

# PASS IT ON

lo-fi prototype

ALISTAIR INGLIS, HALEY SAYRES, REBECCA WANG, THOMAS ZHAO

## Our Mission Statement

“PassItOn aims to harness the power of mobile to instill user positivity through daily challenges that are designed to increase gratitude and improve offline interactions.”

# REPRESENTATIVE TASKS

# COMPLETE CHALLENGE

1. User receives a challenge that excites them and elevates their mood. They accomplish the challenge and mark it as "completed".



# REJECT CHALLENGE

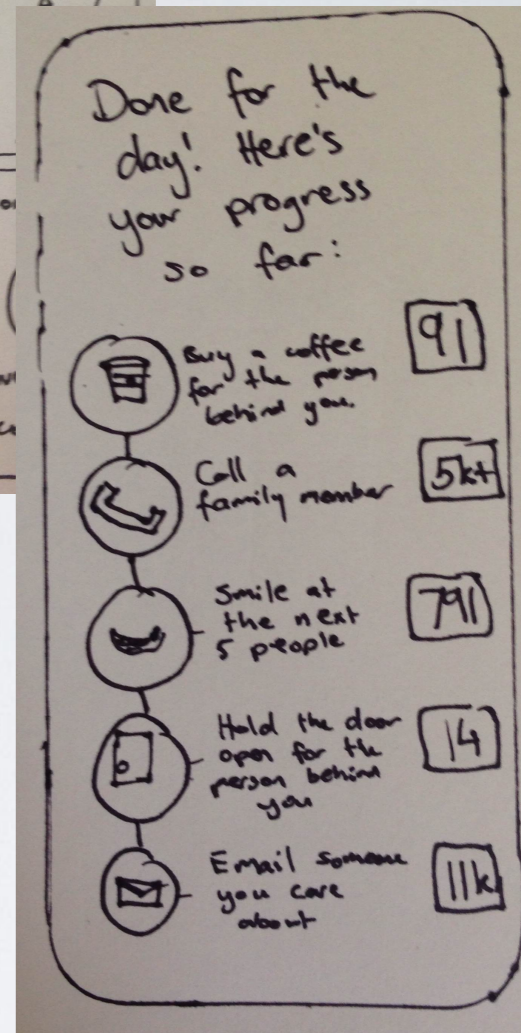
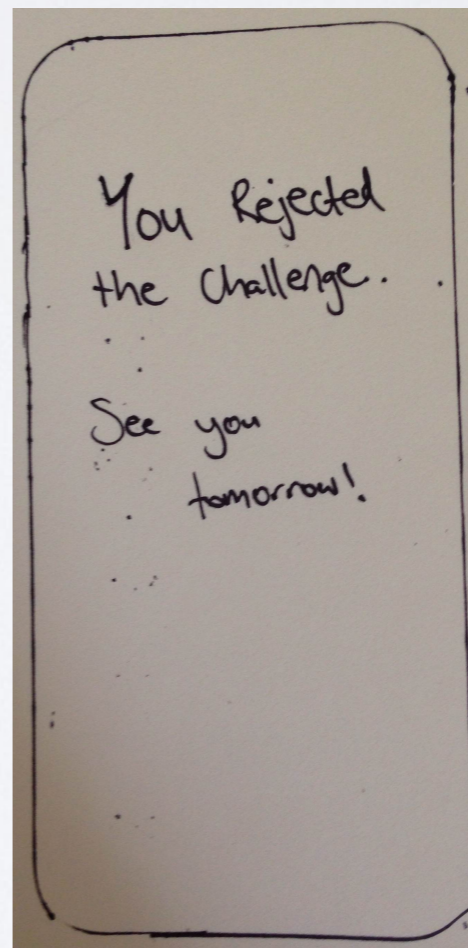
