consistenzzZ's Low Fidelity Prototype Testing

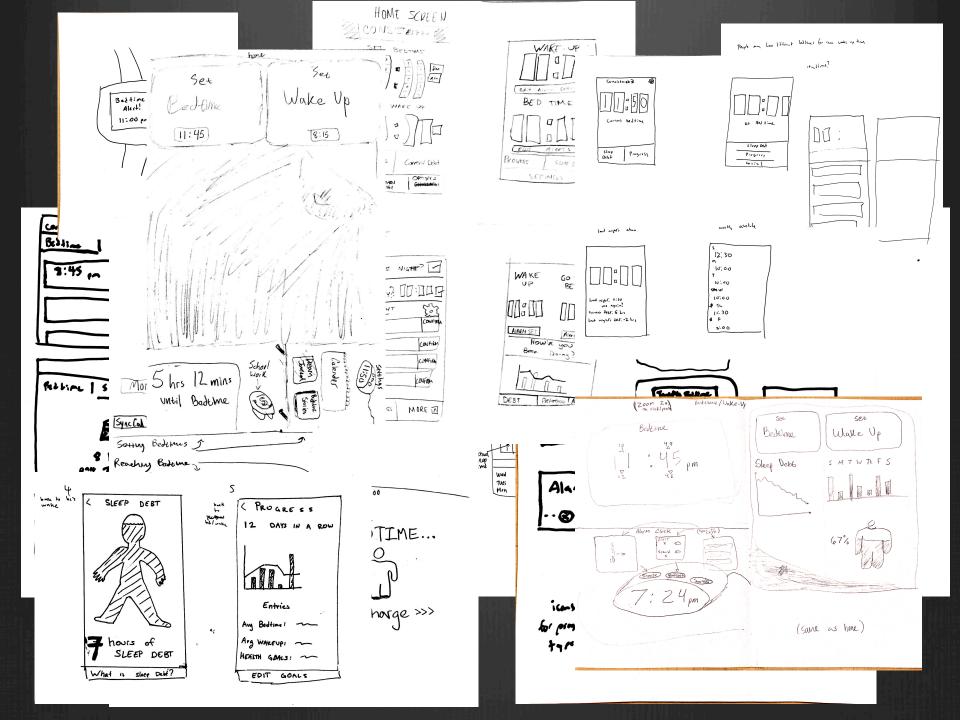
The Dream Team Gabriella | Nate | Brian | John

Sleep More, Live Better



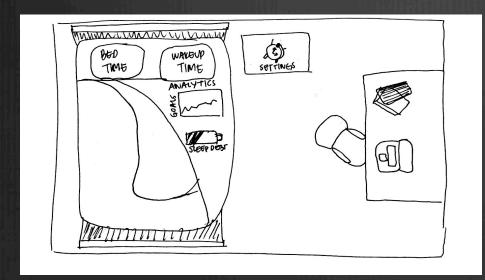
- Selected Interface Design
- Prototype Creation
- User Tests
- Results
- Next Steps

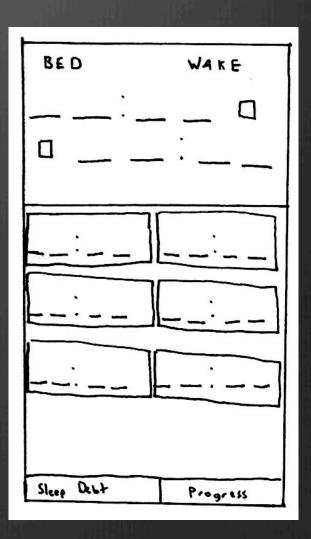
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Skeuomorphic vs Traditional

