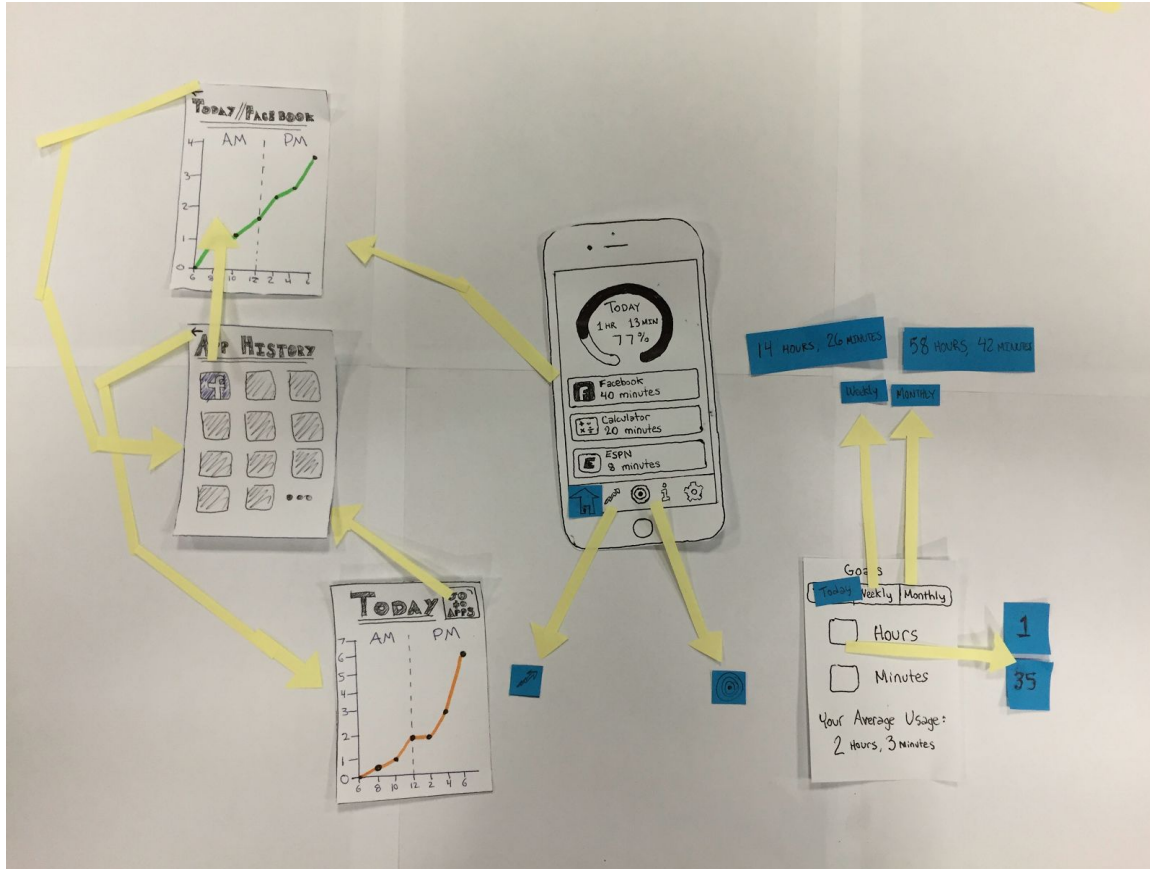


Scott Strong, Shane Miller, Sierra Anderson
CSE 440: MiPhone
3a: Paper Prototype

Overview Image:



The iPhone screen in the center is the home screen. To the right is the user flow for setting goals; this can only be accessed through the center target button on the bottom bar. This allows a user to set phone usage goals for daily, weekly, or monthly time spans via tabs on the top of the screen. When the user chooses a different time tab on time, the data values change accordingly to match that time amount. The user can input text into the hour and minute locations by clicking on them. Inputted information is automatically saved, so no save button is necessary.

After clicking on the line graph icon from the bottom panel, the user will be taken to the “left” side of this image, in which they can view usage history, either of their overall day, or of specific apps. After clicking the line graph icon, the user will see their daily overall usage. From here, they can navigate to the “App History” screen via the bottom in the top right corner of the overall screen, and then choose an app to see the usage of. Alternatively, the user can select one of the app tiles from the home screen, which would transport them directly to the app-specific tracking screen.

