# penguin

**Kelvin Chung**, Saba Davoudi, Kyle Pierce, **Yuma Tou** 

# The Problem

- → college is difficult
- → hard to be aware of and remember moods later
- → awareness spurs action

overview

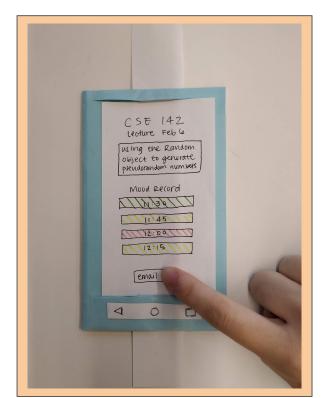


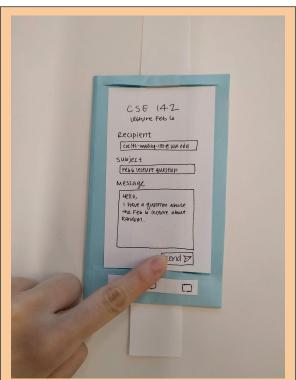


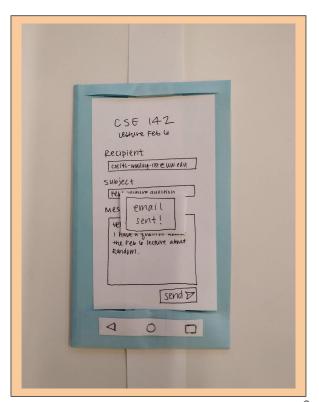




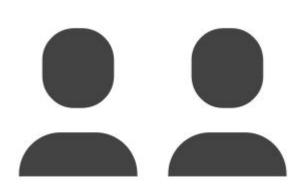




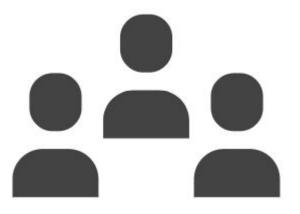




# —Testing Process-



2 heuristic evaluations



3 usability tests

### —Testing Results-

# Flexibility & Efficiency

change input
medium to pen
rather than watch

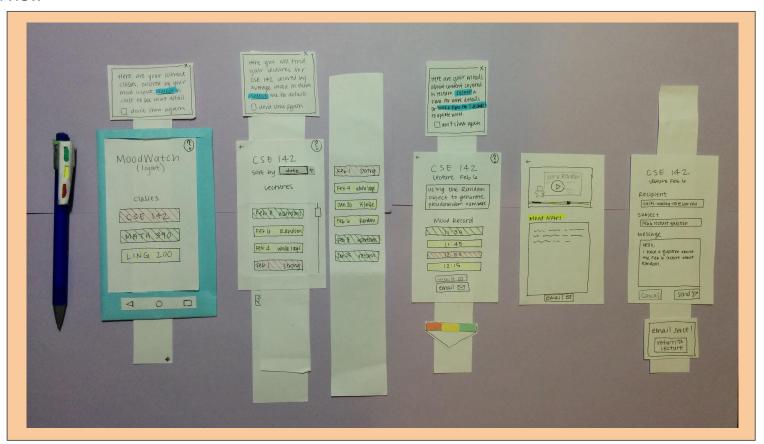
# User Control & Freedom

- allow the updating of previously recorded moods
- → add more navigation paths

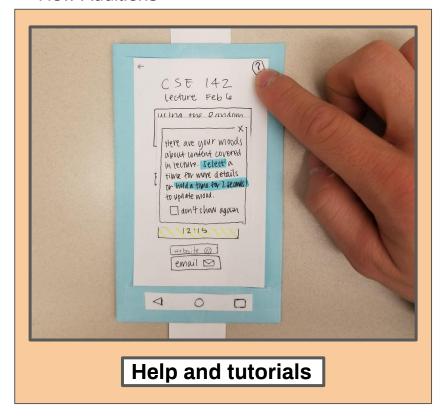
# Help & Documentation

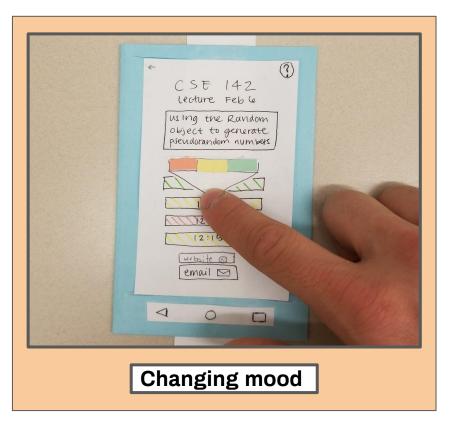
- → add tutorials to different pages as necessary
- → add "?" button to get help

