



# *Design Brief*

Lauren Sawhook IMS 354  
Spring 2023





# ***Big Idea***



# *Big Idea*

My big idea is to create an app that will aid in helping students take the time out of their day to do things they love by reminding students that it is ok to take a break, and will show them times in their day where they should take some self care time. I also want the app to be highly customizable, because due to research the students all have very different needs, and I think it would be really beneficial to have features that they could use when they want, but also to be able to get rid of features that they don't personally use, as to create the most minimal and clean look to the app, as that is also something I found to be very important to users. I will also prioritize a daily reflection system, as many of my interviewees said that they struggle gaining perspective on certain days, and think it would be valuable to reflect on the positive in their days, and be able to go back and look at those entries when they need to gain better perspective. I plan to add a section in which it will give ideas of things the users can do when they have free time during their day, because many people said that the last thing they want to do is think about something to do with their time, when they are already so busy with school, and would like it if the app could do that for them. One of the biggest things that I will prioritize are notifications throughout the day, because one of the most common things I heard in my research is that students struggle to remember to take breaks to do even simple things like eat, because they become so focused on their school work. The research shows that students just struggle remembering that it is ok to take a break, and do something for themselves every once in a while, so I think that should be a big priority in my app design. Overall, I intend to create a highly customizable reminder, and reflection app that will help students find time in their days to do something for themselves, and to reflect on the good things that happen to them each day, to better their mental health, while still getting used to managing what they do for themselves in their free time.





***Research  
Approach***



# ***Research Approach***

## **Preliminary Interviews**

Interviewed 5 participants to uncover and better understand problems regarding their general mental health, and how they handle it in regards to college.

## **Participant Research**

Based on preliminary interviews created an in depth research protocol to better develop empathy for the participants based on 5 20-30 minute in depth interviews.

## **Affinity Diagram**

Unveiled patterns and overlapping ideas between participants by creating an Affinity Diagram.

## **Competitive Analysis**

Looking into the direct competitors to my app showed me what different features I should use for my app, and the features I should stay away from.

## **Moving Forward**

There will be sketches and final products designed, as well as testing by users, and testing through sitemaps, leading to necessary iterations.



***Findings &  
Recommendations***



# *Findings and Recommendations*

Every interviewee said that they “definitely like when things are customizable”, so that will be one of the biggest things that I focus on, as I want this app to be something that feels personal to each person. The personal aspect is also very important, because my interviewees said they want “something for me, and only me,” so I plan on making a daily reflection, and gratitude journal to serve as a “a reminder that you are getting better”. In addition to customization, many interviewees expressed that “sometimes I get annoyed with notifications,” and this app should never be something that is annoying or stressful, so it is important that the app features customized notifications as well, so that they don’t turn them off but also so they don’t “forget that the app exists.” One interviewee told me that “I really like my period tracking app, because I can fill things out quickly each day, and I can easily go back and look at what I said each month,” which confirms the need for a place to go back and look at all of the entries that they make each day. All of the interviewees expressed the desire to spend more time doing fun self-care activities, but said “it would be nice if the app suggested activities for you”, so their will definitely need to be a function that recommends some fun activities when the user has free time, to reduce the stress of having to come up with them on their own. Many interviewees also voiced the need for a very simple layout, because they said finding a feature “isn’t worth it when you have to click on five different buttons to get to it.” This points out the need for very specific, yet simple features, because it can become frustrating when an app has so many features, that makes it difficult to access certain things.





# *User Persona*



# User Persona



## Background

- **Jess** is involved in lots of extracurriculars, and has so much homework, leading her to be overwhelmed, and not knowing when to take care of her needs.
- **She** believes that she forgets to take care of herself because of how committed she is to her school work, and from being away from her parents for the first time
- **Jess** has always struggled with anxiety, but with little time spent doing activities for her well being, it has gotten worse since coming to college.

## Goals

- **Ultimately**, she wants to develop self care skills, to consistently prioritize carving out time in her day that she can spend doing something she loves.
- **For the time being**, she wants to set a goal for herself to remember that it is okay to take breaks from school, and remember to do something for herself each day, whether be just remembering to eat lunch.

## Pain Points

### Self-care related

- Jess often gets busy with school, even when she wants to take care of herself, she doesn't feel like she has time
- She struggles to remember to eat lunch or drink water

### App related

- Hates when all good features need paid for
- So many apps are cluttered, and have things I don't want to use

## Jess Harmond

The stretched-too-thin college student.



## Demographics

- Age:** 18-22
- Gender:** Female Identifying
- Location:** Oxford, OH
- Occupation:** Student
- Personality:** Driven, Busy, and Self-forgetting

## Motivations

- Feeling like she is taking care of herself, so she can be happier, and reduce anxiety
- Keeping track of the days she is feeling her best, and her worst, so she can see what she did that day, and how it affected her mood.

# *Design Tenets*



# *Design Tenets*

## **College students are busy and have little free time.**

- Gratitude journals must be quick/simple to fill out
- Must have activities auto-generated to recommend to user
- Make the app easy to navigate for high user return rate

## **Gain desire to take part in self-care activities.**

- Have a confetti explosion each time an activity is logged.
- Earn badges from completing and logging activities.

## **Looking for a personal experience.**

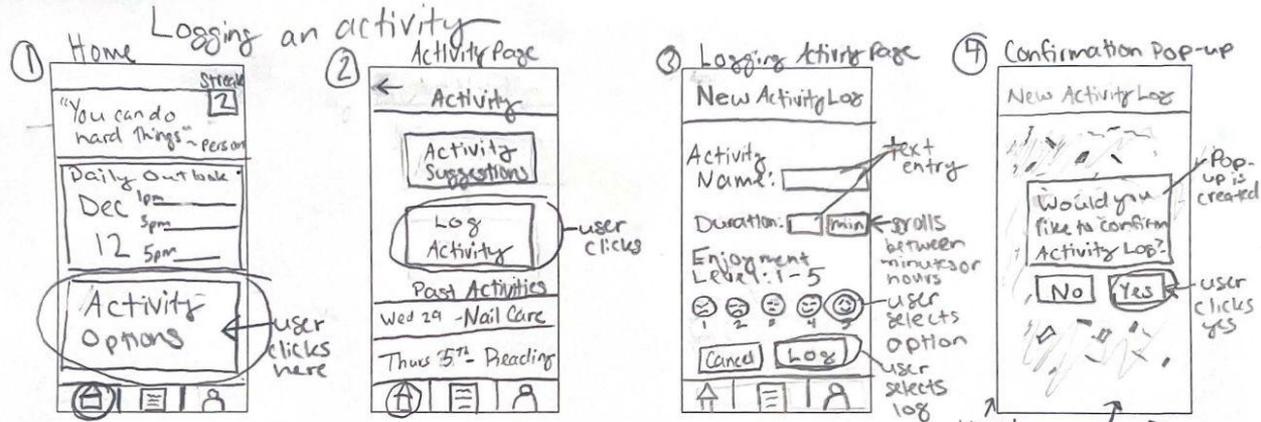
- Provide customizable color scheme options
- Provide option to hide app features based on users preference
- Ability to customize notifications to fulfill user needs
- Personalized welcome message upon opening app



