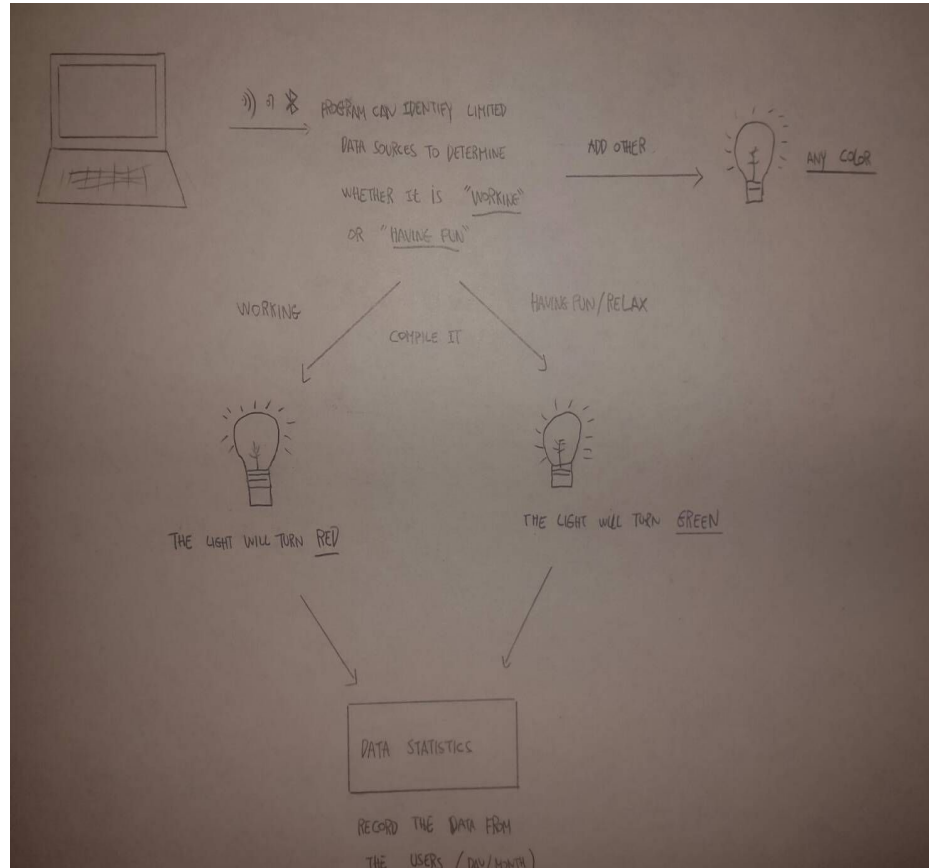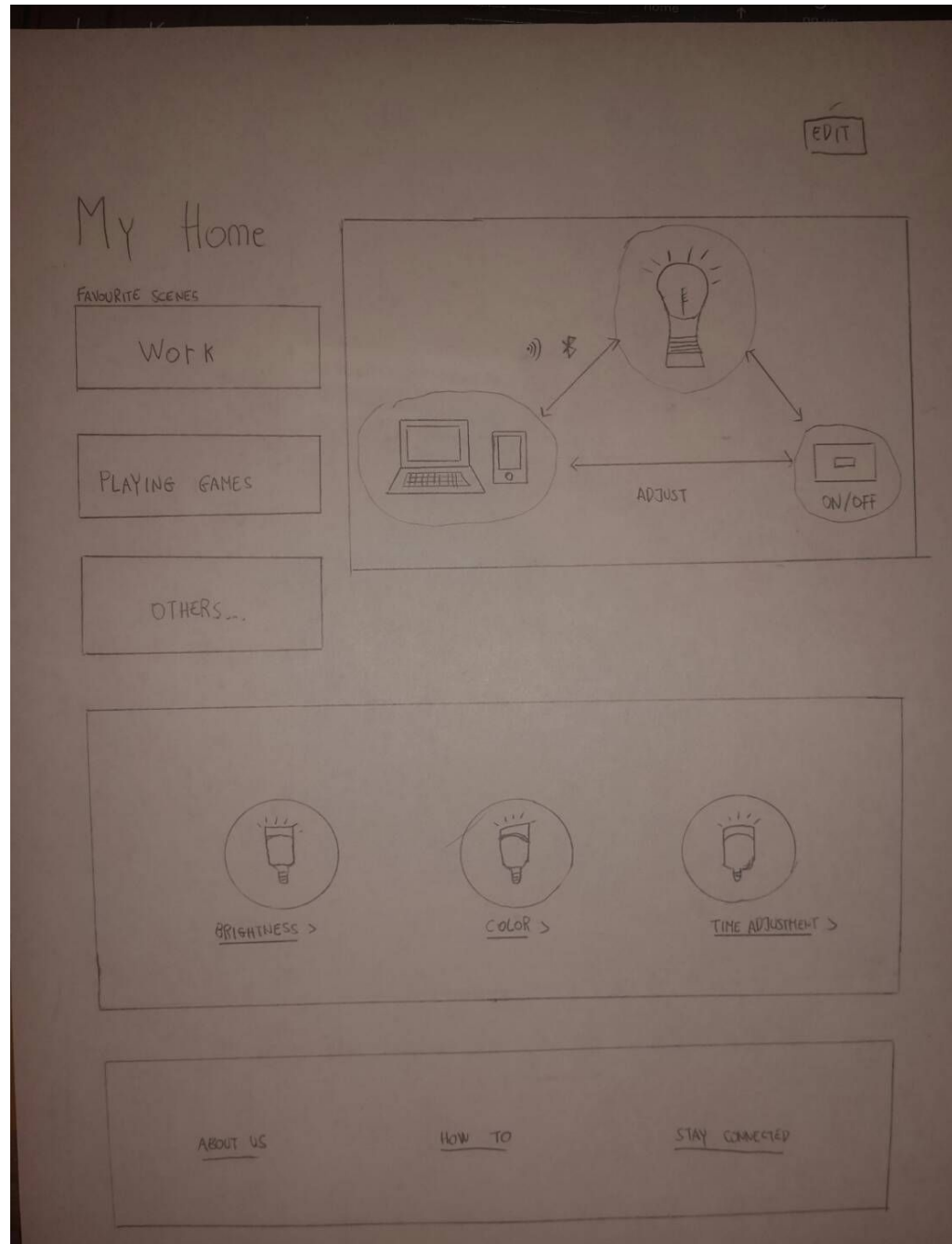Team assignment 1: check-in with TA(4points)
As a team, F2F or online, teams will check in with the TA to discuss:
