
Self-Improvement



Jane's Studio | Behavioral Change

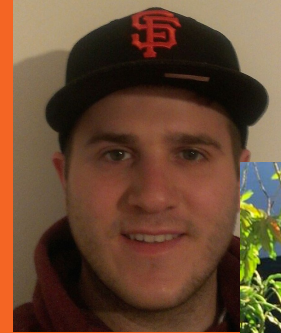
Luke, Chuan, Ben, and Abraham aka Team Laser Phocus

Initial POV

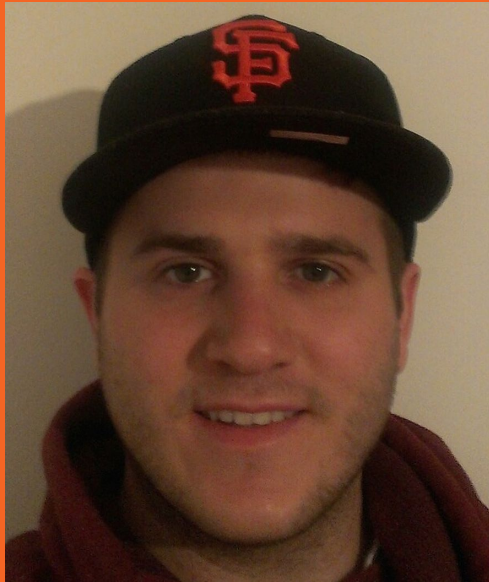
- **We met Jarreau** the assistant director of the Office of Alcohol Policy and Education.
- **We were amazed to realize that** people's self-control collapses due to stress, fear, anxiety, and boredom.
- **It would be game-changing to help** people identify binge-triggering emotions such as stress, anxiety, fear, and boredom.

Our Interviewees

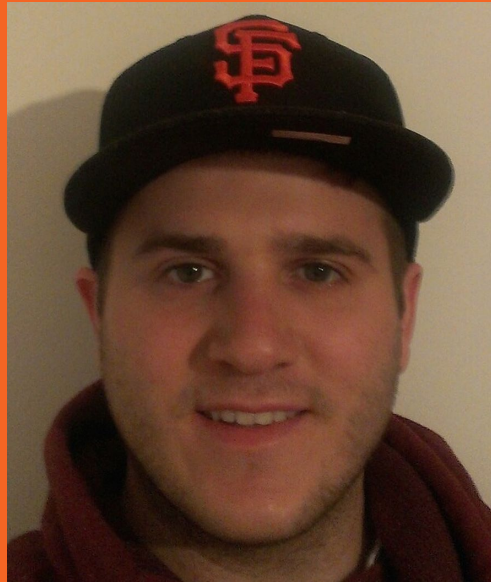
- Diego S.: Stanford Senior
- Koki Y.: Stanford Junior
- Yotam C.: College student
- Ian G.: Psych Dept Chair



INT 1



We met: Diego a Stanford senior, who was an Adderall addict until 3 months ago.



Did: He spoke much slower when talking about his Adderall withdrawals

Said: “I felt I was alone fighting this addiction; I was helpless.”

Felt: Happy to explain how Adderall “pressed the pedal for him”

Thought: the best way to fight an addiction is with discipline and being open with his family



We met Professor Gotlib, the Chair of the Psych Dept and expert in addiction.



Did: Looked to the floor while thinking about the research

Said: “The mechanism triggering bingeing is extremely complex, but it is clear that self-esteem plays a critical role.”

Felt: Cautious about the new developments in the field

Thought: It would be difficult to identify the main trigger of bingeing

POVs, HMWs, and Prototypes



We met Professor Gotlib, the Chair of the Psych Dept.



We met: Professor Gotlib, the Chair of the Psychology Department.

We were amazed to realize: that increased self-esteem helps to prevent bingeing habits.



We met: Professor Gotlib, the Chair of the Psychology Department.