# ***Workflow sketches***



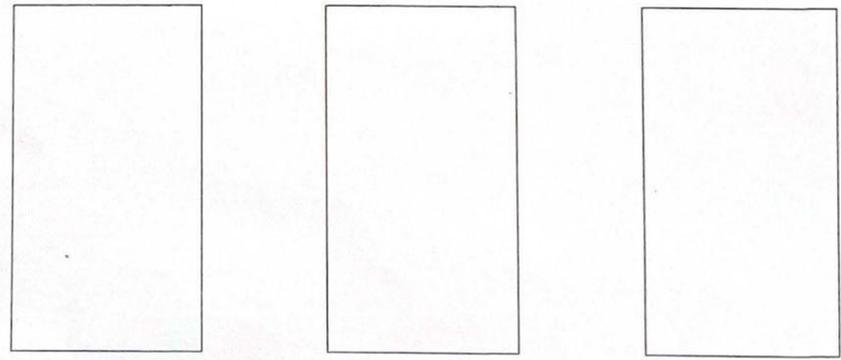
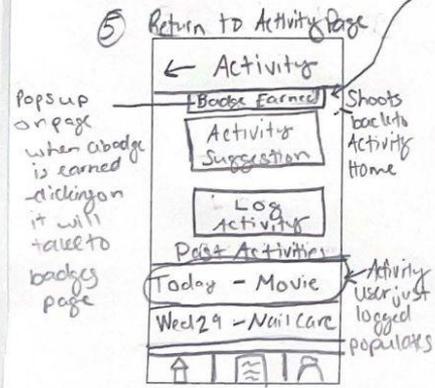
# Logging an Activity



Design Tenet - Gain desire to take part in self-care activities, - Confetti when activity is logged, and after so many activities logged, a badge is earned

↑ have confetti explosion when they click yes

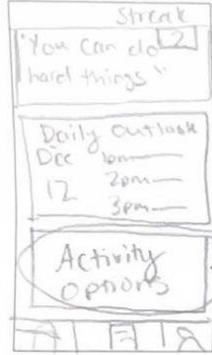
↑ blurred background



# Quick adding an Activity Suggestion

## Activity Suggestion / Search

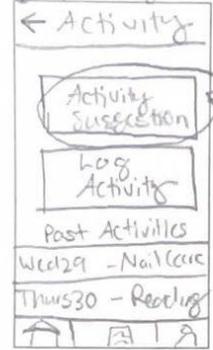
1 Home



User clicks here

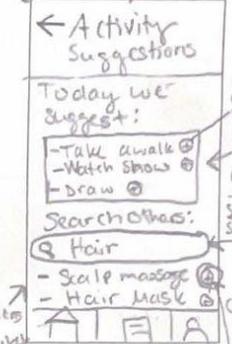
↑ highlighted

2 Activity Page



User clicks here

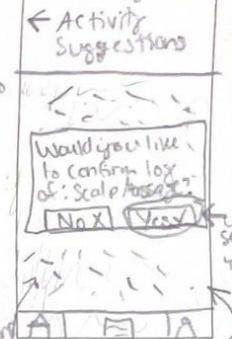
3 Activity Suggestions



Options populated based on search

User can click to add to the activity  
User can either select a suggestion or user can type in a category to find other options  
User clicks plus

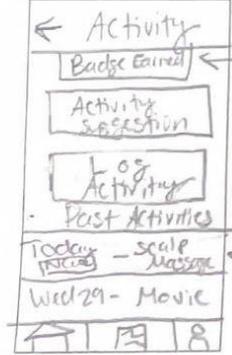
4 Activity Pop up



User selects yes

blurred background content when user clicks yes

5 Pop + re-load Activity home

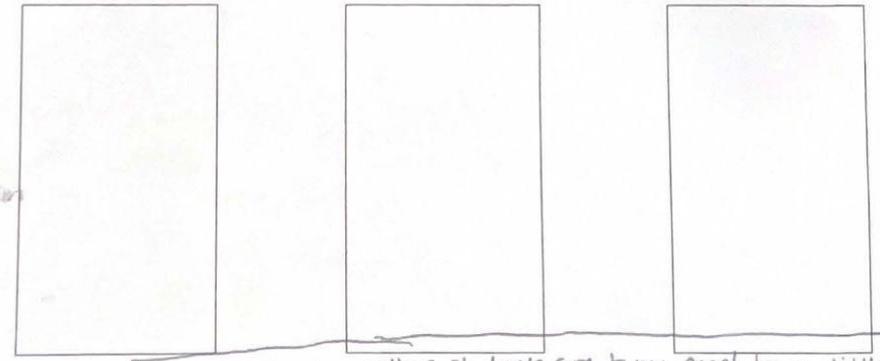


loads back to Activity main page

Badge earned for activity log based on suggestion

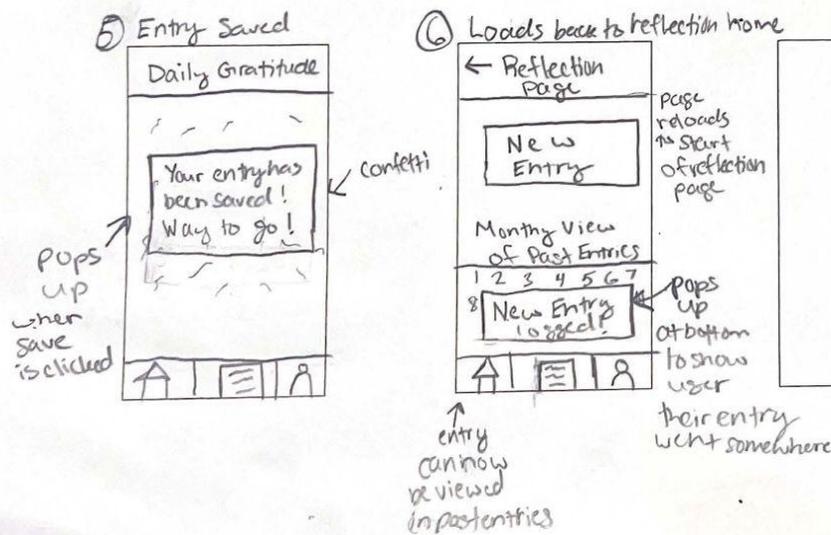
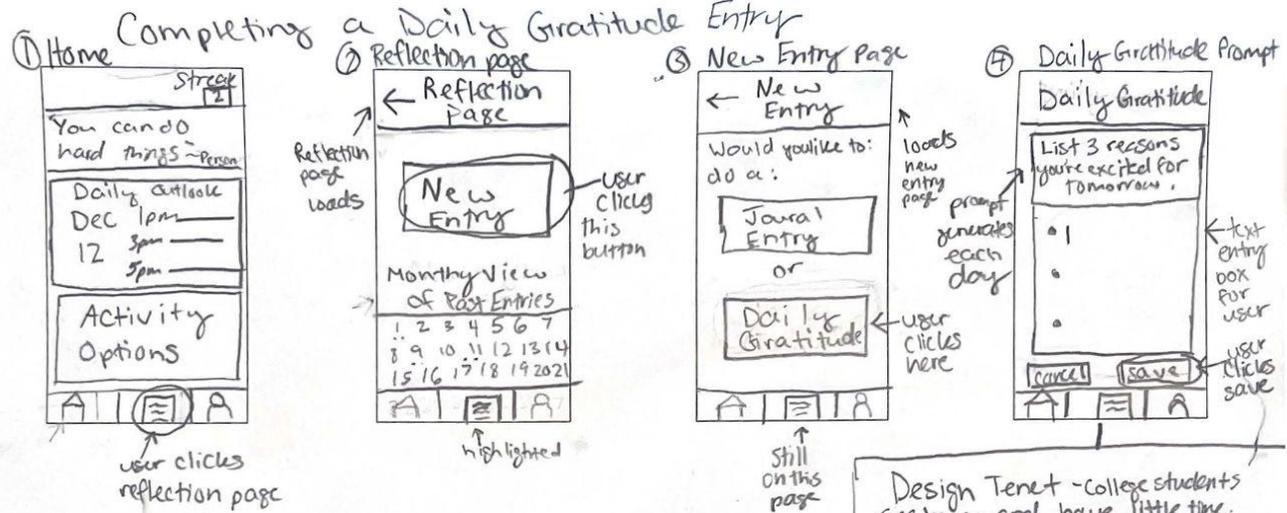
Pop up here for user to see