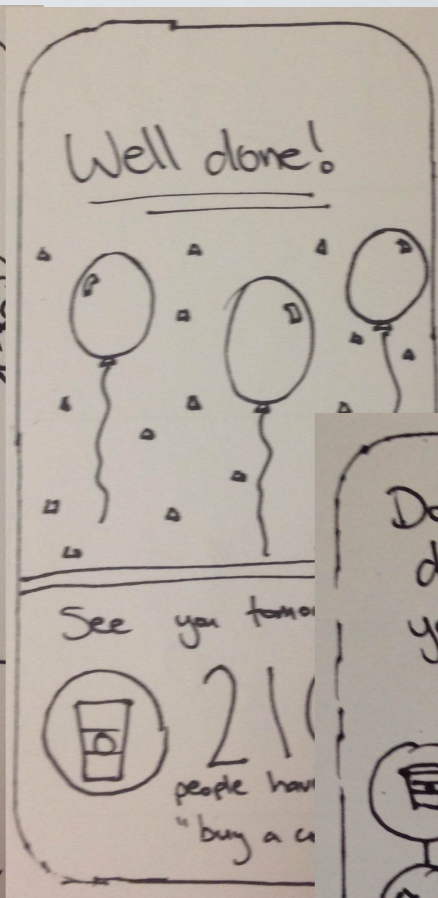
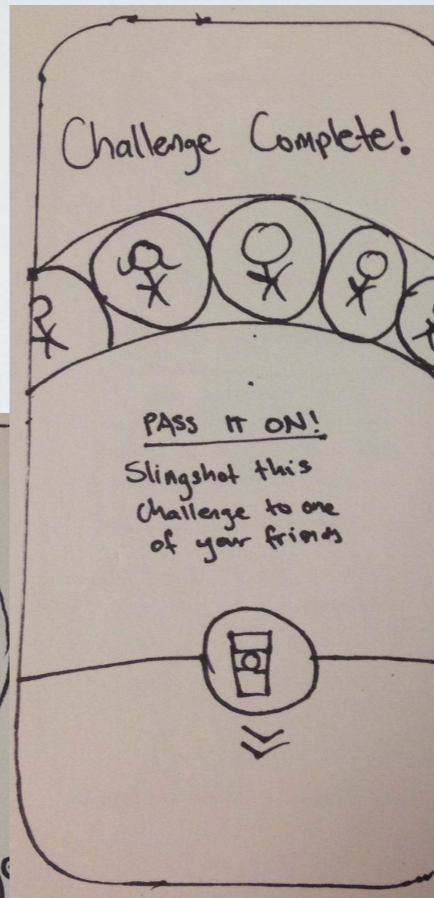
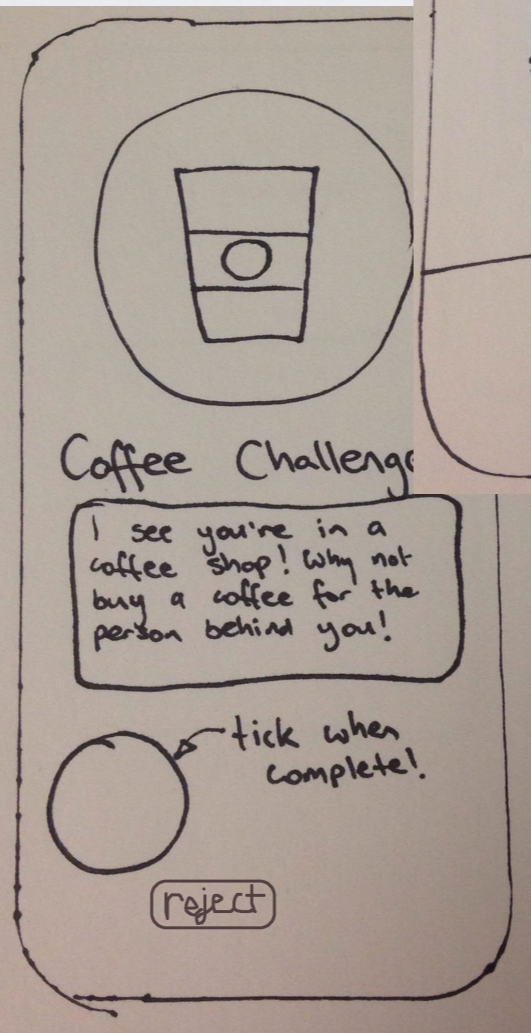
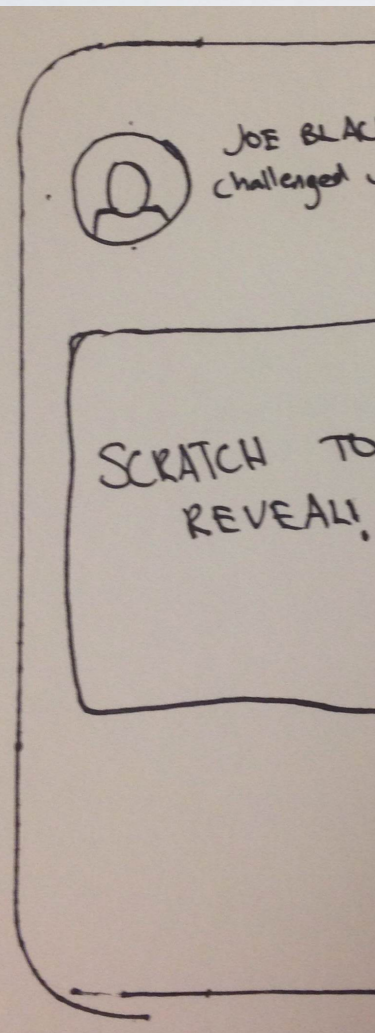
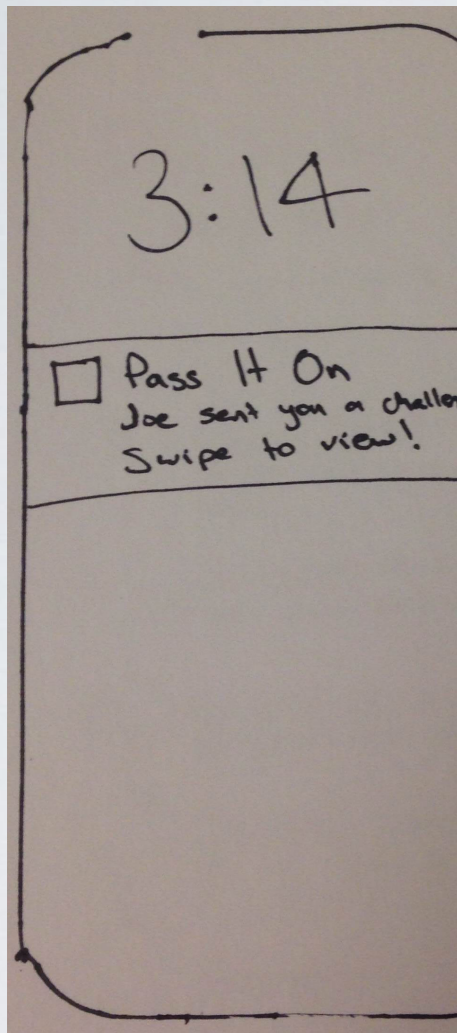
2. User receives a challenge that they don't want to pursue, so they reject it.