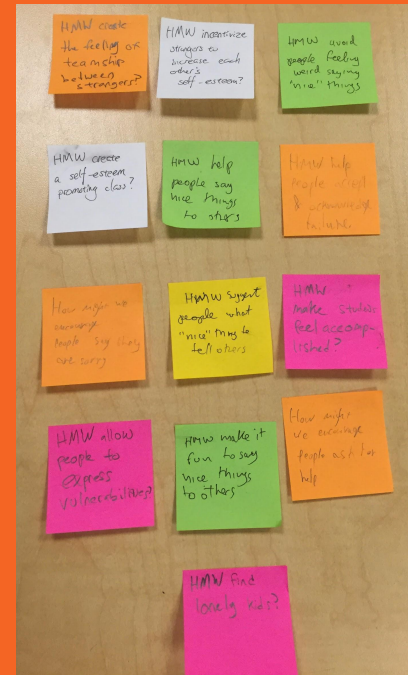
We were amazed to realize: that increased self-esteem helps to prevent bingeing habits.

It would be game changing to increase students' self-esteem so that they can achieve moderation.

It would be game changing to increase students' self-esteem so they can achieve moderation.

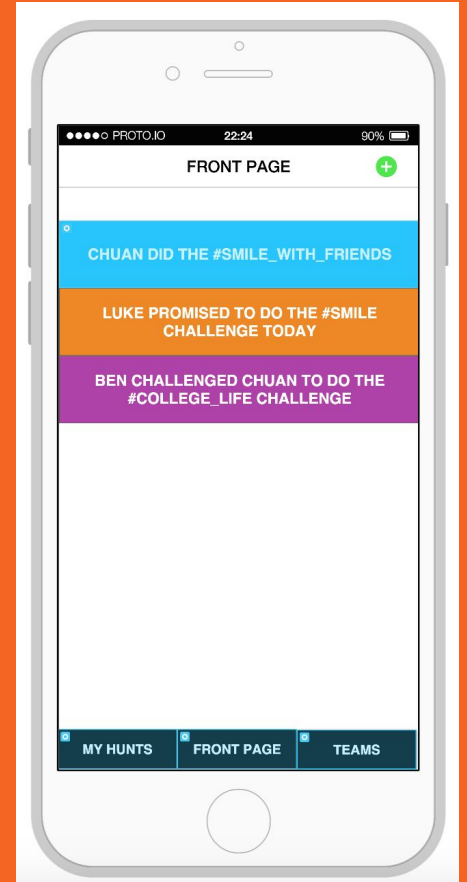
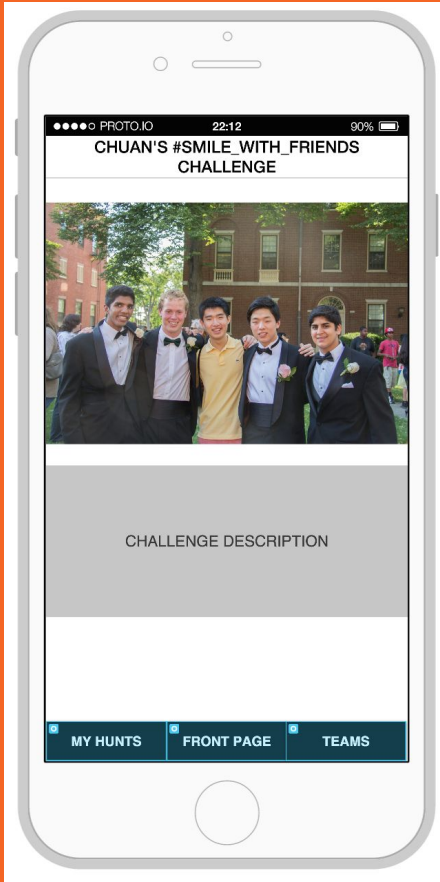


HMW make it fun to convey positive energy to each other?