Still on home section



Design Tenet - college students are busy and have little time:  
- Having activity suggestions, and being able to quickly search, and add activities to log, makes user have to think less, and allows them to try new things

# Completing a Daily Gratitude Journal

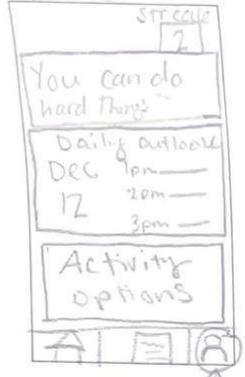


**Design Tenet - college students are busy and have little time.**  
 - By making generated prompts for user, it makes the journal function quick and less intimidating.

# Changing App Color Scheme

Customizing the app color theme

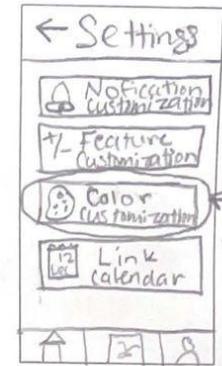
① Home



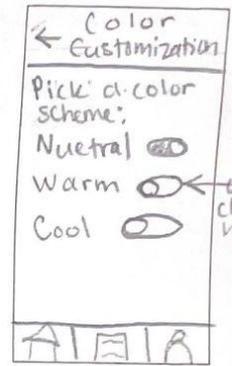
user clicks profile page



user clicks settings

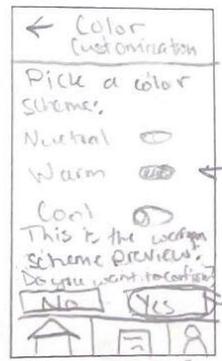


user clicks here



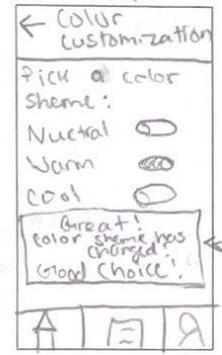
user clicks here

When user changes scheme, the app will change as a preview to user and then they can confirm change

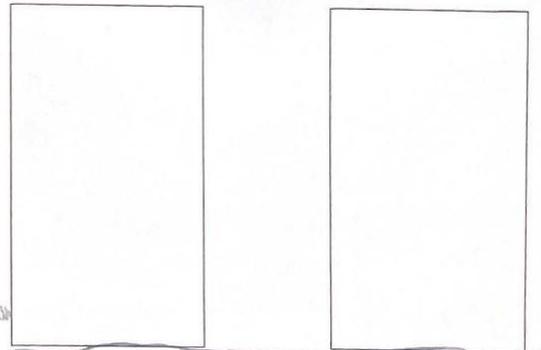


user clicks yes

can use arrow to return to settings



pops up to show confirmation of color change



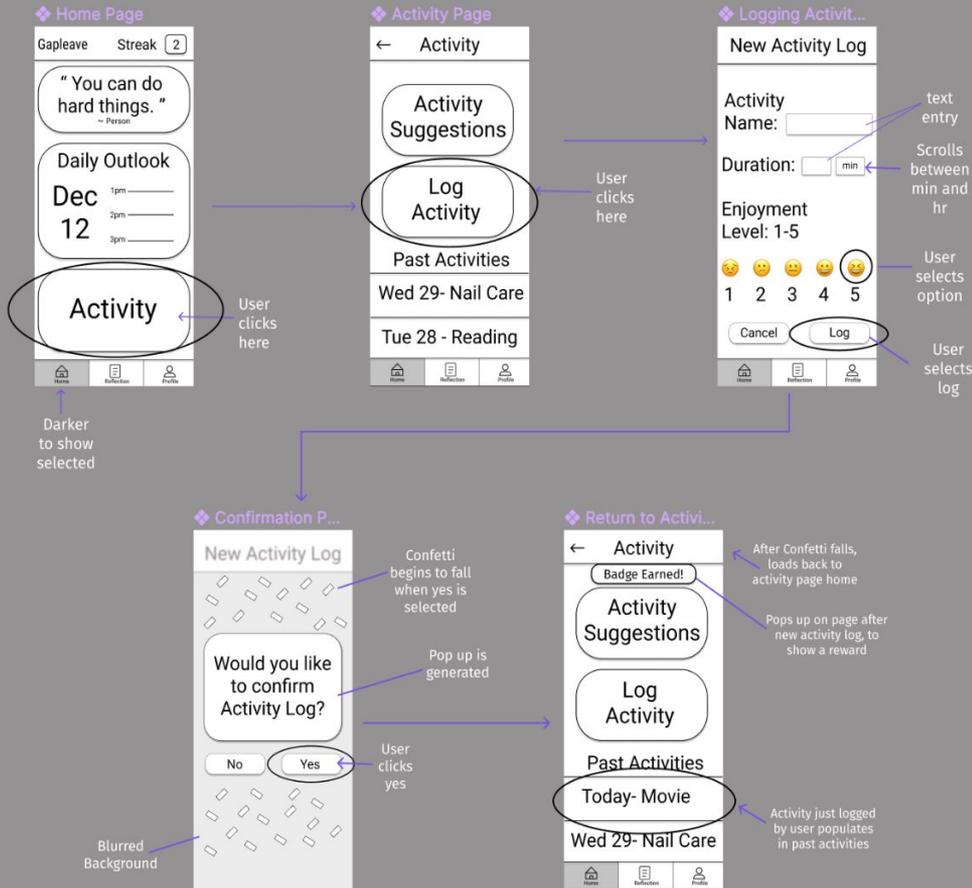
Design Tenet: Looking for a personal experience - Allowing the user to customize the color scheme of the app will make the user feel the app is for them specifically!