- Ease of use
- Small screen issue
- More Familiar

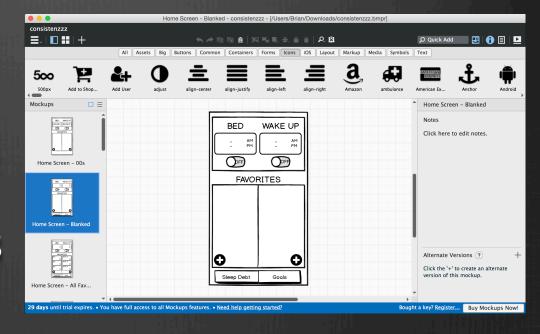




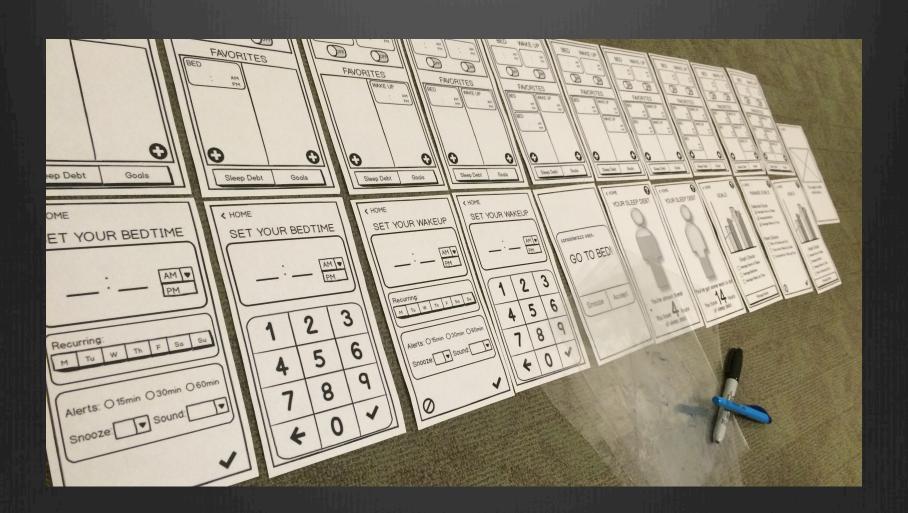
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Prototype Creation