- The ambient interface your team has decided to paper prototype. This assumes your team has discussed the team members' brainstorms and drawings.
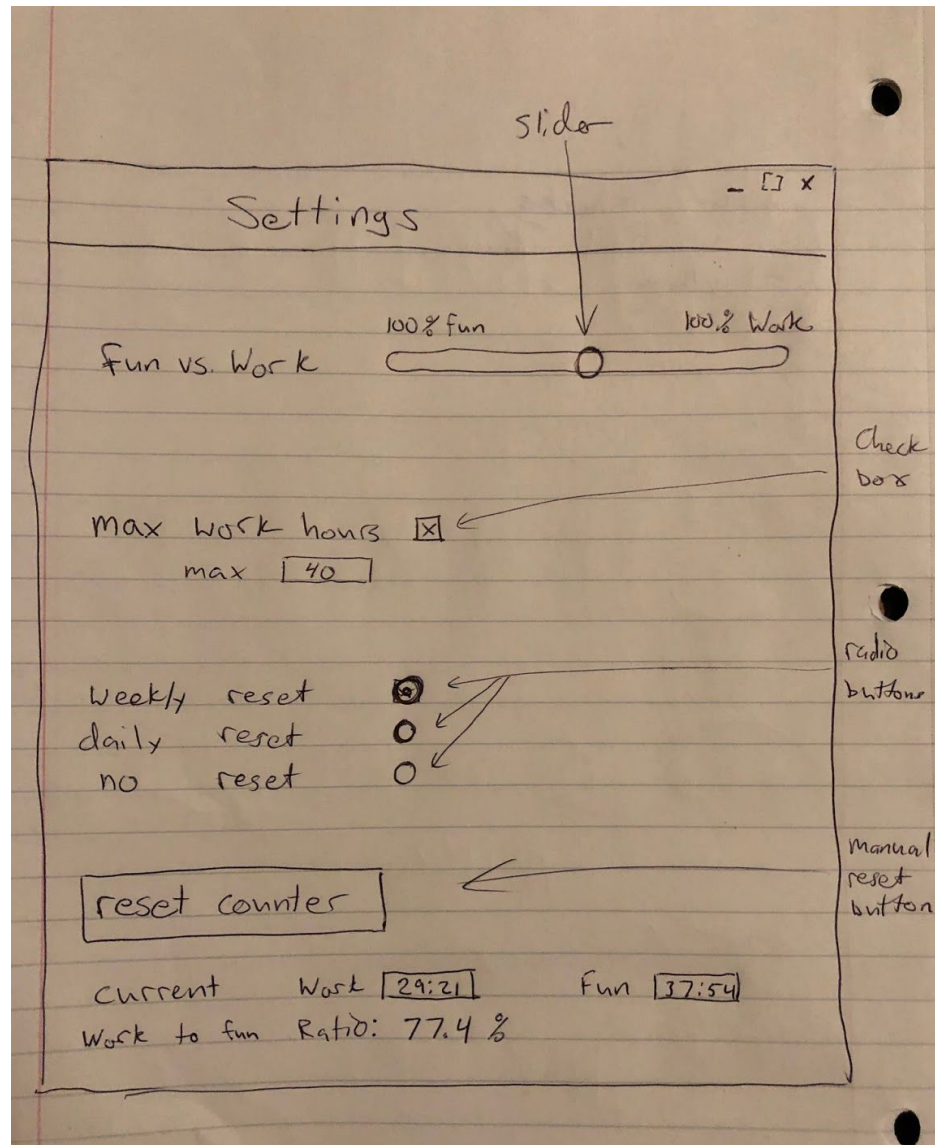 - Main Idea