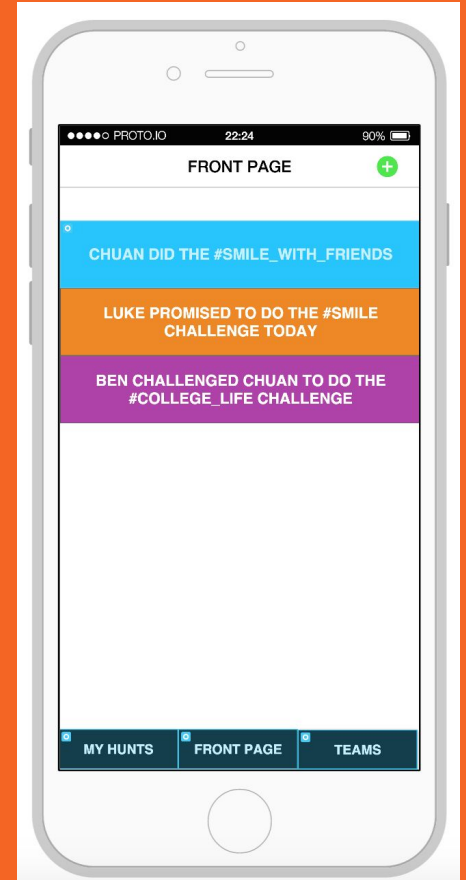
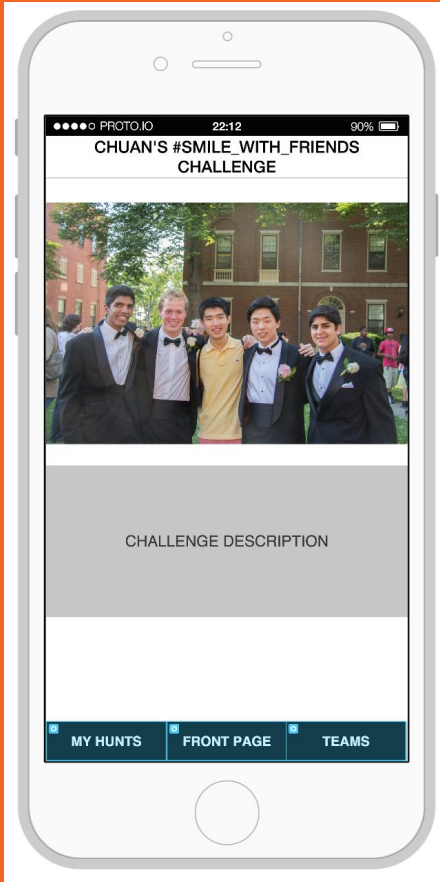
Kindness Hunt

- Motivates people to do nice things by incorporating the fun factor of scavenger hunts



Kindness Hunt

- Motivates people to do nice things by incorporating the fun factor of scavenger hunts
- Created using an iPhone template and tested with Edric in Lathrop library



Kindness Hunt

What worked

- app's goal of motivating people to do nice things



Tested by Edrick

Kindness Hunt

What worked

- app's goal of motivating people to do nice things



What didn't work

- The app's layout wasn't intuitive enough

Tested by Edrick

Kindness Hunt

What worked

- app's goal of motivating people to do nice things

What didn't work

- The app's layout wasn't intuitive enough



Surprised

- users could feel uncomfortable posting pictures of themselves doing nice things

Tested by Edrick

Kindness Hunt

What worked

- app's goal of motivating people to do nice things

What didn't work

- The app's layout wasn't intuitive enough



Tested by Edrick

Surprised

- users could feel uncomfortable posting pictures of themselves doing nice things

Learnings

- positive feedback on the app's vision
 - users need to feel comfortable posting their pictures doing nice things in the Kindness Hunt space
-

Kindness Hunt

- Valid assumption: people want to perform acts of kindness



Kindness Hunt

- Valid assumption: people want to perform acts of kindness
 - Edrick said he enjoyed being motivated to create happiness for others



Kindness Hunt

- Valid assumption: people want to perform acts of kindness
 - Edrick said he enjoyed being motivated to create happiness for others
 - New assumption: people will feel comfortable posting pictures of their kind acts only if it is for a fun motive or for a social activity.
-



We met Jarreau, the assistant director of the Office of Alcohol Policy and Education, who helps students develop healthier plans around their drinking.