Specific Task 1: Viewing Usage History/Statistics

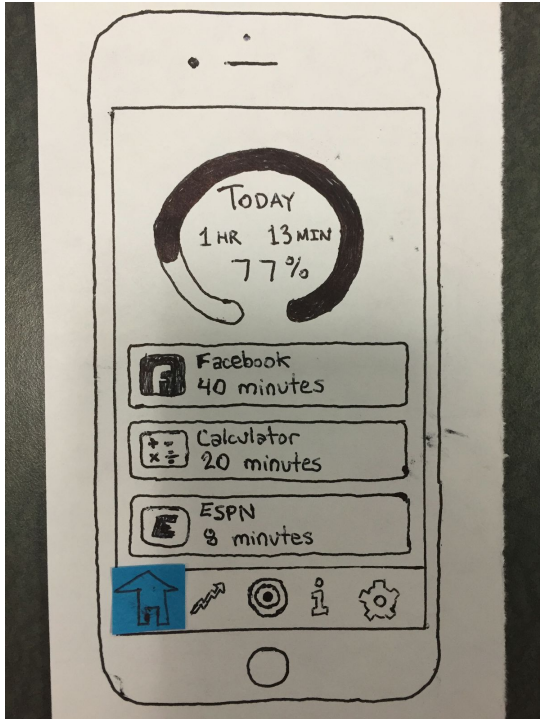


Figure 1: Home Screen

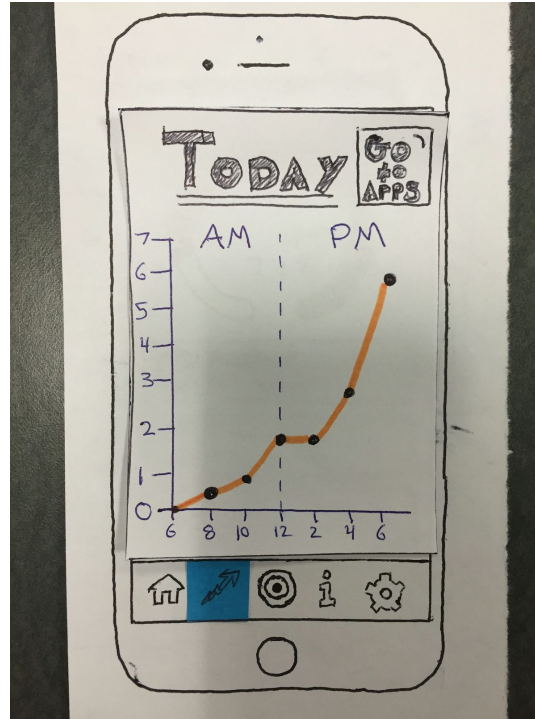


Figure 2: Daily Usage

Figure 1 is our application's default view. Here you can view your usage for the current day, along with your progress towards your daily goal (remember, our users will be wanting this bar to be kept low, not high). Notice the panel of icons at the bottom, which lead to other areas of the app. For the purposes of this assignment, in which we explore only two tasks, we will explore the Daily Usage (rising line graph), and Goals (target) icon destinations.

By clicking the Line Graph icon at the bottom, the user will be led to the Daily Usage screen, as shown in Figure 2. In this screen, we will be able to view some sort of visualization of the day's phone usage. From here, we can click any of the icons at the bottom, such as the Home icon (which would lead back to Figure 1). In the top right corner of the Figure 2, the user will be able to click the "Go to Apps" icon, which leads to Figure 3 (pictured below).