***Lo-Fi Workflow  
sketches***



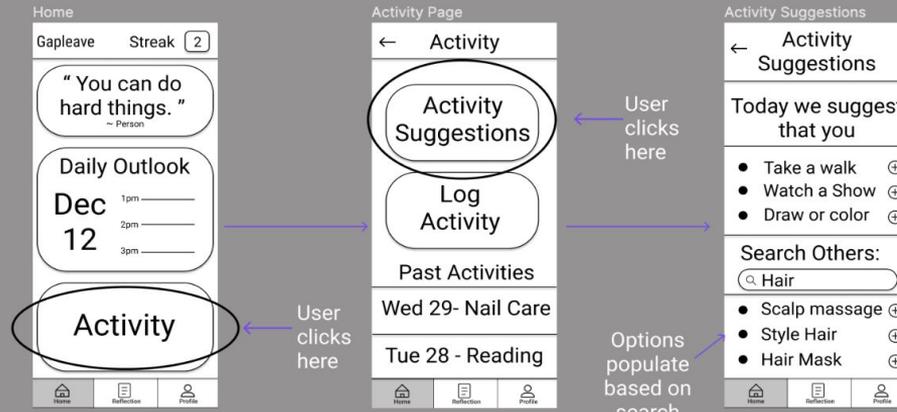
# Logging an Activity



**Design Tenet:**  
Gain Desire to take part in self-care activities;

- Confetti when completing a task helps the user to feel accomplished when an activity is logged
- Earning badges when completing activities incentivises the user to return, and take part in more activities

# Quick adding an Activity Suggestion



Auto-suggested activity ideas that populate and change daily for the user

User clicks on plus to quick add suggested or searched activity

**Design Tenet:**  
College Students are busy and have little time;

- **Activity suggestions and having the ability to search activity ideas quickly, as well as adding a quick add feature allows user to think less and spend less time deciding on activity**

Darker to show selected

User clicks here

Options populate based on search

Can choose to either quick add a suggestion, or can search for other options



Confetti begins to fall when yes is selected

Pop up is generated

User clicks yes

Blurred Background



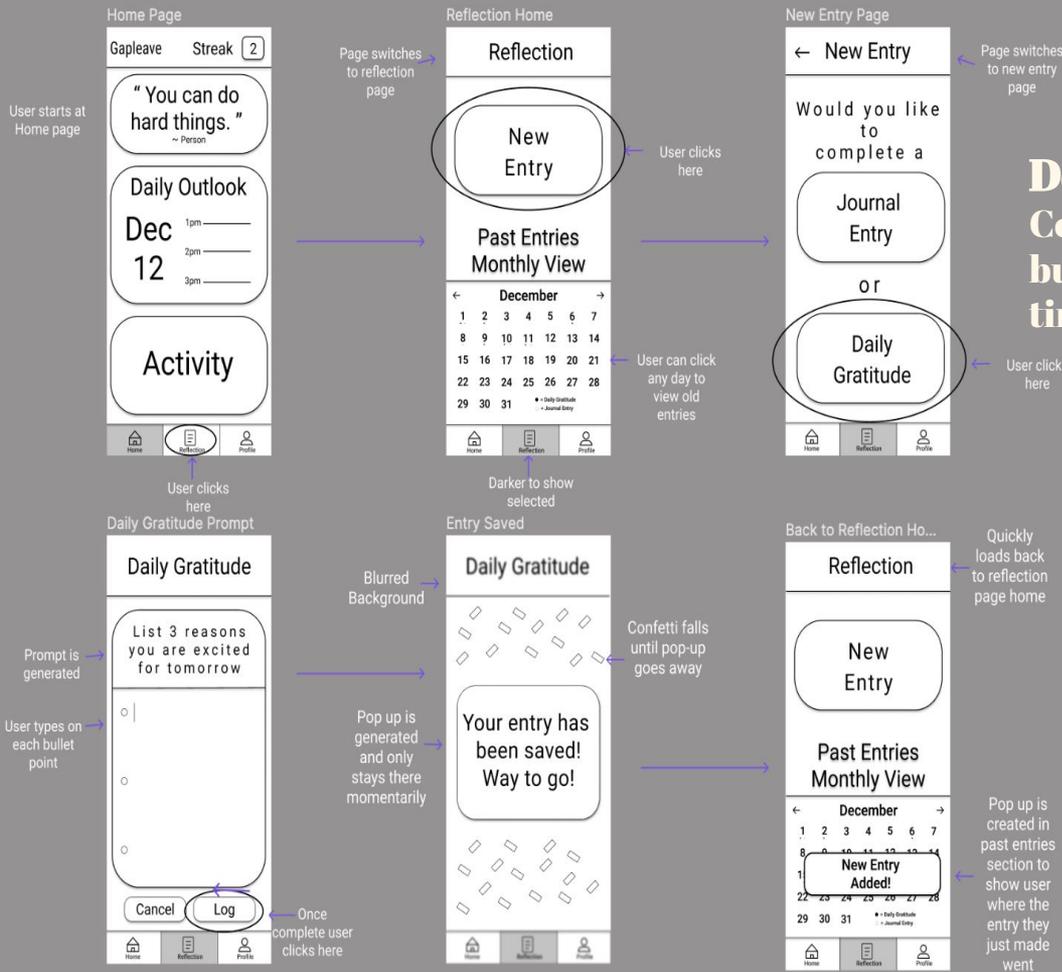
After Confetti falls, loads back to activity page home

