

TEAM FOCUS POCUS

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JOCELYN HICKCOX
DANIEL MELENDEZ
ASHLEY MILLS

OVERVIEW

In this day and age, our lives are full of distractions. It's hard to focus on just one thing with so many others competing for our attention! Slaptitude helps users focus on the task at hand, with personalized feedback that takes the guesswork out of productivity. Users can compete with friends and challenge themselves to stay focused with slaptitude.

TASKS & INTERFACE SCENARIOS

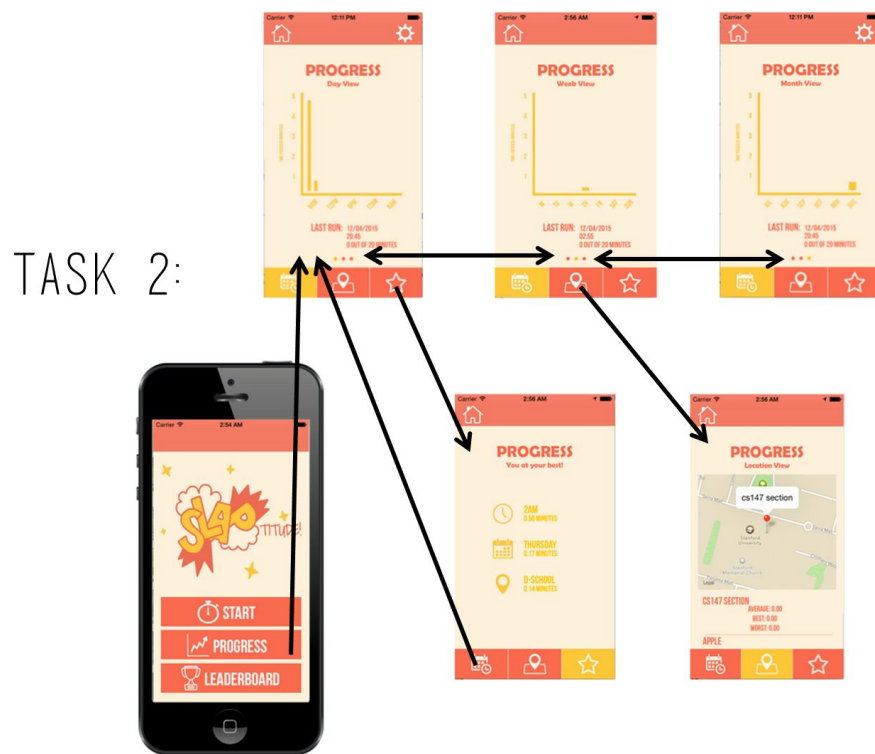
TASK 1: SIMPLE

Set up and complete a focus session. This is what users will be utilizing the most, so it should be easy and straightforward to follow. Users can determine the amount of time they want to focus for and visualize how much time they have left. They can turn their location on and off for feedback on where they study best via task 2. Once the session has started, users are given the option to quit, with a confirmation screen popping up if the click was accidental. We chose this task because this is the action that people will be performing most on Slaptitude.



TASK 2: COMPLEX

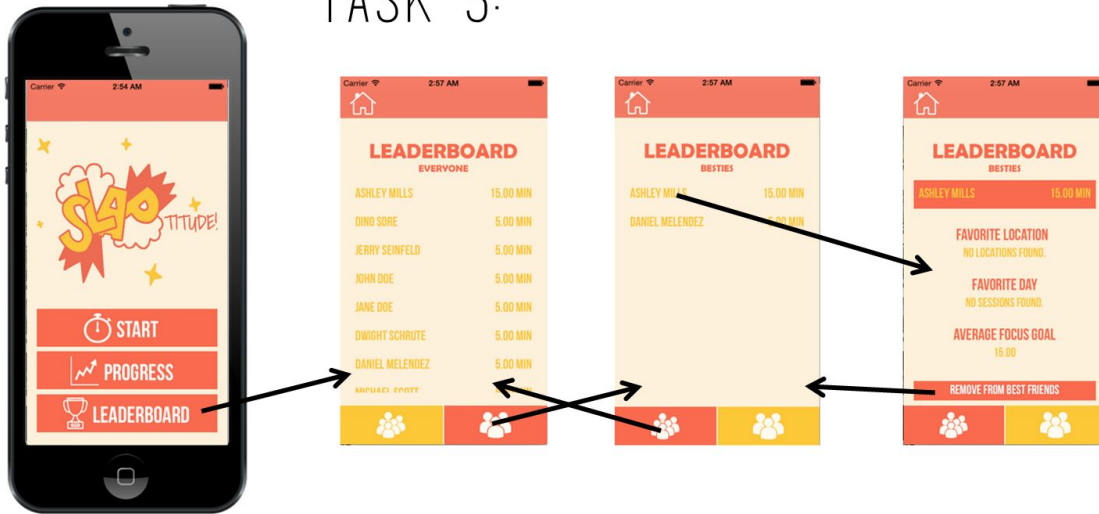
View your progress. We chose this task because it's important for users to understand both how they've progressed in their ability to focus and what things help them achieve their focus goals. Knowing how far they've come (or not come) will inspire users to make further progress, and seeing quantitatively how certain aspects of their study environment--like time of day and location--play into that success can help users learn best practices for the future.