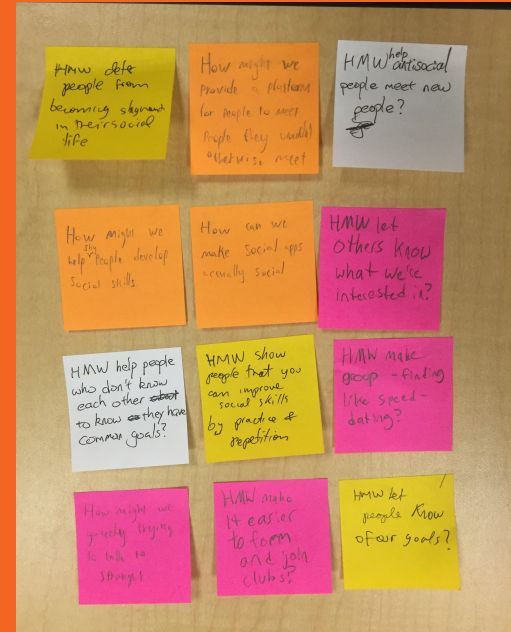
We met Jarreau the assistant director of the Office of Alcohol Policy and Education, who helps students develop healthier plans around their drinking. **We were amazed to realize** when a person wants to achieve a goal, they are more likely to be successful if they join a social circle with others who have similar goals.



We met Jarreau, the assistant director of the Office of Alcohol Policy and Education, who helps students develop healthier plans around their drinking. **We were amazed to realize** when a person wants to achieve a goal, they are more likely to be successful if they join a social circle with others who have similar goals. **It would be game changing** to facilitate people meeting others who have similar goals.

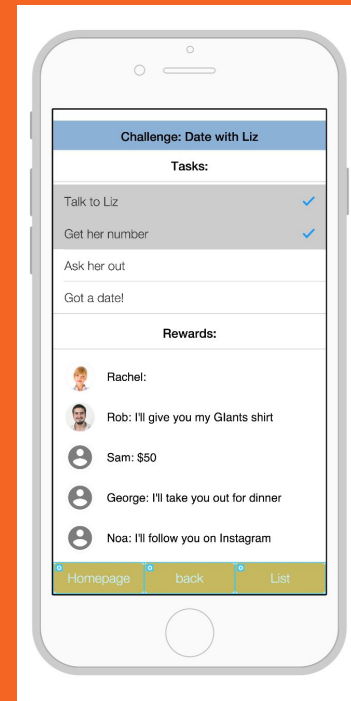
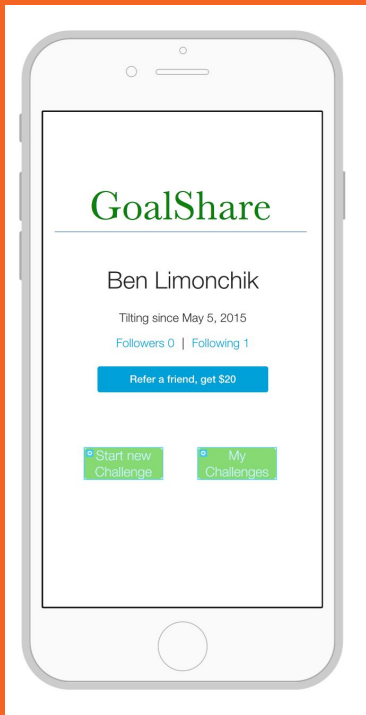
It would be game changing to facilitate people meeting others who have similar goals.

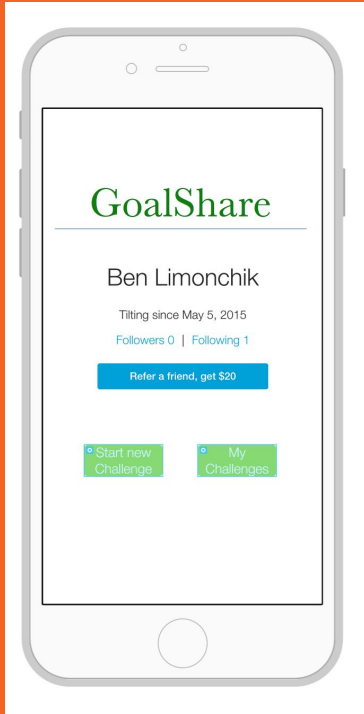
HMW let other people know our individual goals?