Pops up on page after new activity log, to show a reward

Activity just logged by user populates in past activities



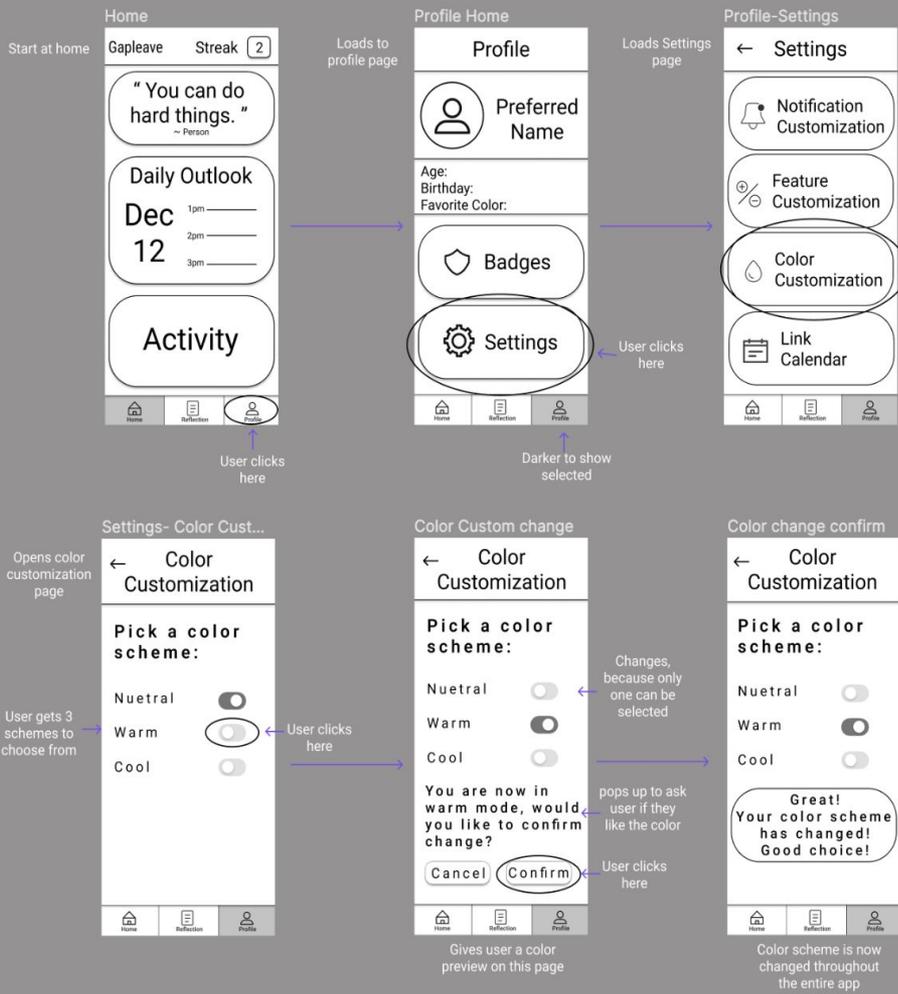
# Completing a Daily Gratitude Journal



**Design Tenet:**  
College Students are busy and have little time;

Having a prompt for users to follow allows the user to have to think less, thus making them want to do the entries every day.

# Changing App Color Scheme



**Design Tenet:**  
Looking for a personal experience;

Having a feature that allows them to change the color scheme to their liking creates a more personal experience, and helps the user feel like the app is made just for them.



# *Hi-fi Workflows*

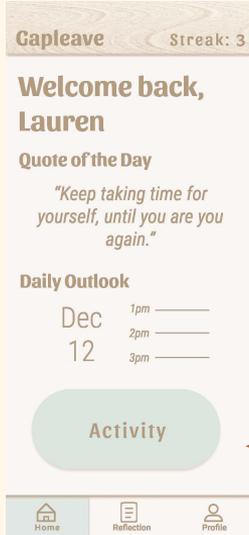


# Logging an Activity

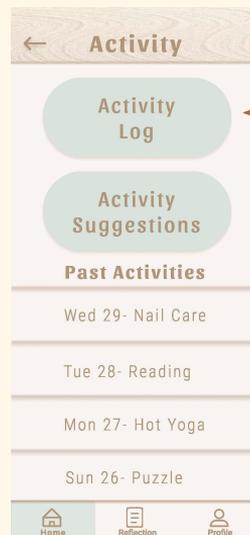
## Design Tenet: Gain Desire to take part in self-care activities;

- Confetti when completing a task helps the user to feel accomplished when an activity is logged
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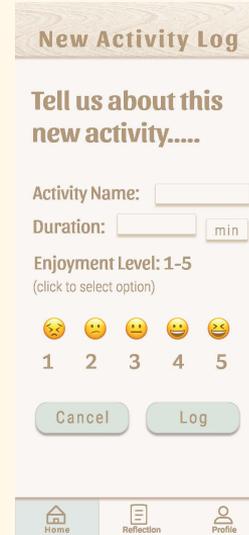
This is the Home page that contains a Quote of the Day feature, a Daily Outlook, a streak count, and an activity log button. The user must click on the Activity log button in order to move on to the activity page. Also take note of the fact that the page selected is highlighted.



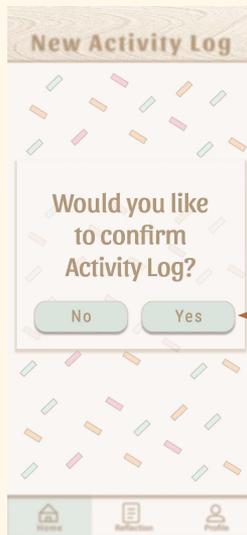
This is the Activity Home Page, which contains a activity log button, and activity suggestions button, and a list of all past logged activities for the user to reference later. The user must click the Activity Log button to move to the next screen. The home tab on the navigation bar stays highlighted throughout this workflow since it is housed under the home page.



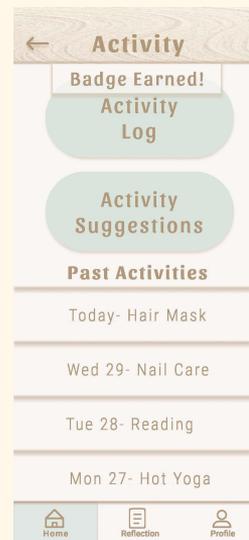
This is the New Activity Log page is a place where the user has to log details about an activity, including, Activity Name, Duration, where they input time and have the choice between entering minutes of hours, and their enjoyment level 1-5. Once the user has typed out this information, the user must then click Log to move the workflow on to the next page. This will save the information entered.



This is the Activity Log Confirmation page. This page contains a pop-up that makes sure the user want to confirm or deny their activity log. Once the user click Yes, confetti will begin to fall, to serve as a celebration for taking the time to do an activity for themself. The confetti will finish falling, and then it will move onto the last page of the workflow.



This is the Activity Home Updated page, where it contains all the same features as the original Activity Home page, but is now updated with the activity that has been added today, so the user can see where their logged activity just went. There is also a Badge Earned pop-up at the top of the page to show the user that by completing activity logs, and activities of that nature, will earn them badges, and will hopefully motivate them to keep using the app.