overview



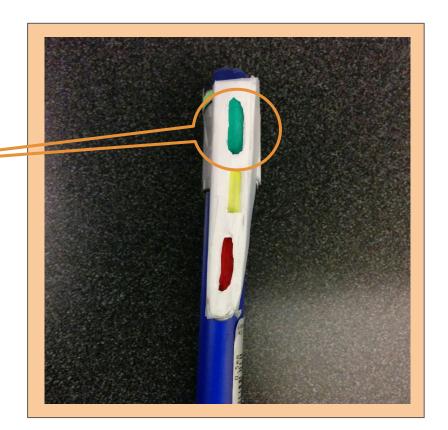
**New Additions** 

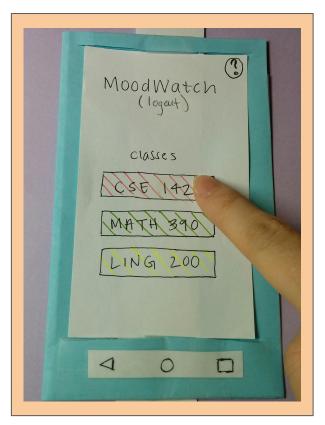


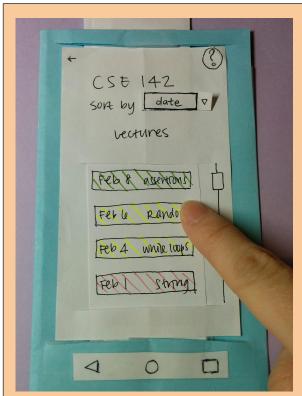


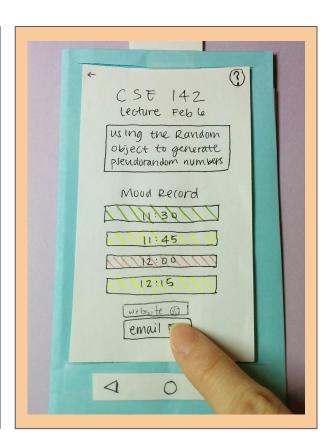
task 1: becoming aware of mood during class

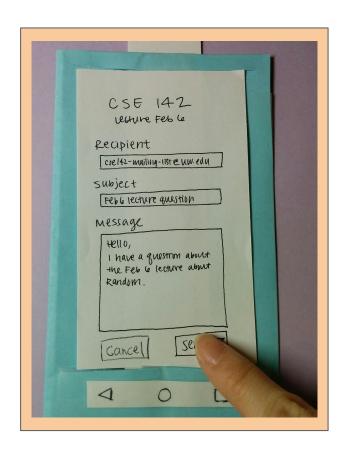
any of the buttons on the pen can be pressed to record a mood during class

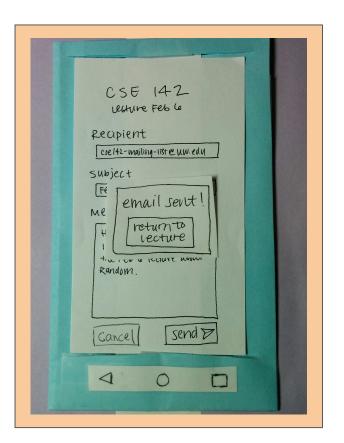












#### overview

















Feb 6. Random

Feb 4. While loop

Feb 1. Strings







Panopto pa...