GoalShare

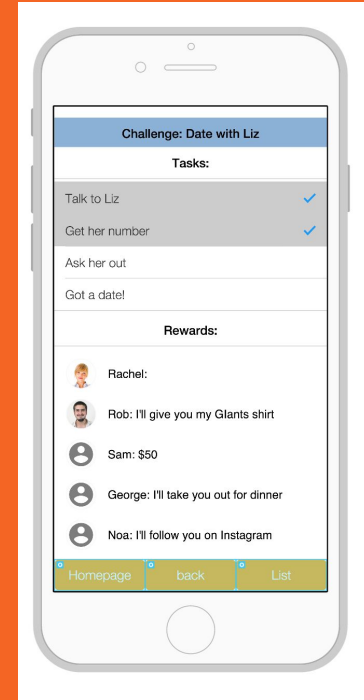
- An App where users can post challenges to friends and reward them for completion





GoalShare

- An App where users can post challenges to friends and reward them for completion
- Created with Proto and tested with students in Lathrop and Tressider



GoalShare

What worked:

- Liked the interface to follow challenges and rewards



Tested by Edwin and Sam

GoalShare

What worked:

- Liked the interface to follow challenges and rewards

What didn't:

- The list of challenges given and delegated is not intuitive



Tested by Edwin and Sam

GoalShare

What worked:

- Liked the interface to follow challenges and rewards

What didn't:

- The list of challenges given and delegated is not intuitive



Surprises:

- Suggested Privacy setting

Tested by Edwin and Sam

GoalShare

What worked:

- Liked the interface to follow challenges and rewards

What didn't:

- The list of challenges given and delegated is not intuitive



Tested by Edwin and Sam

Surprises:

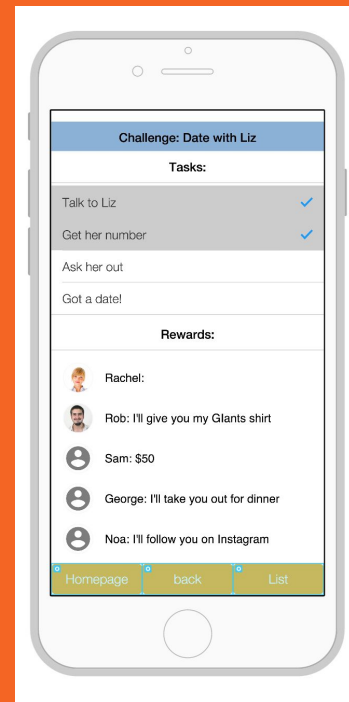
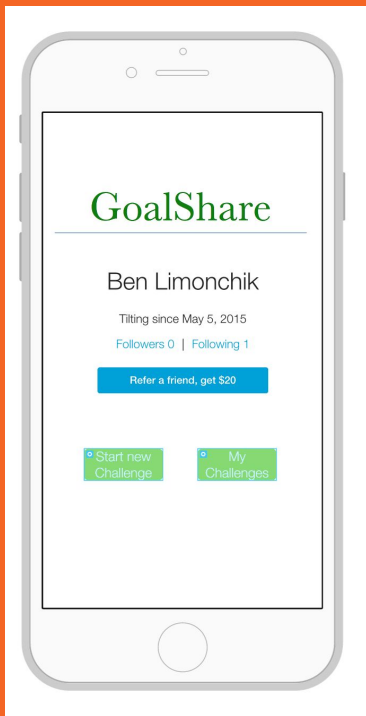
- Suggested Privacy setting

New Learnings:

- Add the ability to click on friends to see their profile
-

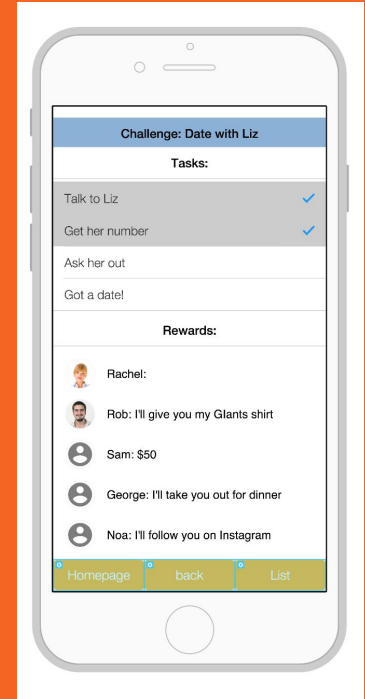
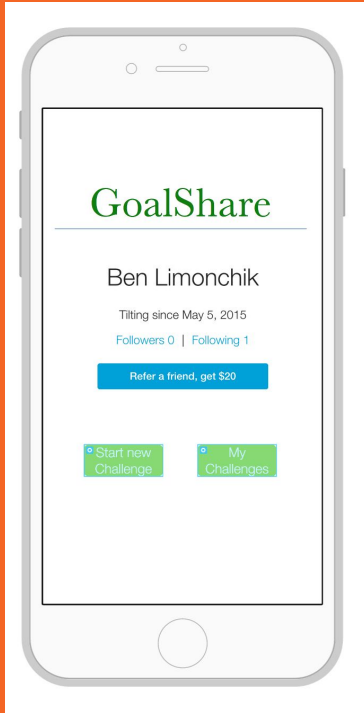
GoalShare

- Valid assumption: people are more likely to develop skills when rewarded by friends
 - Test users were thrilled



GoalShare

- Valid assumption: people are more likely to develop skills when rewarded by friends
 - Test users were thrilled
- New assumption: Social and experience rewards are more valuable than monetary ones





We met John, who is a recent college grad working at a car dealership, who indulges in reading comic books.



We met John, who is a recent college grad working at a car dealership, who indulges in reading online comic books.

We were amazed to realize he could not get off the screen despite the knowledge that his binge-reading was affecting his sleep and his work.



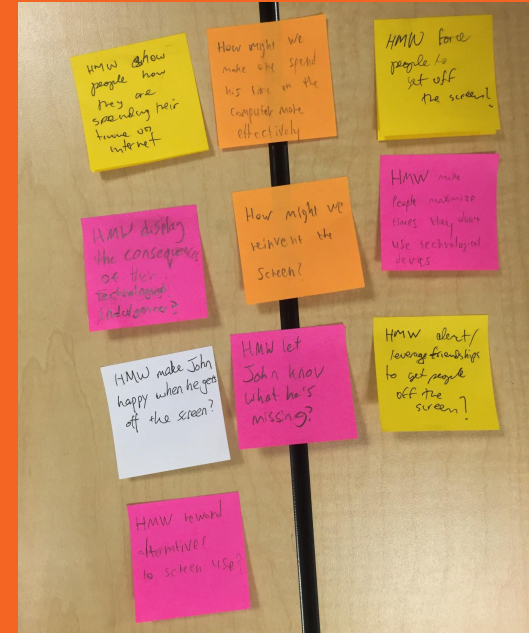
We met John, who is a recent college grad working at a car dealership, who indulges in reading comic books.

We were amazed to realize he could not get off the screen despite the knowledge that his binge-reading was affecting his sleep and his work.

It would be game changing to help people like John escape technology.

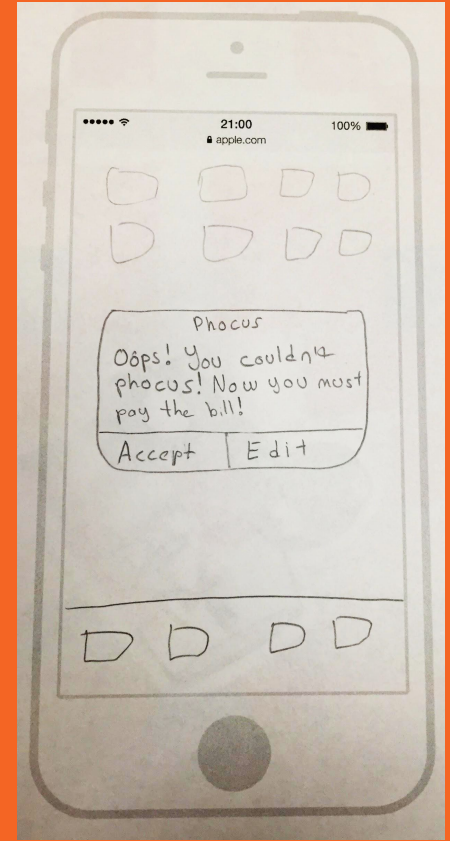
It would be game changing to help people like John escape technology.