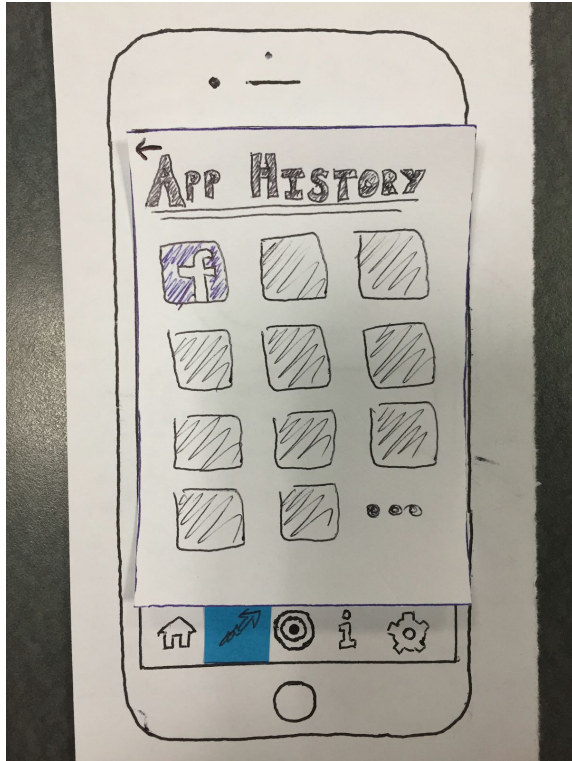


Figure 3: App History selection

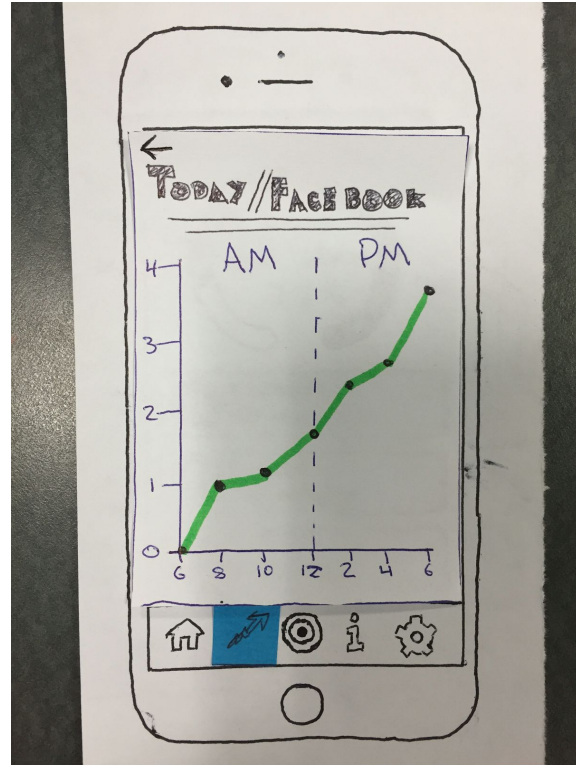


Figure 4: App-specific Usage

After clicking on “Go to Apps” from Figure 2’s right hand corner, we will be led to the screen shown in Figure 3, the “App History” screen. From here, the user will be able to select a specific app to view usage. For now, we have focused on only a single application (facebook), which is possible to view. The back arrow in Figure 3 leads back to Figure 2.

By clicking on the Facebook icon from Figure 3, the user will be directed to Figure 4, in which they can view their usage of the specific app, in this case Facebook. The back arrow of Figure 4 leads back to Figure 3. Note that Figure 4 can be reached directly from Figure 1; the user would simply have to click the Facebook tile on the home screen, and be transported directly to Figure 4.