- Balsalmiq
- Black & White
- Transparencies



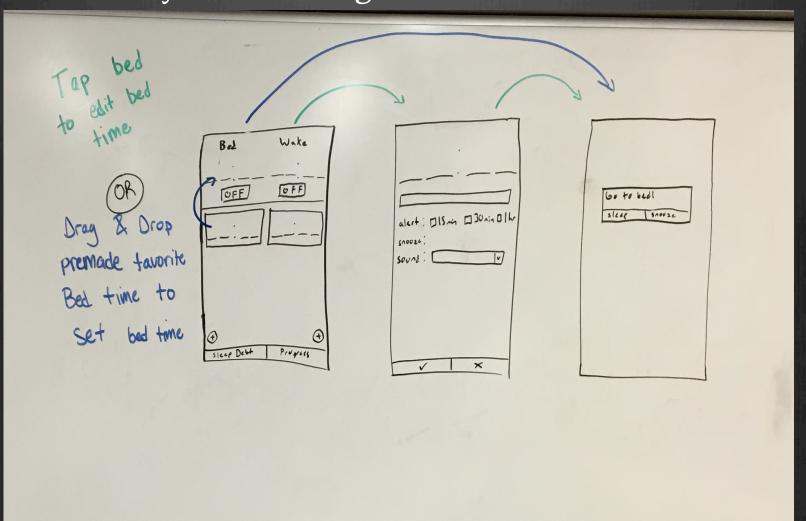
Prototype Creation



- Selected Interface Design
- Prototype Creation
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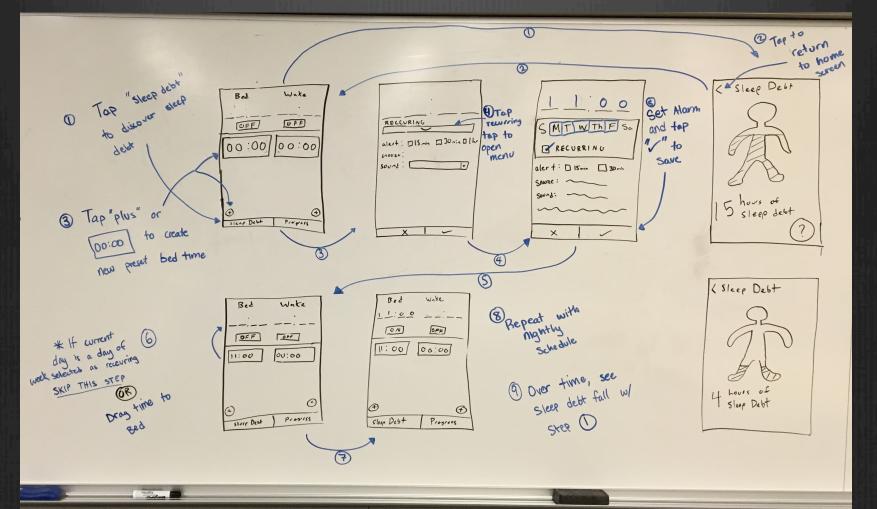
Simple Task

Task 1:
Go to bed at your bedtime goal



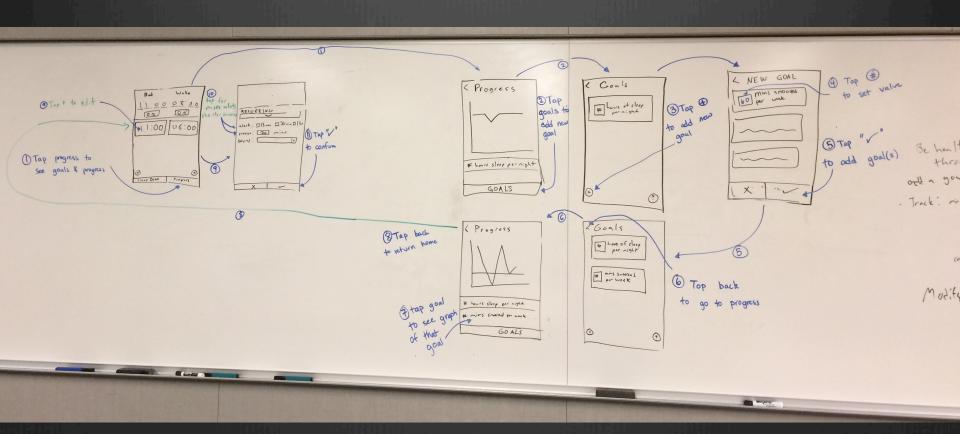
Medium Task

Task 2: Feel more alert throughout the day.



Complex Task

Task 3: Maintain better and healthier habits using sleep



Experimental Method

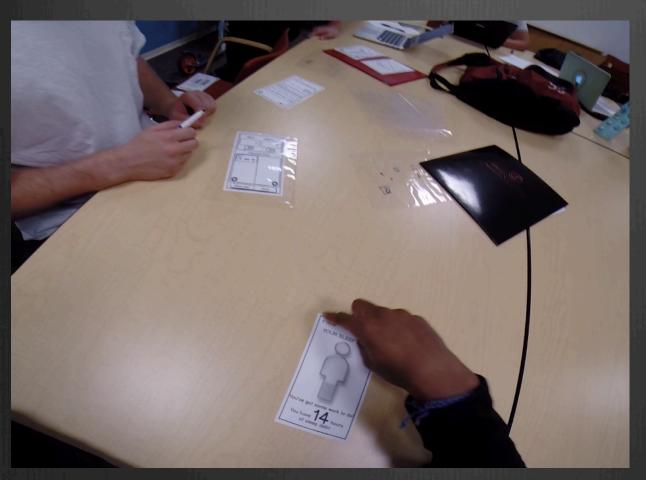


Experimental Results

Setting and editing bed/wake-up time was intuitive



Experimental Results



Users didn't know what to do after learning their sleep debt

Experimental Results

The goals page wasn't well understood



- Selected Interface Design
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Suggested Changes

- Intuitive data visualizations
- Incorporate educational component
- Improve alerts with personalized messages
- Recommendations for bedtime/wake-up goals

Questions?