TASK 3: MODERATE

Check out the leaderboard. We chose this task because some people are motivated externally by competing against friends, and checking out the leaderboard is a good way for users to judge how well they're doing in relation to their peers.

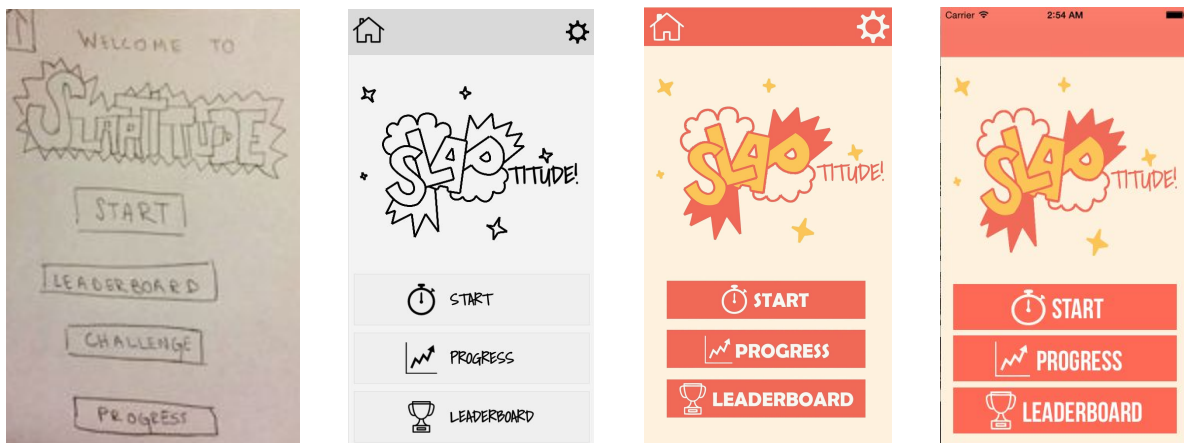
TASK 3:



DESIGN EVOLUTION

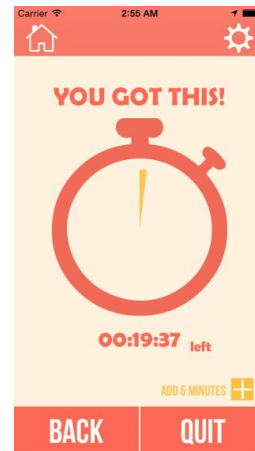
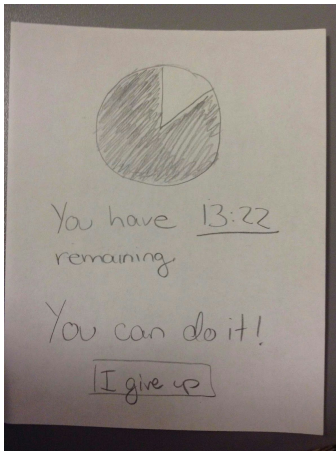
HOME:

When we initially sketched out SlapTitude, we knew we wanted the logo to pop out and the buttons to be centered on the screen. Moving forward, we made a cleaner logo, added graphics to each button, and removed the “challenge” button. Colors and fonts were chosen for a playful yet very simple look.