HMW display the consequences of John's technological indulgences?



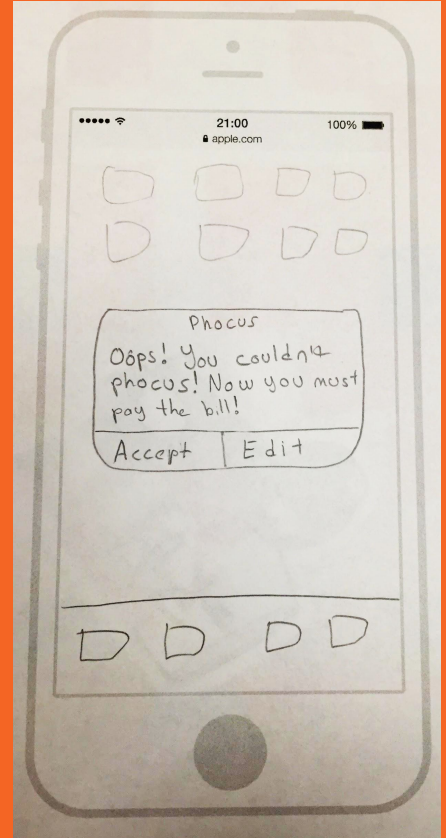
Phocus

- Social game that leverages pride to encourage people not to check their phones with others or by themselves.



Phocus

- Social game that leverages pride to encourage people not to check their phones with others or by themselves.
- Created using an iPhone template and tested with students at Axe & Palm.



Phocus

What worked:

- Positive feedback for both solo and group modes
- Social portion would be great with lots of traction



Tested by Weiwei, Ryan, and
Katherine

Phocus

What worked:

- Positive feedback for both solo and group modes
- Social portion would be great with lots of traction

What didn't:

- Ryan wouldn't use solo mode, Weiwei wouldn't use group mode
- Social is bad without lots of users



Tested by Weiwei, Ryan, and Katherine

Phocus

What worked:

- Positive feedback for both solo and group modes
- Social portion would be great with lots of traction

What didn't:

- Ryan wouldn't use solo mode, Weiwei wouldn't use group mode
- Social is bad without lots of users



Tested by Weiwei, Ryan, and Katherine

Surprises:

- Different people liked different modes

Phocus

What worked:

- Positive feedback for both solo and group modes
- Social portion would be great with lots of traction

What didn't:

- Ryan wouldn't use solo mode, Weiwei wouldn't use group mode
- Social is bad without lots of users



Tested by Weiwei, Ryan, and Katherine

Surprises:

- Some users would only use one mode

New learnings:

- Re-design “social” aspect

Phocus

- Valid assumption: people would use an pride-based system to motivate them to focus on real life



Phocus

- Valid assumption: people would use an pride-based system to motivate them to focus on real life
 - Both testing groups confirmed they would use Phocus in different scenarios

Phocus

- Valid assumption: people would use an pride-based system to motivate them to focus on real life
 - Both testing groups confirmed they would use Phocus in different scenarios
- New assumption: the 'power users' will have extroverted personalities

Why Phocus?

- Smartphone distraction is a pain point - benefits everyone



Why Phocus?

- Smartphone distraction is a pain point - benefits everyone
 - Solves a real problem
-

Why Phocus?

- Smartphone distraction is a pain point - benefits everyone
 - Solves a real problem
 - Simple, but not easy
-

Why Phocus?

- Smartphone distraction is a pain point - benefits everyone
 - Solves a real problem
 - Simple, but not easy
 - Fun!
-

Thank You!