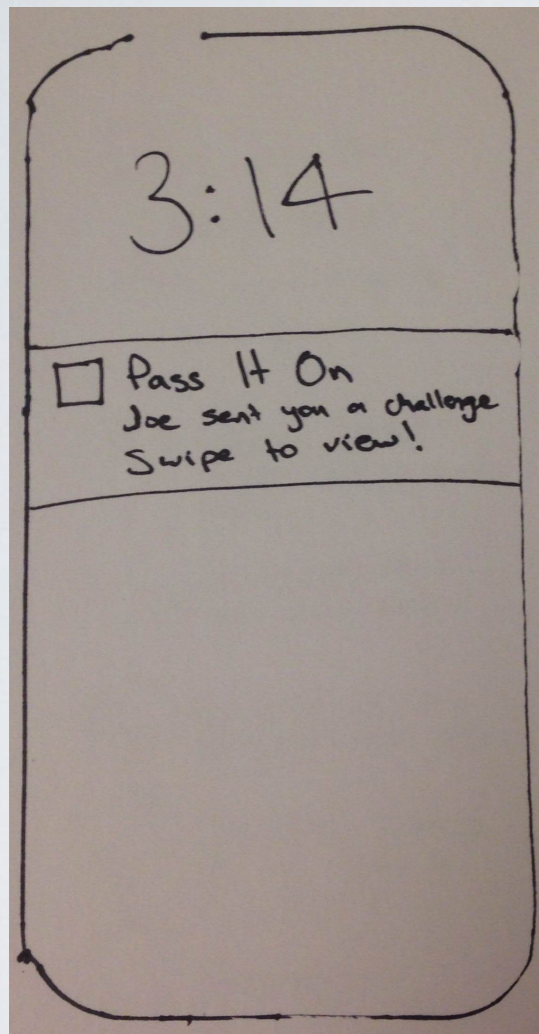
# PASS ON CHALLENGE

3. User accomplishes a challenge that they think a friend might enjoy, so they pass the challenge along to their friend.