Specific task 2: Setting phone usage goals

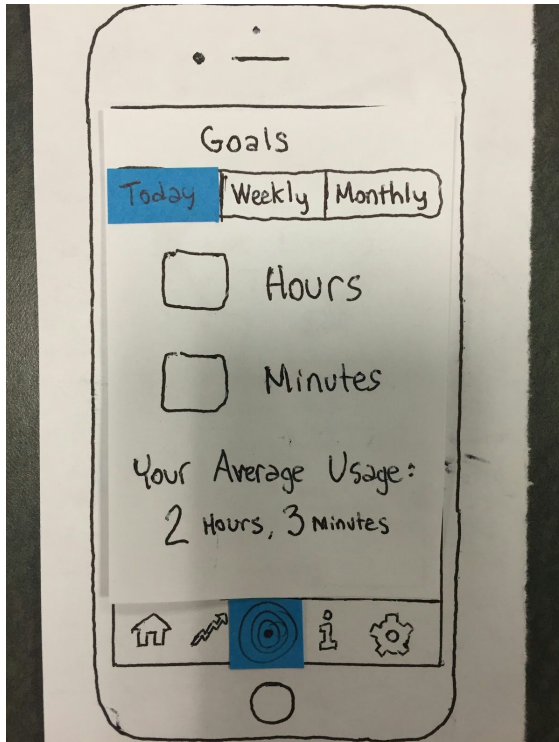


Figure 1: Empty daily goal setting

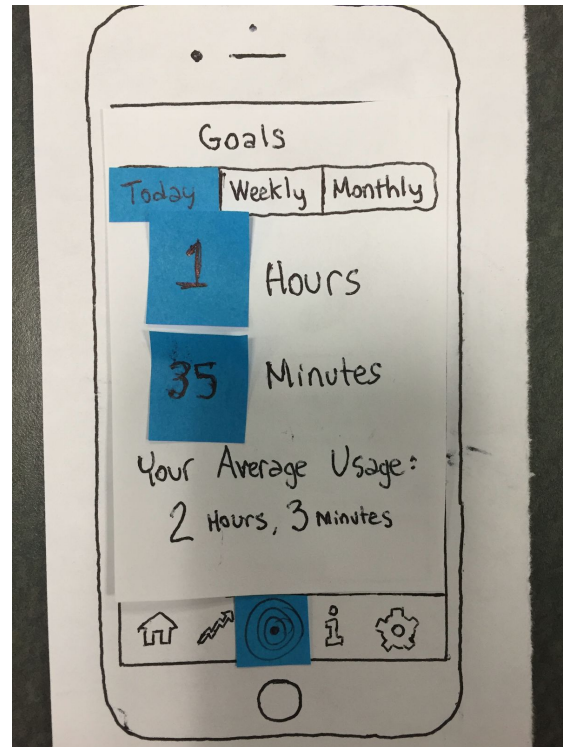


Figure 2: Daily goal settings with user input

From the home screen, the user accesses their goals via the target icon in the center of the application's bottom bar. When selected, this automatically opens the daily goal for users and also displays their average daily use below the input areas. When an input area is clicked, the user can enter in the hours and minutes that they would like for their daily goal via the application's default keyboard.

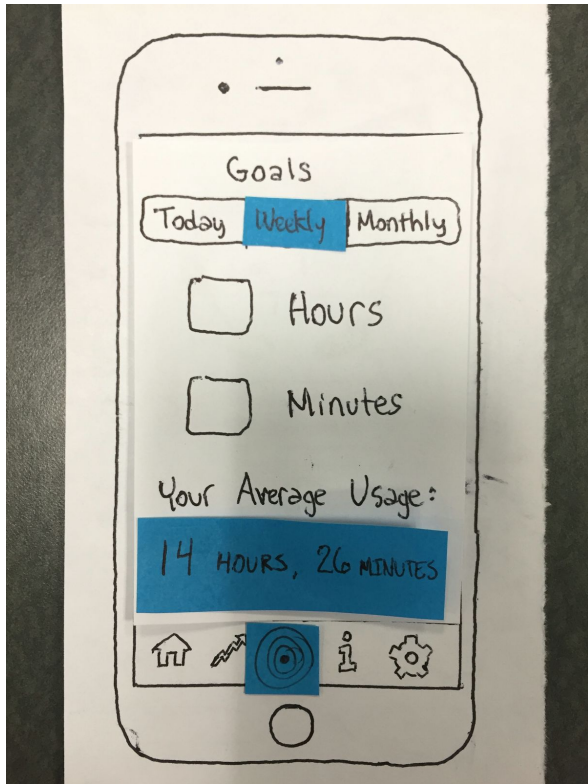


Figure 4: Weekly goal setting

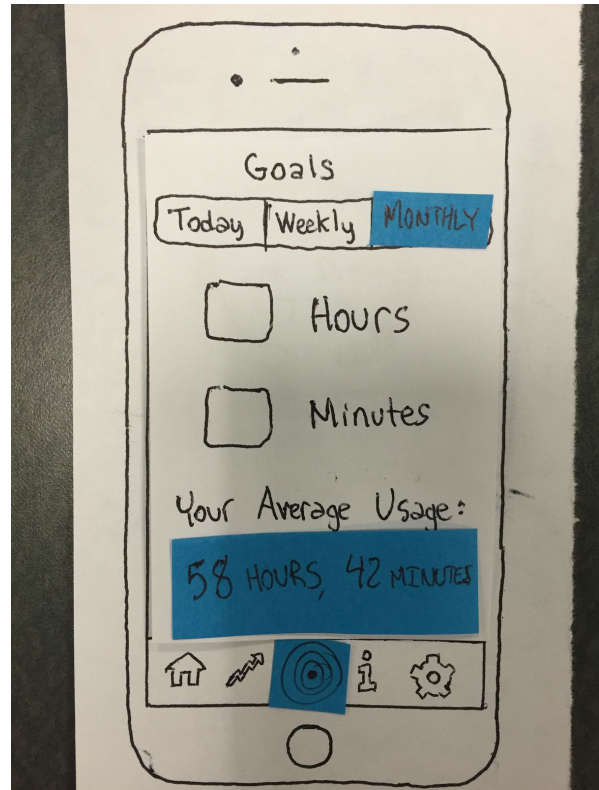


Figure 5: Monthly goal setting

By clicking "Weekly" and "Monthly" tab options at the top, the user can then view and set their Weekly and Monthly goals. These operate the same as daily goals, but when the time tab is changed then the corresponding information below automatically changes to the set goal and average usage for that specific time length.