← Indicates button to be clicked



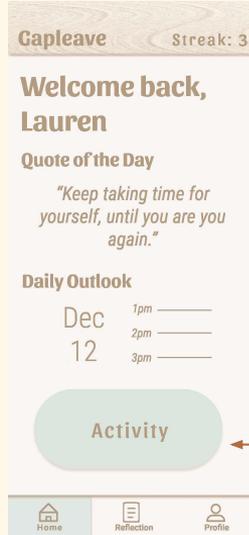
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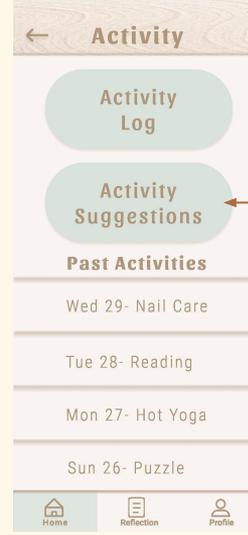
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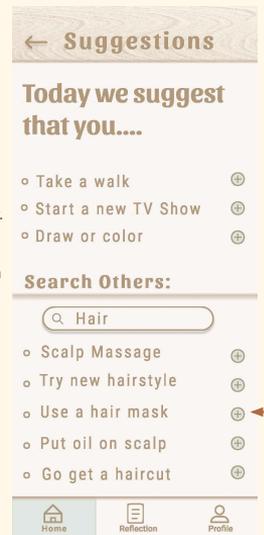
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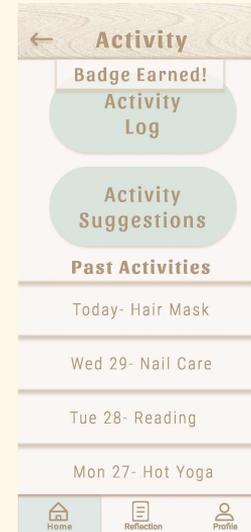
This is the Activity Suggestions Page, which contains 3 auto-generated activity suggestions each day. There is also a section where the user can search for other topics and pick from those. In this workflow the user will pick a Hair mask and then click in the plus button directly beside it. This will quick add the activity to the activity log.



This is the Activity Suggestions confirmation page, where a prompt pops-up and asks the user to confirm that they want to log that activity. To move the workflow along, the user must select the yes button to officially log the activity.

Indicates button to be clicked

This is the Activity Home Updated page, where it contains all the same features as the original Activity Home page, but is now updated with the activity that has been added today, so the user can see where their logged activity just went. There is also a Badge Earned pop-up at the top of the page to show the user that by completing activity logs, and activities of that nature, will earn them badges, and will hopefully motivate them to keep using the app.



# Completing a Daily Gratitude Journal

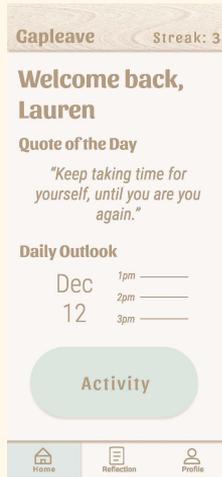
**Design Tenet:**  
College Students are busy and have little time;

Having a prompt for users to follow allows the user to have to think less, thus making them want to do the entries every day.

This is the Home page that contains a Quote of the Day feature, a Daily Outlook, a streak count, and an activity log button. The user must click on the reflection tab in order to reach the reflection page. Also take note of the highlighted navigation bar depending on which page is currently in use.

This is the Daily Gratitude Page, where it auto-generates a prompt for the user to complete each day, and the user must click in the box and type out their response. Once the user is happy with their response, they must select the log button located at the bottom in order to move the workflow along.

← Indicates button to be clicked



This is the Reflection Page where the user can either click to complete a new entry, or can go back and look at old entries they have completed in the past. The user will click new entry in order to complete this workflow. Also notice how the Reflection icon in highlighted to show that user is on a new page.



This is the New Entry page, where the user has to decide whether they would like to complete a Journal Entry or a Daily Gratitude. For this workflow the user will select the Daily gratitude option in order to continue to the next step.



This is the Daily Gratitude Log Confirmation page, where it confirms to the user that the entry has been logged. It also has confetti falling to allow the user to celebrate doing something for himself. The user must click the ok button in order for them to move on to the next page.



This is the updated Reflection Home page, where there is a pop-up that happens to show the user that their entry has been added to the past entries section of the Reflection Page, and they can visually see where to go in order to find the entry they just logged.

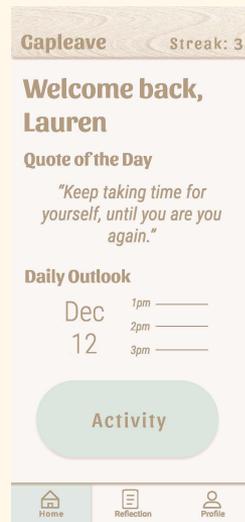


# Changing App Color Scheme

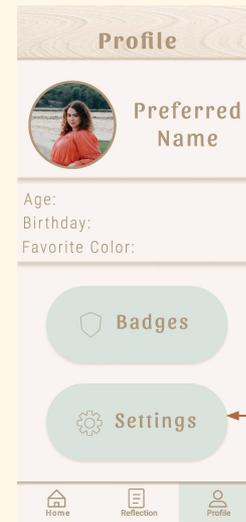
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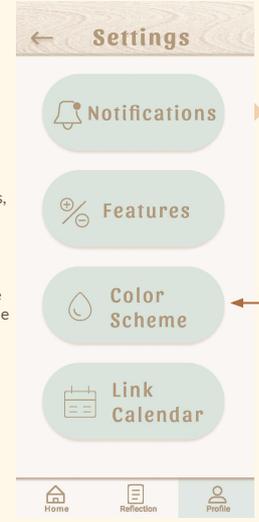
This is the Home page that contains a Quote of the Day feature, a Daily Outlook, a streak count, and an activity log button. The user must click on the profile tab in order to continue with this workflow. The highlighted tab will change once on the next page.



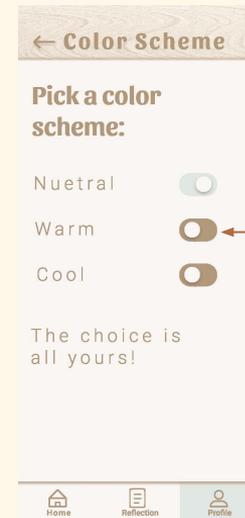
This is the Profile page where you can edit/input some of your personal info. You can also view what badges you have earned and your settings. For this workflow, the user will click settings in order to continue in the workflow. The profile tab is now highlighted too, in order to indicate which tab the user is currently on.



This is the Settings page, where the user can manage their notifications, features, color scheme, and calendars they want linked settings. For this workflow the user needs to select the color scheme button in order to continue the workflow.



This is the Color Scheme settings page, where the user has the option to switch between three different color scheme options for the app. The user just has to click the slider over that they want to change the color to, and the one currently turned on will switch off. The user must click warm for this workflow to continue.



This is the Color scheme confirmation page, where once the user slides the slider to change the scheme, they get a preview on this page to see if they like it, and once they are happy, they can click confirm. This will change the color scheme throughout the entire app. Clicking confirm will keep the workflow continuing on.



This is the Completed Color scheme change page, where the user will see a message showing that they have officially changed the app's color scheme, as well as a reminder that they can always change the color back whenever they want.



← Indicates button to be clicked



# *Hi-Fi Iterations*

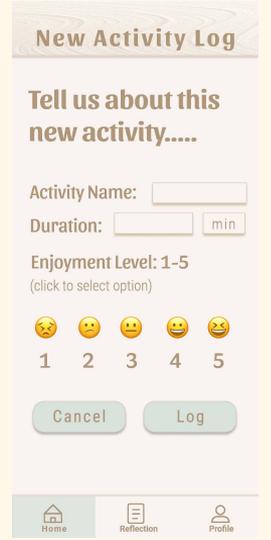


# Logging an Activity Iteration

**Changed Streak function location:**  
"Make the streak have its own banner on the homepage"  
**Make homepage more sectioned.**  
"The homepage feels very GoogleDocsque, and there doesn't feel like there is enough separation."