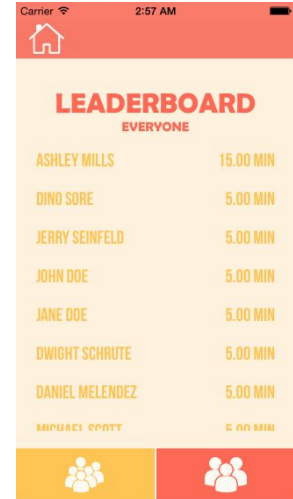
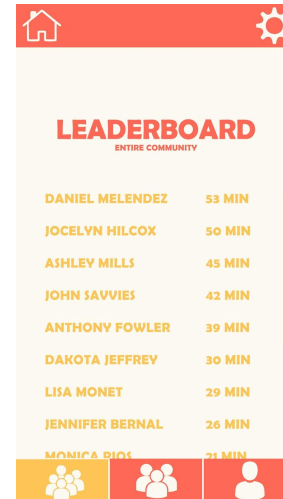
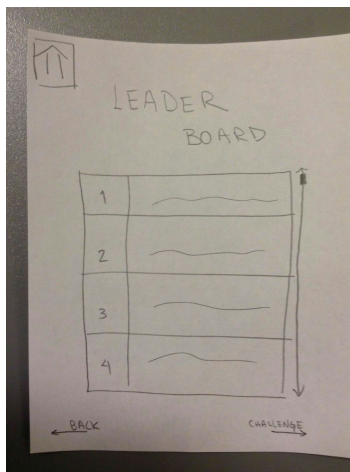
TIMER:

We knew right off the bat we wanted to use a visual timer to indicate how much time was left. We settled on a circular timer because it took on a familiar form and user testing confirmed this was a favorable decision.



LEADERBOARD:

Our leaderboard initially ranked the user's in-network friends numerically, but in our final design, we decided to go for a cleaner and more straightforward layout. We added more view options to our leaderboard screen as well- users can view both your entire community (facebook friends using the app) as well as user-selected "besties", or the friends they most want to compete with.



PROGRESS:

We weren't sure what the best visual representation of the data should be, so we started out with a line graph at first. User testing showed that it would make more sense for the data to be laid out as bar graph instead, so we redesigned accordingly. It was tricky to try and get all the text to fit well onto the screen, so we had to mess around with different font types until we found something that worked well.



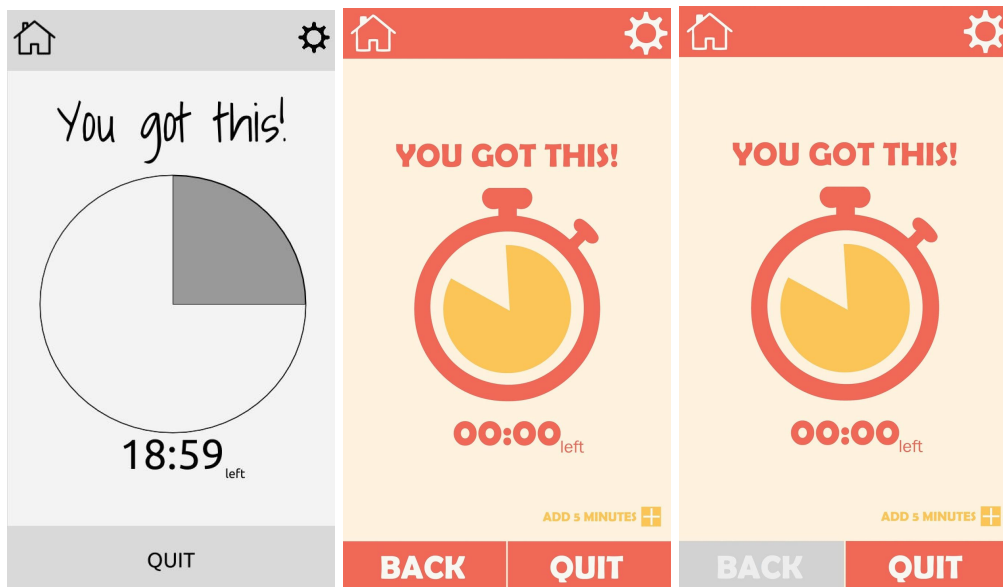
USABILITY PROBLEMS ADDRESSED:

[H2-4 Consistency and Standards] [Severity 4]



- Description:
 - “When I am prompted to keep the alarm going or not, I am not sure what that means. Do I continue where I’m from? Do I restart? The language needs to be clearer. Fix: Either make the language much clearer here or eliminate altogether. I’m not sure people would want to keep the alarm on if they’re going to do something else.”
- Our fix:
 - We eliminated this option altogether. It was too confusing to users and added an extra step when ending a focus session, which our heuristic evaluators said took too long to do. Although it would have been good for users to get familiar with how a timespan feels even when they are not focusing, the amount gained by having this feature does not make up for the amount lost by having it.

