

# MiPhone

*No more phone, no more problems.*



*Scott Strong*

*Shane Miller*

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# Overall Problem

- Desire for “improved” phone habits
- Lack of phone-use data
- Difficult for intelligent goal-setting
- Low motivation for achieving goals.

# Contextual Inquiry



# Contextual Inquiry: *Findings*

- Three ways to track:
  - Total time
  - Schedule-specific
  - Application-specific

# Contextual Inquiry: *Participant Concerns*

- Privatizing personal schedules
- Adding phone time by using MiPhone

# 6 Tasks

Knowing your time-on-phone

Deciding an “okay” and “not okay” amount of phone time

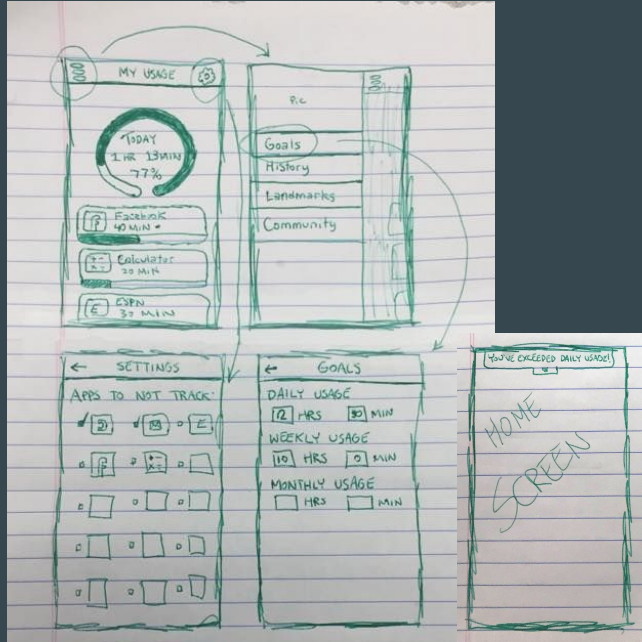
Tracking specific times you use your phone

Setting usage goals

Keeping you on track for your goal

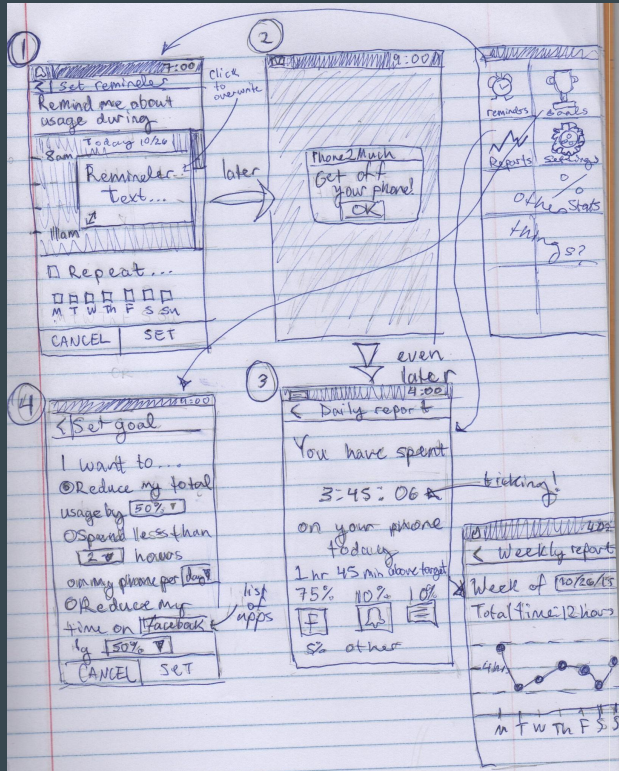
Recommending goals for new users

# Design 1



- Focuses on user-specific usage time goal through percentages and progress bars on home page
- Simpler way of “categorizing” apps by instead just choosing whether to include them or not
- Notification drops down from top when user time is exceeded
- Design is similar to Android or Google Chrome style, especially with the hamburger sidebar

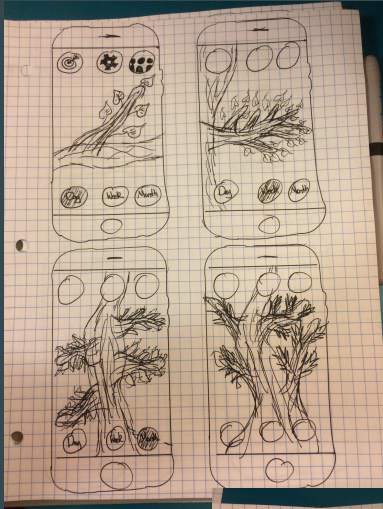
# Design 2



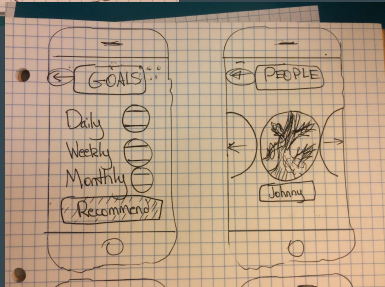
- Focuses on schedule-specific times when phones should not be used and timing of reminders
- Directed towards people who already know what improvements they want to their phone usage
- Similar to alarm clock in how the user can set reminders to repeat
- Uses modal window for warnings/reminders