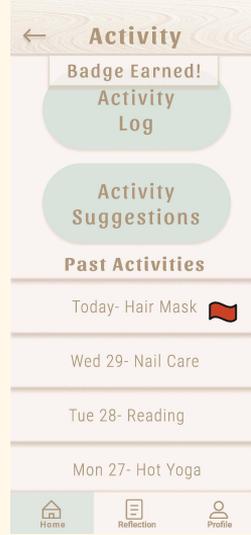
**Changed letter kerning:**  
"The spacing with some of these words are kind of weird and make it harder to read."  
**Removed inner shadow on the Nav bar.**  
"The shadow on the bar above the navigation made me feel like the navigation is behind the rest of the page."



 = any changes made



**Changed letter kerning:**  
"The spacing with some of these words are kind of weird and make it harder to read."



# Quick adding an Activity Suggestion Iteration

**Changed Streak function location:**  
"Make the streak have its own banner on the homepage"

**Make homepage more sectioned.**  
"The homepage feels very GoogleDocesque, and there doesn't feel like there is enough separation."



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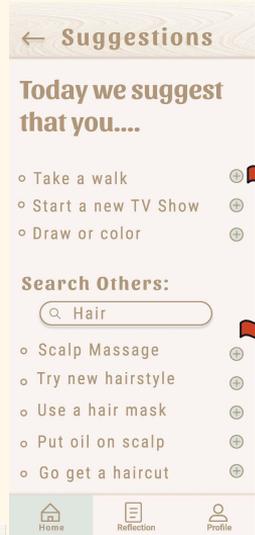


**Made entire suggestion option clickable all over instead of just plus button:**

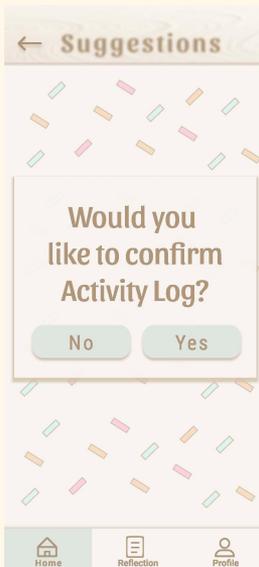
"It would be nice to have the entire suggestion clickable. As a lefty it was harder for my finger to reach the plus button."

**Removed separating line above search bar.**

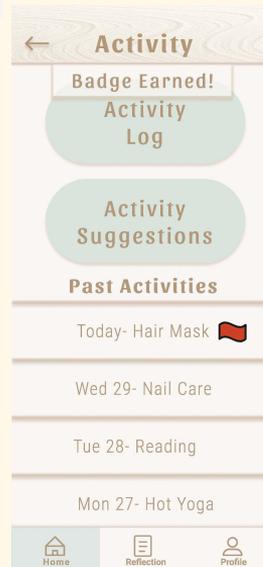
"The line down the middle makes it feel like two separate things, and not as cohesive."



 = any changes made



**Changed letter kerning:**  
"The spacing with some of these words are kind of weird and make it harder to read."



# Daily Gratitude Journal Iteration

## Changed Streak function location:

"Make the streak have its own banner on the homepage"

## Make homepage more sectioned.

"The homepage feels very GoogleDocsque, and there doesn't feel like there is enough separation."

 = any changes made



Lowered Reflection, title to match other pages:  
"Reflection page home text is too high, it needs to be brought down."

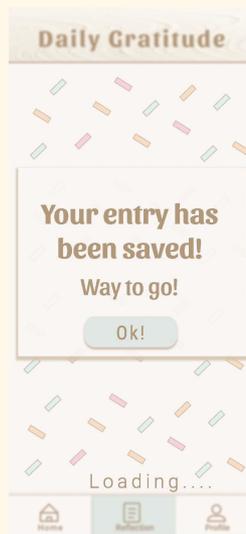
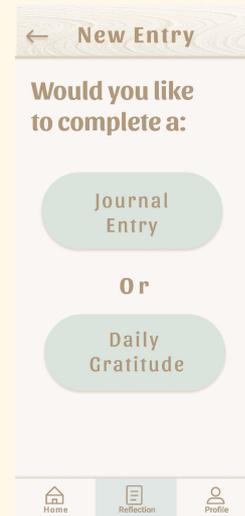
## Made dotted key larger and added color:

"I think that making the dots under the calendar both a color and not just one filled in or empty."

"Make the dots on the bottoms of the number bigger and more noticeable."



\*Same changes as other reflection page



# Changing Color Scheme Iteration



**Changed Streak function location:**

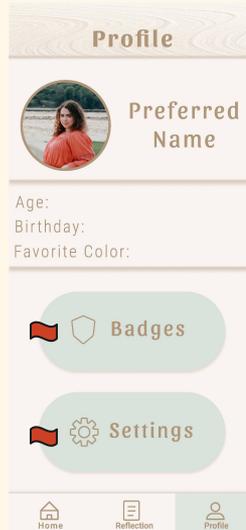
"Make the streak have its own banner on the homepage"

**Make homepage more sectioned.**

"The homepage feels very GoogleDocsque, and there doesn't feel like there is enough separation."

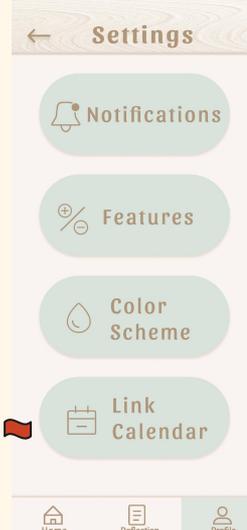
**Changed icons to unify stroke weights on icons:**

"The weight of the icons on this page are different from those on the nav bar."



**Changed icons to unify stroke weights on icons:**

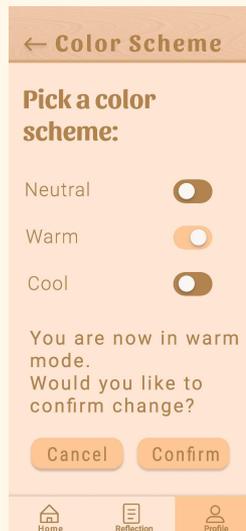
"The weight of the icons on this page are different from those on the nav bar."



**Changed letter kerning:**

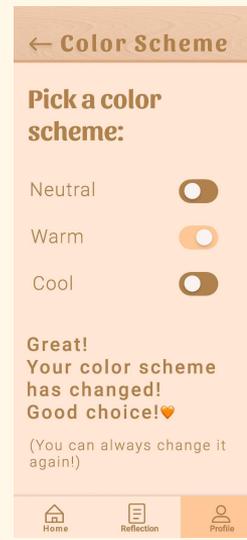
"The spacing with some of these words are kind of weird and make it harder to read."