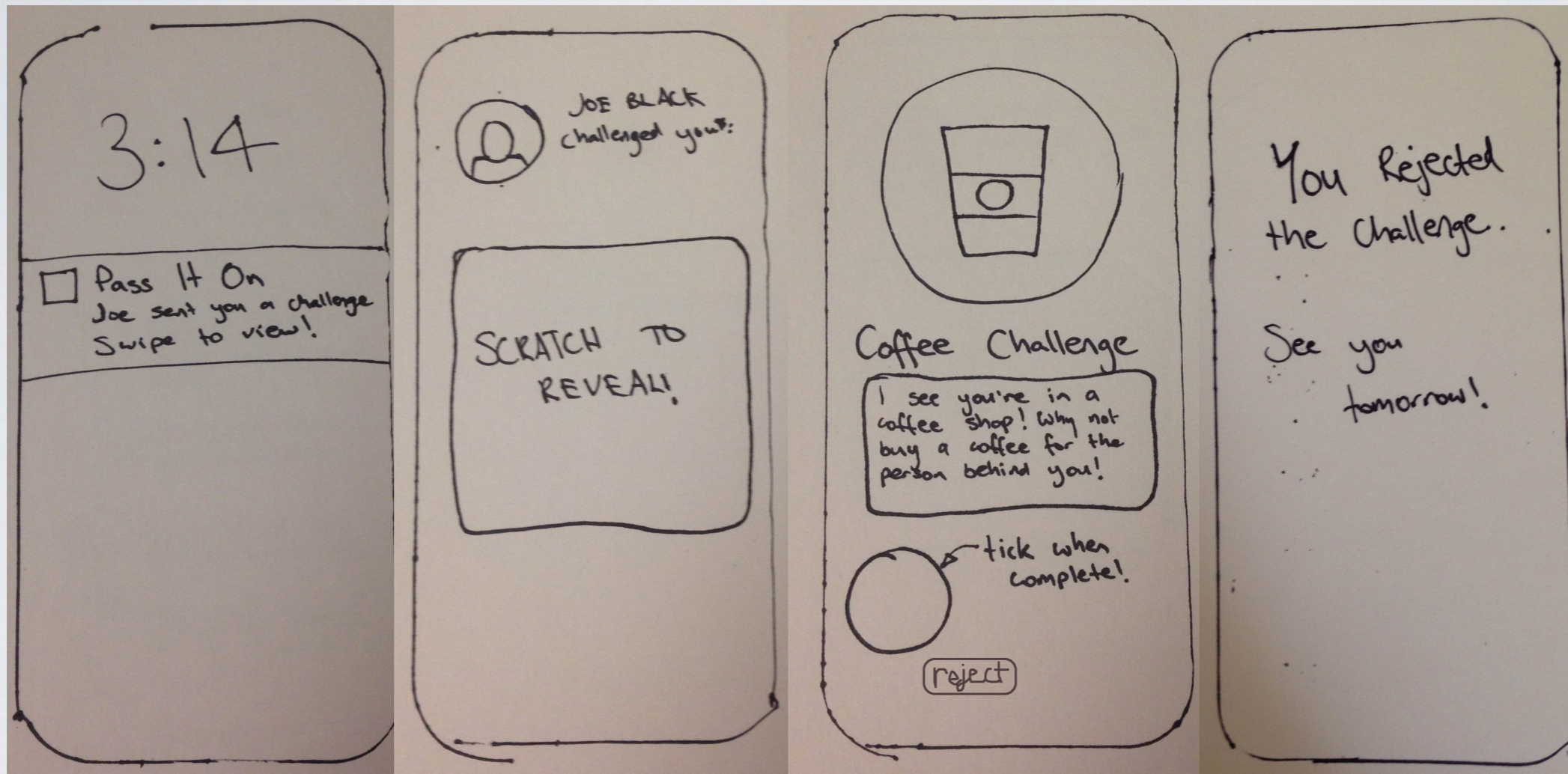


# COMPLETE CHALLENGE

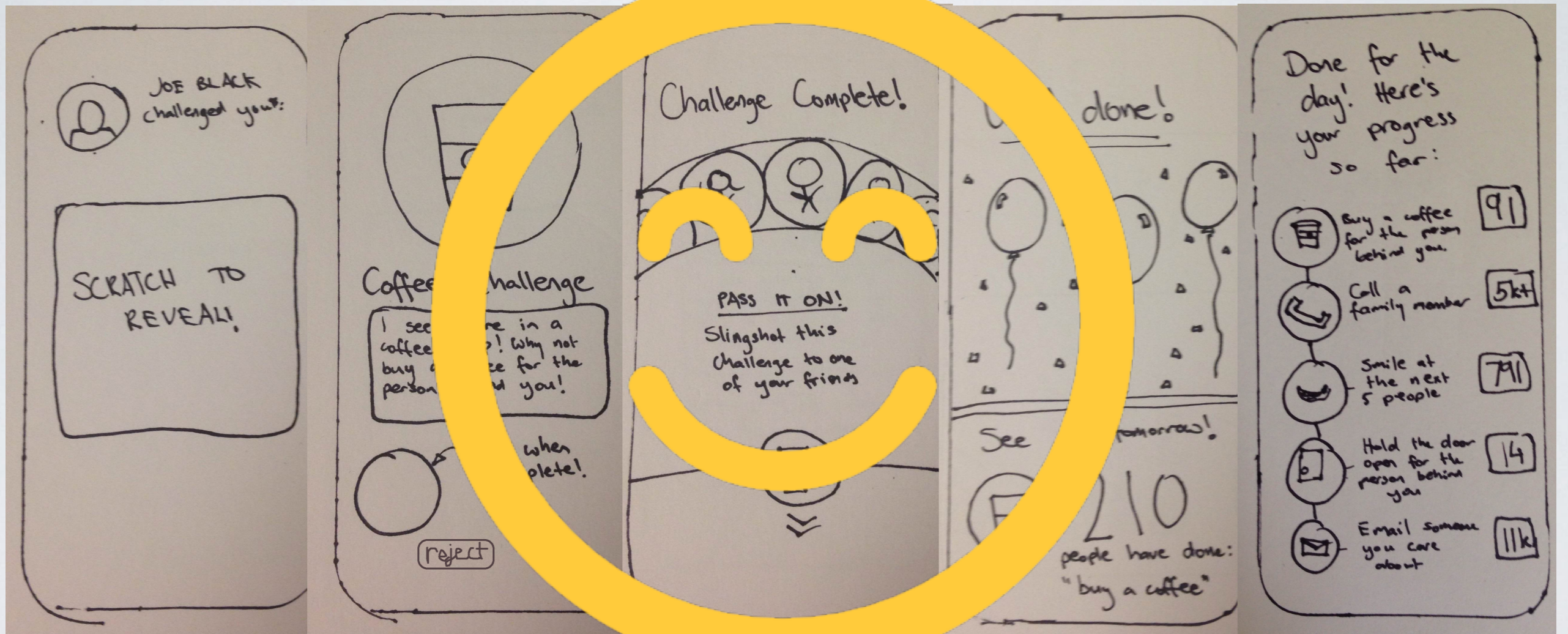




# REJECT CHALLENGE



# PASS ON CHALLENGE

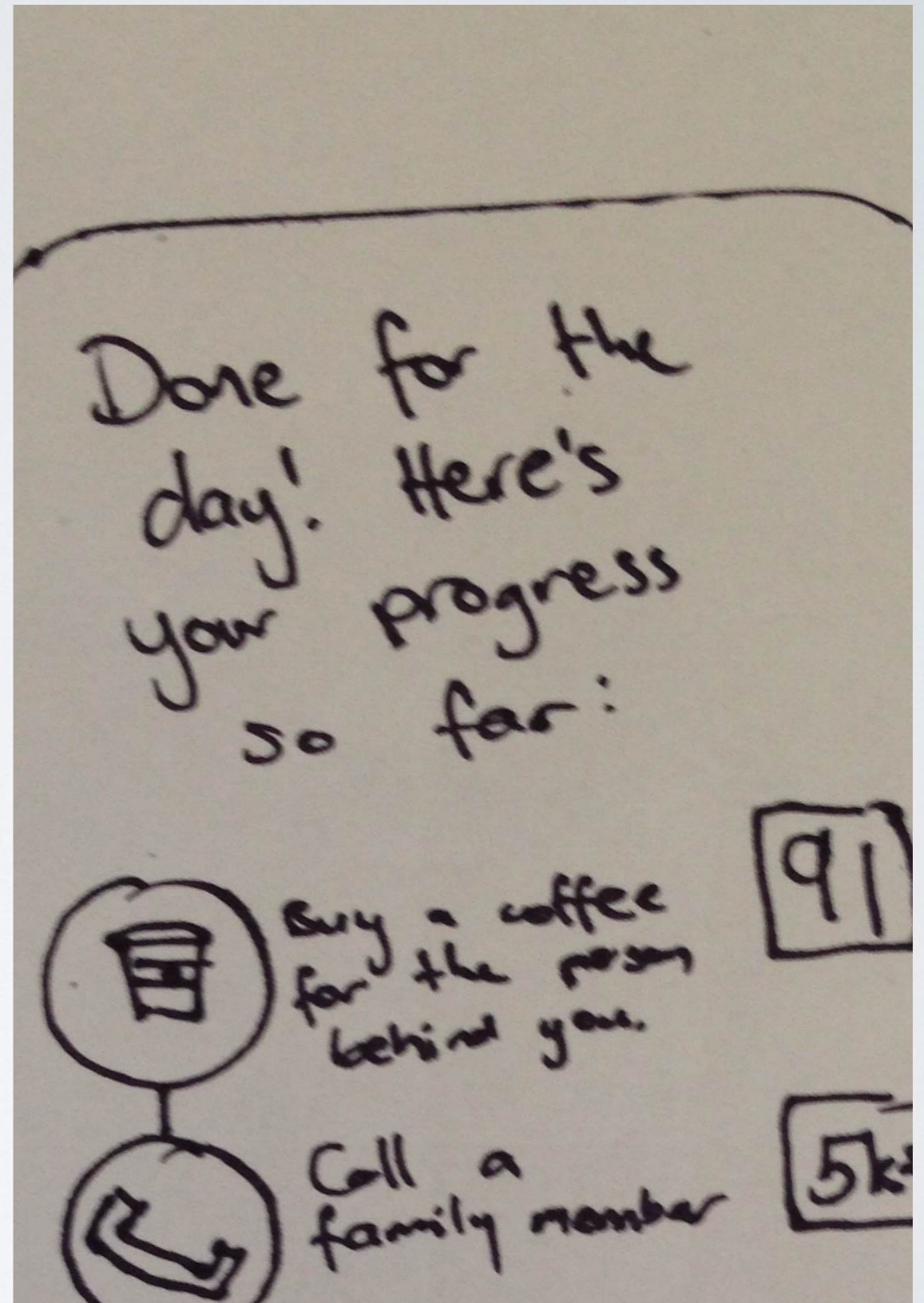