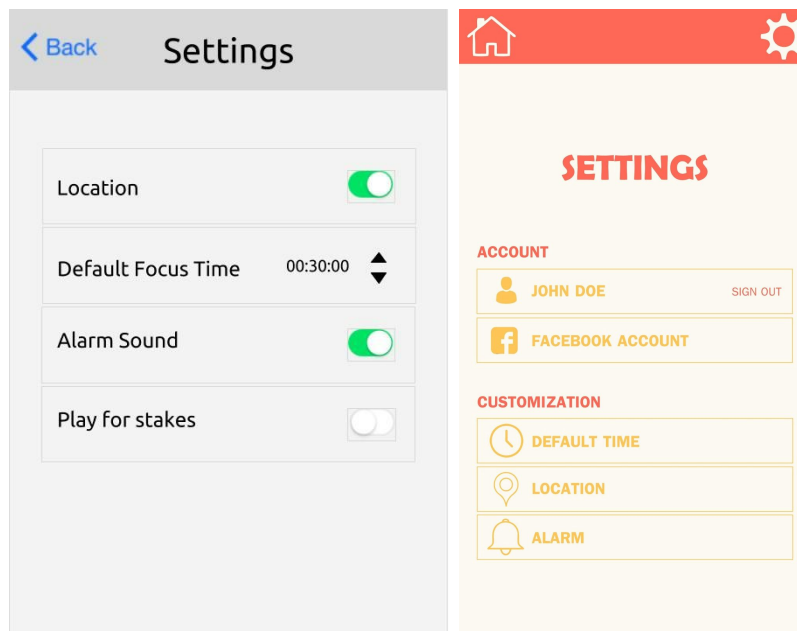
[H2-3 User Control and Freedom] [Severity 3]



- Description:
 - “In the interface on the running timer screen, the user is unable to quickly go back and change the parameters of their session without completing quitting out of the running timer and reentering the timer setup flow. Fix: A back button can be added to allow users to quickly go back to the last settings screen viewed.”
- Our fix:

- We added a “Back” button to the timer screen that is only active for the first 30 seconds. If someone makes an error in setting up their focus session, they’ll probably realize right away and want to fix it. Having the back button active for only 30 seconds allows people to fix these mistakes without allowing people to skip out on the focus session later on. After the 30 seconds has passed, the “Back” button becomes greyed out to indicate that it is inactive.

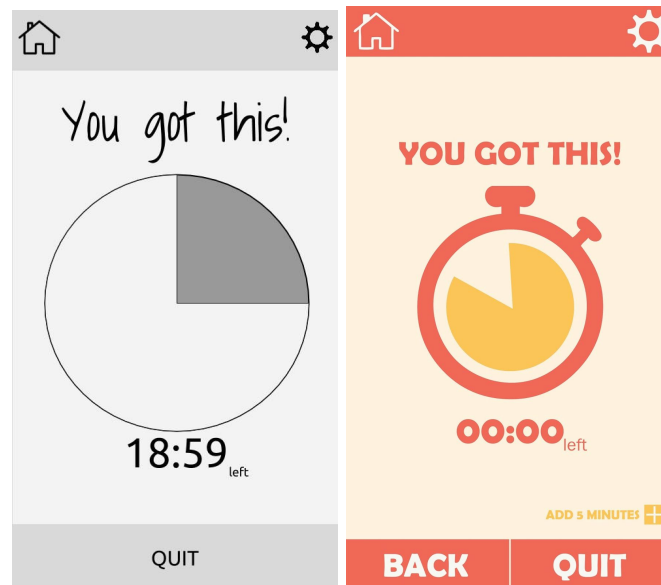
[H2-10 Help and Documentation] [Severity 3]



- Description:
 - “I wish I knew what some of the settings actually do. The location switch on and switch off, the “play for stakes” as well as the alarm sound do not give me information as to what they actually do. There should be some sort of documentation for this. Fix: Make language more clear, or small descriptions about what each setting does”
- Our fix:
 - We simplified the options on the settings page to be more in line with conventional settings options. Previously we had some features on the settings page that we were considering including (like playing for stakes), but we decided against having these features in order to keep the app streamlined. The settings options we kept are common settings options with descriptive titles that should be familiar to the user, like sound and location options. We separated the options into two areas: account and

customization. This both helps separate the list on the screen and provide additional information as to what the options mean. We also added icons to provide visual affordances of their purpose. As mentioned, we removed the “Play for Stakes” option since it was unclear what it did and referred to a feature that we decided not to include.