overview

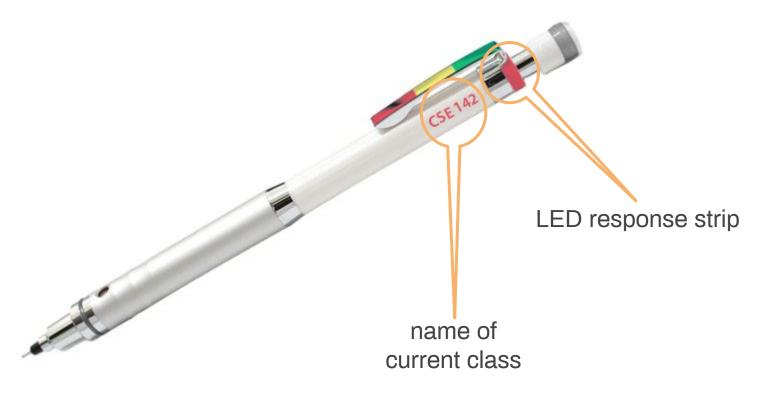


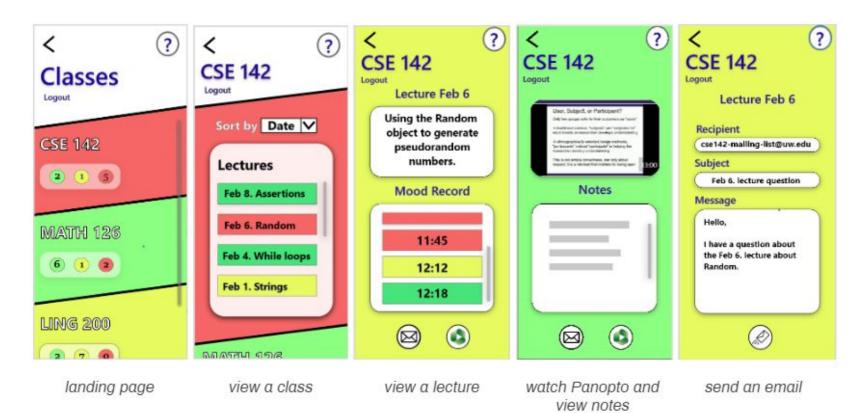
overview

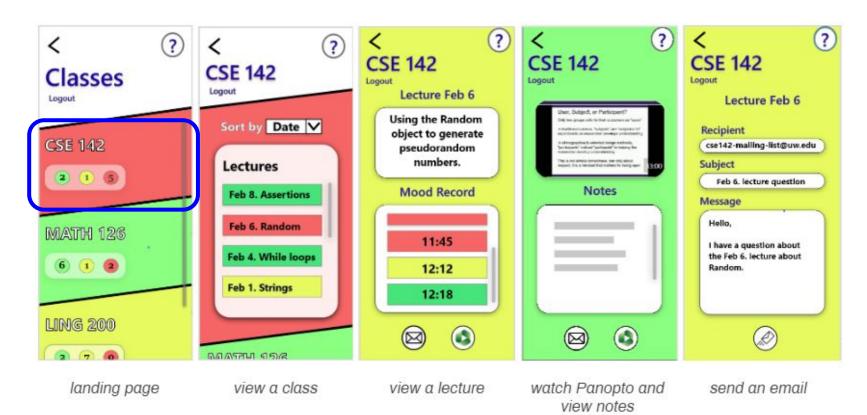


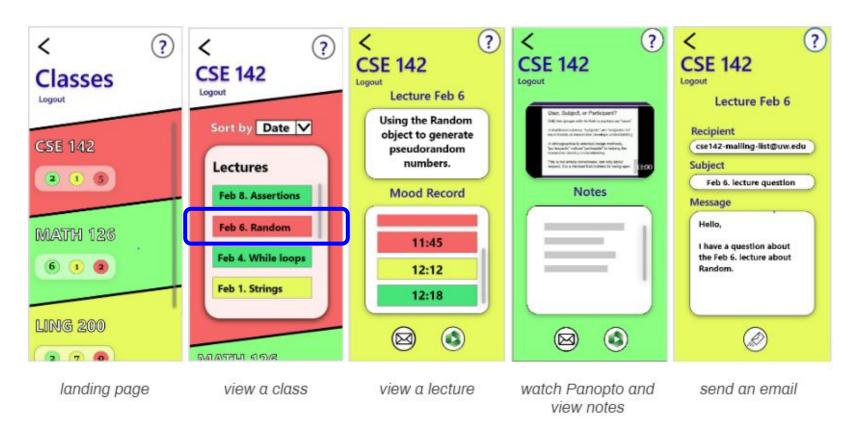


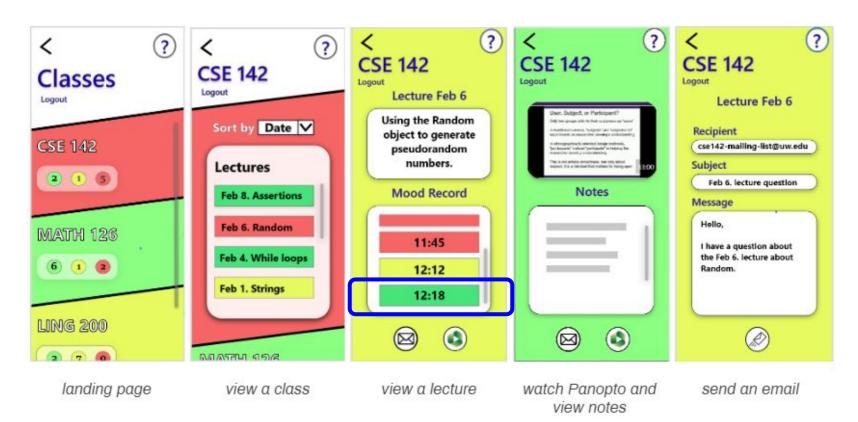


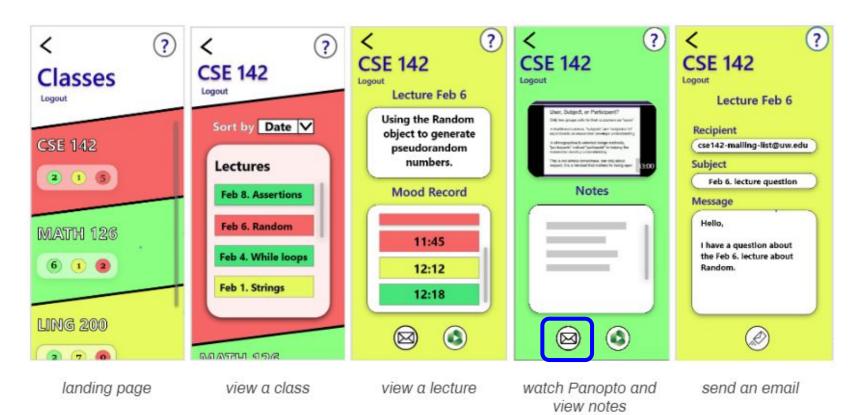


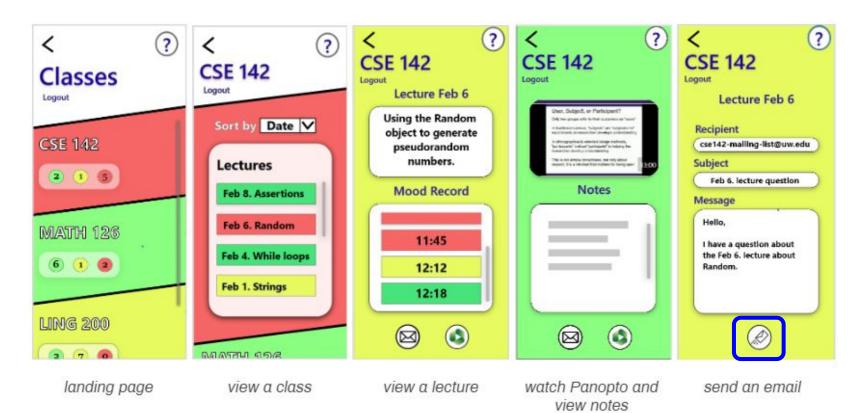










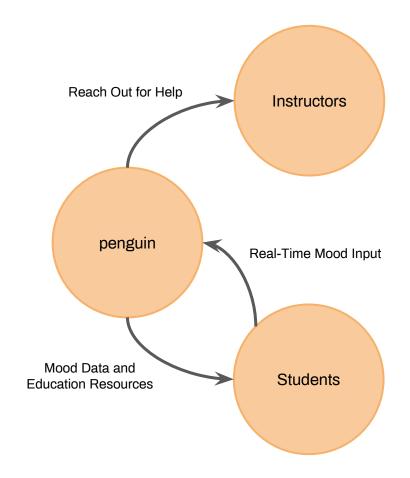


# Summary

- → promote flexibility and efficiency
- increase control and freedom over inputted data
- provide clear navigation and include tutorials liberally

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### Contribution Statement -

**Kelvin:** 35% prepared and presented slides

Saba: 10% gave feedback on slides

**Kyle:** 20% edited and proofread slides

**Yuma:** 35% prepared and presented slides