  - Main Menu

My Home

EDIT

FAVOURITE SCENES

Work

PLAYING GAMES

OTHERS...

ADJUST

ON/OFF

BRIGHTNESS >

COLOR >

TIME ADJUSTMENT >

ABOUT US

HOW TO

STAY CONNECTED

○ Settings Menu

slider

Settings — ☐ X

100% fun ↓ 100% Work

fun vs. Work

Check box

max work hours ☒

max 40

Weekly reset ◉
daily reset ○
no reset ○

radio buttons

reset counter ←

manual reset button

current Work 29:21 Fun 37:54
Work to fun Ratio: 77.4%

kn;

- The questions you hope paper prototyping will answer and the data you will collect from the users of the paper prototype
  - Questions
    - What should we have the light bulb do to get them to either do more work or have more fun?
    - How do we allow them to decide which light bulb to connect to?
  - Data

- What should the equilibrium be?
  - Ex. 50/50 time?
- Is there a maximum number of work hours needed?
- Are weekends different than week days?
- Does the change in time for each second work accurately when the user makes changes between "work" and "having fun"?

- Data sources your team has identified. You will need to be specific, for example what web source or instrument (say, a thermometer) will you use. You might find an RSS feed that provides what you need.
  - The data source we will use, is the user themselves. They will manually input whether they are "working" or "having fun"