## Needfinding

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brainstorm

expert interviews

end-user survey & interviews

empathy map

initial conclusions

next steps →
narrowed
domain focus

brainstorm

#### Problem Domain

**Theme**: Behavioral change

Focus: Building up & breaking down

# HABITS



#### Initial Questions

- > technology in **daily habits**?
- > **little effort**, but changes behavior?
- > fostering **awareness** rather than correction?
- > user accountability & consistent engagement?

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#### Expert Interviews



Dr. BJ Fogg
Founder, Stanford
Persuasive Tech Lab
(Interview: 9/28)



Dr. Anna Lembke
Program, Director Stanford
Addiction Medicine Program
(Interview: 9/28)



Nir Eyal Author, Hooked (Interview: TBD)

### Expert Results

"Replacement or channelling addiction into something else is much better" -Anne Lembke

"Help people do what they already want to do... help them feel successful" -BJ Fogg

"Just the **anticipation of a reward** releases dopamine" -*Anne Lembke* 

"Think about habits at three levels: aspirations, target outcome, and specific behaviors" -BJ Fogg

"Self help groups create **communal values**" -Anne Lembke "Technology overcomplicates things... you need to keep it simple" -BJ Fogg

"**Tiny habits** create bigger habits" -BJ Fogg

### **Expert Results**

Replacement

aspirations, target outcome, and specific behaviors

do what they already want to do...

factors

feel successful

anticipation of a

reward

communal

values

**Tiny habits** 

Technology overcomplicates

keep it simple

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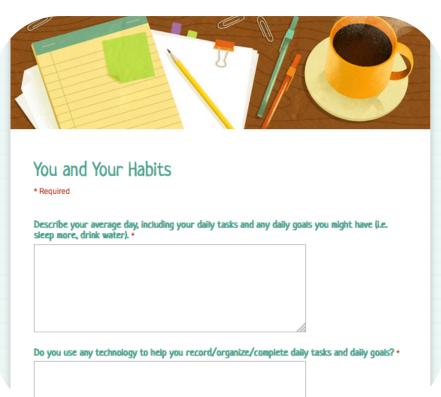
#### End-User Survey & Interviews

#### Survey:

- > 23 responses (still in the field)
- > 3 Freshmen, 4 Sophomores,4 Juniors, 10 Seniors, 2 Co-terms

#### **Interviews**:

- > 4 interviews
- 2 Freshmen, 1 Sophomore,1 Senior



#### **End-User Results**



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### Empathy Map

#### **Observations or "Needs"**

- > Constant engagement w/ phone
- > Lists, calendars, alarms, & notes
- > Lifestyle goals & changes

#### Inferences or "Insights"

- > Technological harm > good
- > Unfulfilled, limited, & conflicted
- > Room for improvement



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#### **Initial Conclusions**

- > **tiny habits** → bigger ones
- > technology needs **simplicity**
- > only essential apps are preferred
- > other apps create distraction or aren't effective
- > breaking habits w/ technology needs work

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#### Next Steps

### identify

point of view & potential end-users

#### narrow

needfinding & focus of problem domain

#### brainstorm

potential solutions for prototyping

#### Recap

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# Questions?