[H2-3 User Control and Freedom] [Severity 3]



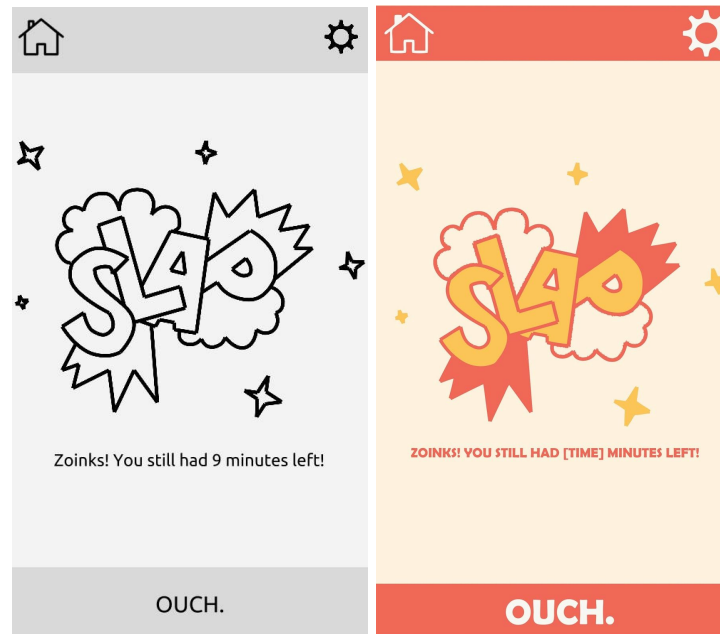
- Description:

- “In the interface there is no option for the user to be able to extend their focus session in the event that they want to continue their session for a longer interval. Fix: Add an extra minute button on the timer screen to help provide more control to the user.”

- Our fix:

- We added a button to the timer screen that adds five minutes to the current focus time. We decided to make it add five minutes rather than one--if someone is on a roll and focusing well, they will probably be focusing for more than one additional minute. So rather than make them press the +1 minute button ten times, we increased it to+ 5. Five minutes is also not so great a time that users would feel inconvenienced by adding it to their session, especially considering they want to extend their time anyway. We added the +5 button as well as a label to the screen in a relatively subtle way since it is not the main focus of this screen. The screen remains uncluttered since the +5 option is to the side and is a light color.

[H2-2 Match Between System and the Real World] [Severity 3]



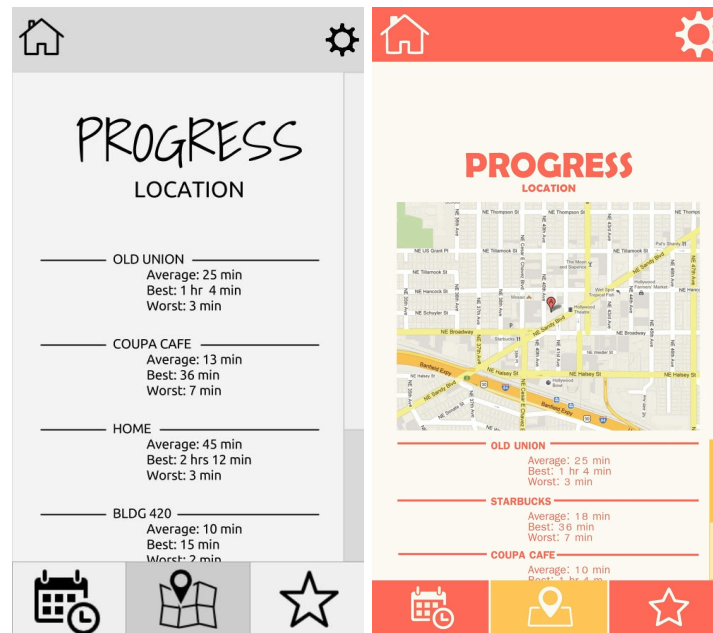
- Description:

- “The bottom screen is always a button, but in Taskflow 1 (creating and completing a focus session), there’s a screen where the text displayed inside the button simply says “ouch”. Fix: This probably is a button, but maybe it would be better to keep it as a button that says “continue” or something similar that indicates that this is a button to move on.”