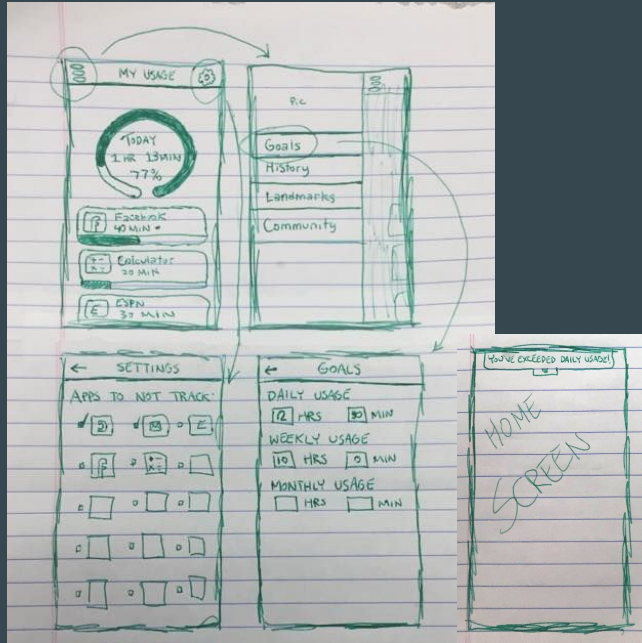
# Design 3



- User successful phone usage (based on user-set goals) is represented by tree growth
- When you effectively use your phone, the tree grows
- If a phone is used poorly, that area of the tree will not grow and be colorful
- You could compare your tree to the trees of your friends

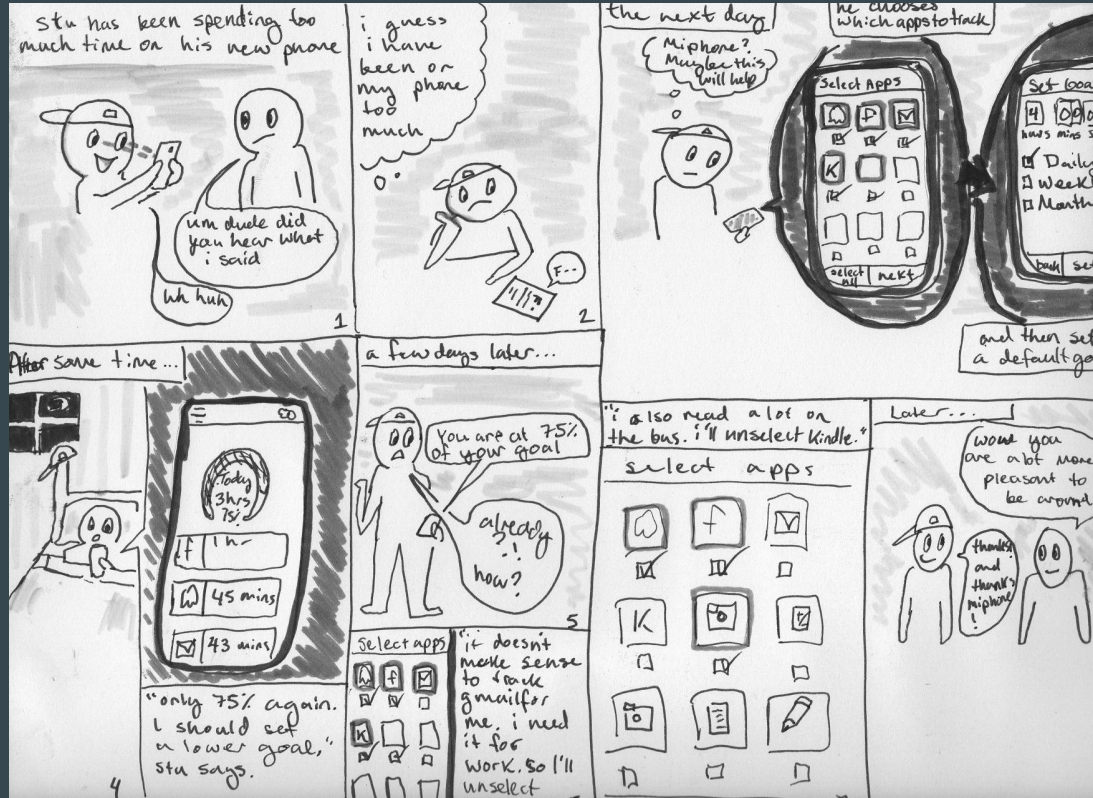


# Selected Design



- Simplest overall design of the three
- Most aesthetically pleasing due to effective organization and spacing
- Easy way to set goals without any outside pressure on what you choose
- Firmly addresses the most important user need of tracking overall usage

# Storyboard 1 - Goal Setting



# Storyboard 2 - Usage Tracking/Notifications



# Summary

- Many people do not fully realize how often they use their phone
- There needs to be a differentiation between bad overall usage and bad usage at a specific time
- Experience needs to be personalized for each user - Goals
- Goal setting and usage tracking/notifications usage are the most important aspects to users
- Simplicity is crucial to today's society and is needed in our application