# EXPERIMENTAL METHOD



# RESULTS

# MORE THAN ONE A DAY

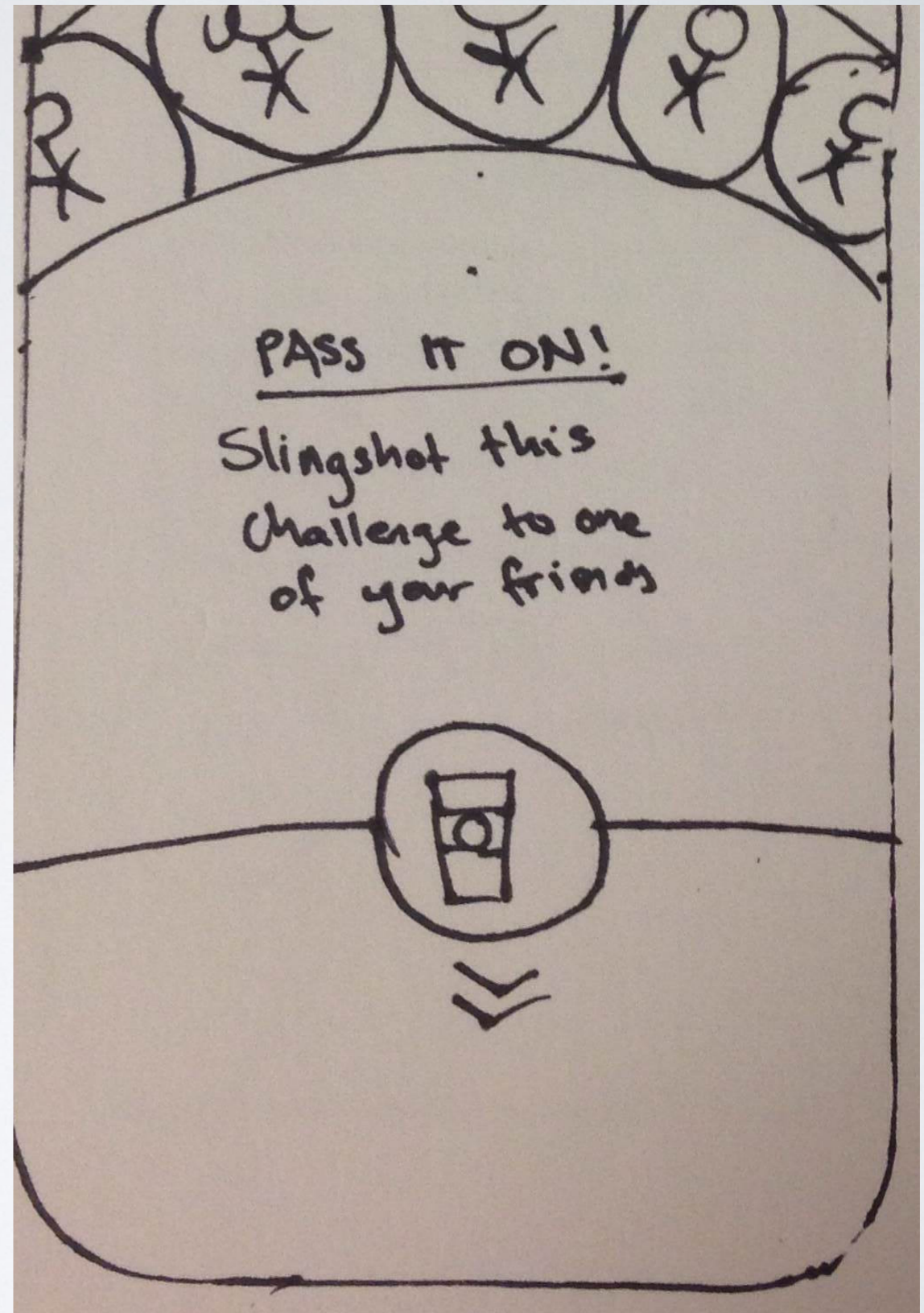


YES...  
BUT LATER

You Rejected  
the Challenge.

See you  
tomorrow!

SLINGSHOT  
WAS  
CONFUSING



IMPROVEMENTS



# MULTIPLE CHALLENGES

- Swap
- Extra
- Manage

# SLINGSHOT

- Demonstrate
- Describe
- Different

# SUMMARY

QUESTIONS?