Shane Miller, Scott Strong, Sierra Anderson CSE 440 - 3e: Digital Mockup



Loading Screen



Today's History

Overview



Daily Homepage





•••• APP 🤶 9:41 AM Usage TODAY WEEK MONTH Tues (2/7) 7 Hr, 30 mins remaining 59% Facebook 1 hour, 20 minutes Messages 1 hour, 11 minutes Calculator 30 minutes = ..ıl Ø 1 -Usage History Goals Settings

Weekly Homepage



Facebook's Today History



Weekly Goals

Daily Goals

Set New Daily Goal

Tasks

Task 0: App Introduction & Homepage



Loading Screen: Splash screen upon application startup

Daily Homepage: Information dashboard for a single day's usage, including total usage, and application-specific usage.

Weekly Homepage: Same as daily, except information regards a weeklong period.

User will have control over which start screen is to be displayed by default, via the Settings menu.



Task 1: Viewing Usage History (only Daily shown here)

By pressing the "History" button at the bottom panel, we will be taken to the History graph. If starting from the Daily view, the user will see Today's usage. If they are in Weekly view on the homepage, they will be taken to the Weekly view for History.

Today's History: Displays today's usage, along with a comparison to the current goal in the visualization. From here, the user can choose to view Weekly/Monthly usage. The bottom button "View for specific app" will navigate to the App Selection screen.

App Selection: User will see a view of all applications, and by clicking on a certain app, they will see usage specific to that app.

Facebook's Today History: Very similar to Today's History, this graph simply shows Today/Week/Month views of Facebook time usage. This graph doesn't include a goal line, however, since at this point users can only set goals for overall usage.

Task 2: Goal Viewing/Setting

Weekly Goals

Daily Goals

Set New Daily Goal

By pushing the "Goals" bottom button, the user will be sent to the goals pages. From here, they can choose which goal to view by selecting the Daily/Weekly/Monthly tabs.

Weekly Goals: Shown above is the goal the user had previously submitted for their weekly goal. At the bottom, the user can get a quick look at their average usage, in order to help direct their future goal setting.

Daily Goals/Set New Daily Goal: Much like Weekly Goals, Daily Goals shows the previously set goal for daily usage. When the user desires to change his/her goal, they will tap on the numbers, and enter their new goal using a scroll system (much like the scroll system in the iPhone's Alarm app). After setting the numbers for the new goal, they will have a chance to either cancel or save their goal. After saving, the user will be presented with a notification with their new goal time, and the beginning of that goal period, just for verification.

Changes/Decisions

When porting our paper prototype into digital form, very few design changes were made. In fact, the process of creating the digital images allowed us to "finalize" the design based on all our user tests. The testing cadence had been very fast-paced, which made it difficult for full revisions based on feedback. The digital process allowed us to consolidate the user themes, and present them in a single, unified design.