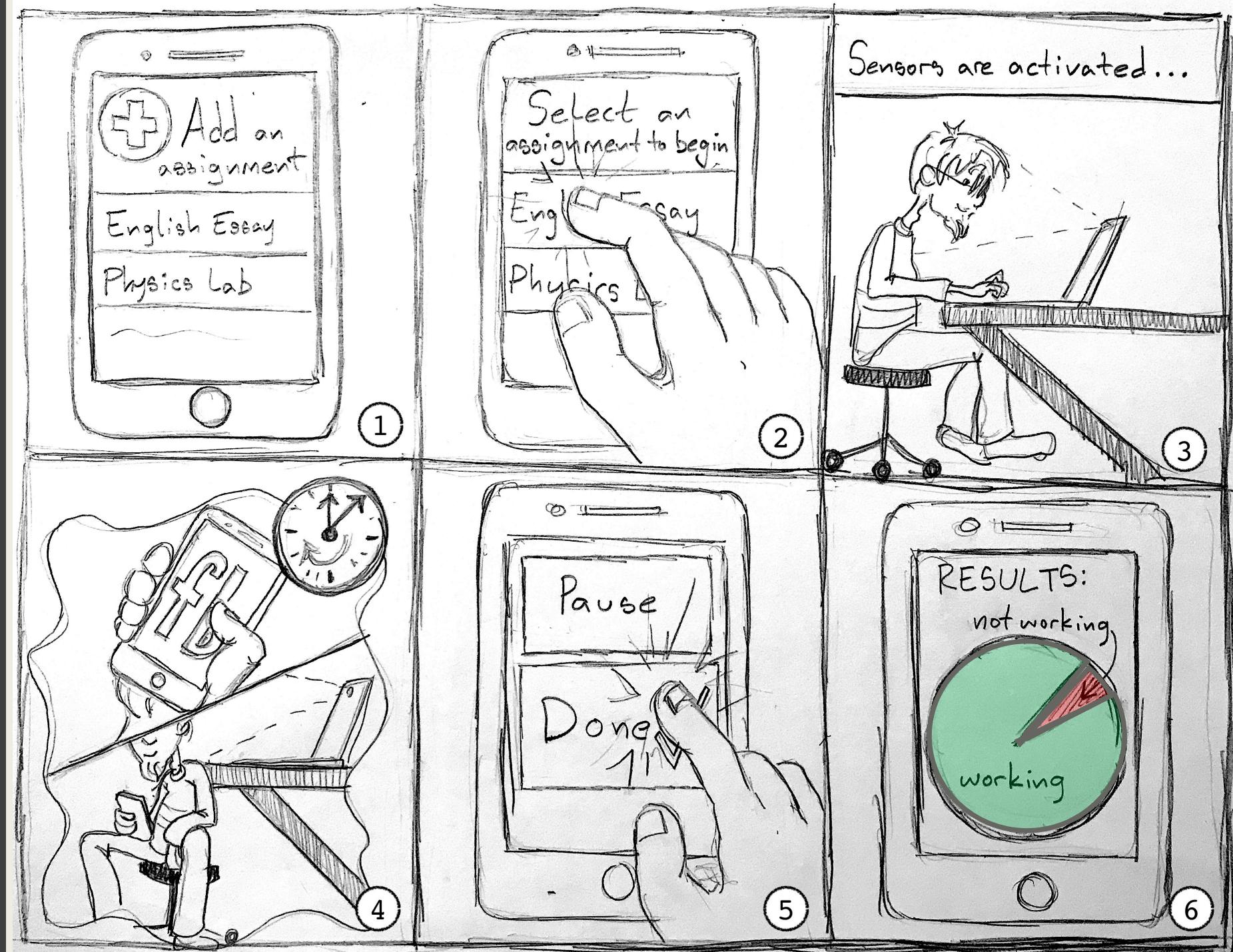
#1 | Time-Tracking

- Add assignments to list
- Select an assignment
- System begins tracking
- Time spent distracted from work is noted
- Pause or mark “Done” when session is finished



#1 | Time-Tracking

- Add assignments to list
- Select an assignment
- System begins tracking
- Time spent distracted from work is noted
- Pause or mark “Done” when session is finished
- Report results





Task #2 | Notifications

Notifications help promote
balanced time-usage

#2 | Notifications



#2 | Notifications

- Set distraction time limit



#2 | Notifications

- Set distraction time limit
- System begins tracking



#2 | Notifications

- Set distraction time limit
- System begins tracking
- Distractions trigger timer



#2 | Notifications

- Set distraction time limit
- System begins tracking
- Distractions trigger timer
- Once time limit is reached, notification is sent



#2 | Notifications

- Set distraction time limit
- System begins tracking
- Distractions trigger timer
- Once time limit is reached, notification is sent
- Happily back to work



Summing it up

- Distraction types vary from person to person
- Combining technologies broadens scope of tracking while minimizing the burden on the user
- Notifications can be used to promote balanced study habits



THANKS FOR LETTING US
distract you

FOR THE LAST 7 MINUTES