- Our fix:

- We decided to keep the word “ouch” on the button because we like the playfulness it brings. Having a word like “continue” makes the experience seem no different than clicking through a page of directions, whereas “ouch” makes the user own up, in a way, to their mistakes. We also standardized all buttons to be in the same location and with the same style throughout the app to make it clearer that it’s a button. With no other apparent action available on the “slap” screen, hopefully the “ouch” button’s consistency with previous buttons will be clear enough.

[H2-2 Match Between System and the Real World] [Severity 3]



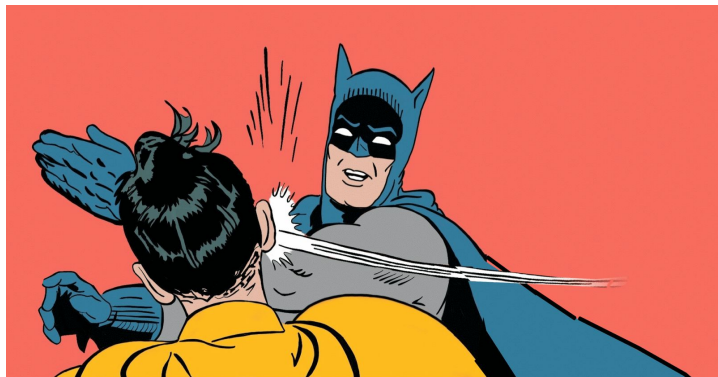
- Description:

- “In Taskflow2, when viewing their progress by location, the screen just displays a table/list of locations. Fix: Most users are familiar with items/events grouped together by location. It may be a good idea to display the current location and group the items by location (pins on a certain location).”

- Our fix:

- We integrated Google Maps into the app to make all location actions map-based in addition to list-based. This allows users to find locations by exploring pins on a map rather than relying on a list. We still provide a list to browse through, however, since scanning a list is often faster (if less clearly organized) than panning on a map. In the new design, the map shows the pin of the top-most location shown on the list. This reinforces which location the user is looking at by providing both the title and the location on the map.

OTHER CHANGES + REASONING



Our medium-fi prototype was in gray-scale so we could focus on the UI layout rather than colors right away. For the high-fi prototype we added a color scheme that is both fun and aesthetically pleasing. We drew our color scheme from a picture that had inspired us throughout this process (to the left).

We realized that not only did we like the humor and relevance of this picture of Batman slapping Robin, but we also liked the way it looked. The warm colors work well with our theme of slapping and the yellow and red-orange color combination works well. We kept the color scheme to three colors to keep the UI clean and aesthetically pleasing.


PROTOTYPE IMPLEMENTATION

We decided to create an iOS application, therefore we built the hi-fi prototype on Xcode. The language of implementation is Objective-C. Furthermore, to create the designs of what we wanted it to look like, we used Adobe Illustrator.

Xcode is a very useful tool in creating iOS applications. It allows a visual representation (through it's storyboard) of what each screen contains and the progression between them. This leads to a very logical and easy way of developing an application. Of course, even though we can represent the tasks flow visually, the information contained within each screen has to be programmatically modified to represent real data. This was the real challenge in setting the application to work with real data. Firstly, setting up a database and model to represent the information we need for the application (Locations, Sessions, User, etc). Afterwards keeping track of all of this information and update it as the user interacts with the app. Another tough task was learning and using the multiple tools iOS such as the Map and Drawing Tools. However since Xcode has good documentation on iOS tools, it did not take that long.

The only hard coded data are the profiles. The user and their friends were added by us, since adding the ability to manually create a profile or use Facebook to do so would have taken more time than we had available.

The settings screen is missing, however we added the icon. So in the future, we have the capability of easily adding a new screen for it. The ability to use Facebook to create a



profile, as well as a login screen is also missing. For the future, we would also add more “punishments” so the user can use one for failing to achieve their focus goal. Also, the ability to tell if the user is moving by using the phone’s motion sensors. That way we can tell if the user is being distracted by things outside their phone. Lastly, we want to let users be able to add locations manually, so we would have to update our design and prototype to allow for this.

SUMMARY

Our main UI goal in building Slaptitude was to keep the app as simple as possible. We communicate this goal in the simplicity of both its functionality and design. We are all proud of our end product, and have more than a few wild ideas as to where we can go with this concept. Although disappointed in having to sacrifice some of its sex appeal (public humiliation via social media, “gambling” on focus with friends, etc.), we are all incredibly happy with our end result. As a team, we’ve had a lot of fun working together on a concept that goes to show focus can be taken seriously in a playful way.

**Special thanks to our TA, Helen Anderson! Thanks for all the great feedback.