 = any changes made



**Added emoji and removed excessive punctuation:**

"There are a lot of exclamation points after Great choice, maybe add an emoji instead."

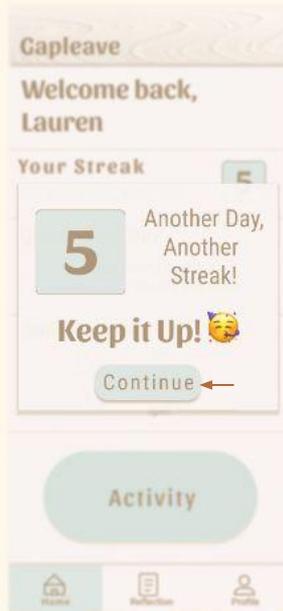




# ***Gamification Workflows***



# Gamification



← Indicates button to be clicked

On the Homescreen a pop-up with the users updated Daily Streak will remind the user of the streaks function, and may help motivate the user upon opening the app. The user will click continue to move on to the normal homepage.



Now that the user is one the homepage, they will notice that their profile has a badge check icon on it. This will indicate to the user that they have a new badge they earned waiting for them. The user must click profile to continue.

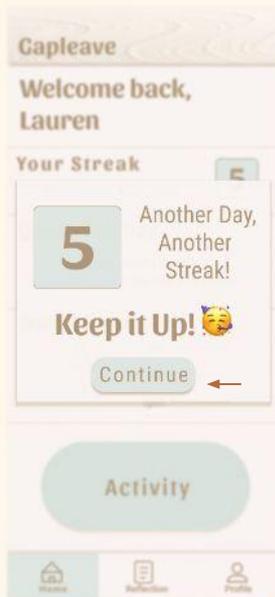


On the profile page, the badge icon is also filled in with a plus sign, indicating that they have earned a badge as well as text that says new badge on the page, as a clear indicator that is waiting for them to open. The user must click Badges to continue.



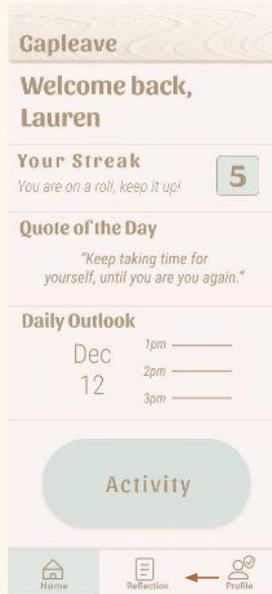
On this page the user can see that under the 5 day streak badge that it says YOU DID IT, to show the user it is completed. It is also fully opaque and not sheer, to clearly show completion. The badge with a check icon also goes away from the nav bar, now that the user has opened and viewed the new badge.

# Gamification



← Indicates button to be clicked

On the Homescreen a pop-up with the users updated Daily Streak will remind the user of the streaks function, and may help motivate the user upon opening the app. The user will click continue to move on to the normal homepage.



On the loaded Homescreen, the user must click the reflection page in order to move on with the workflow and view the data visualization.



Once on the Reflection page, the user will look at the Monthly View of Past Entries, and on the bottom right there is a view details text, that is underlined, to show that it is clickable. The user must click on this to continue to the data visualization.



This is the Reflection Details page, which is a data visualization of the number of each kind of reflection the user has done so far this month in comparison to the last month of reflections. To leave this page the user may click on the back arrow, but this is the completed workflow.

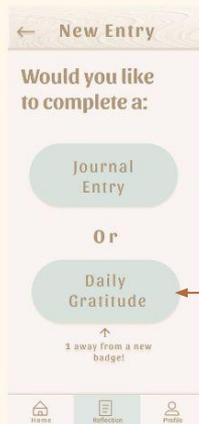
# Gamification



On the loaded Home screen, the user must click the reflection page in order to move on with the workflow and view the data visualization.



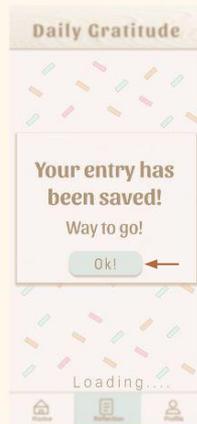
Once on the Reflection page, the user must click on New Entry to earn a Badge a continue with the workflow.



Now that the user is on the New Entry page, it shows that below the Daily Gratitude option the user is only one away from a new Badge. The user must click on Daily Gratitude to continue with the workflow.



On the Daily Gratitude page, after finishing the Prompt, the user will click log in order to complete, and save the reflection entry and continue with the workflow.



On this page, it is alerting the user that it was saved, and congratulating them with confetti. To continue to the Reflection page, the user must click ok.



On the return to the Reflection page, the user is alerted that their entry was added. As well as that they earned a badge. The user must click on the Badge earned pop-up to move on to the badges page and see the badge that they just earned.



On the Badges page, any badge that they earned is going to be colored in, and an progress made towards a badge will slowly add color to the page. This incentives users to complete each badge to make the page colorful. The user may click the back button to return back to the profile page, but that is the end of the workflow.

← Indicates button to be clicked

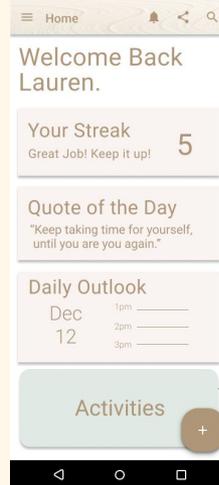


# ***Android Workflows***

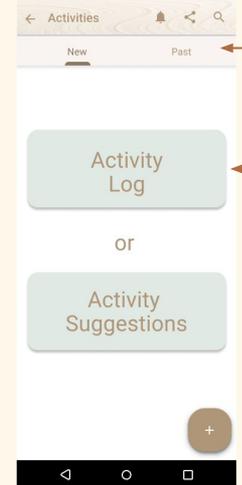


# Logging an Activity

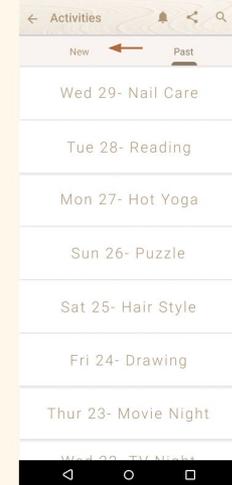
**Design Tenet:**  
Gain Desire to take part in self-care activities



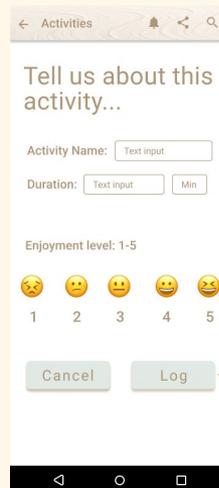
On the home screen, there is a newly designed homepage including a FAB and a drawer menu. The user to move on must click the activity button.



This is the activity page, where the user can pick either a log or suggestion. The user should click log to continue this workflow. If they click the Past tab it will show the user the past entries as well



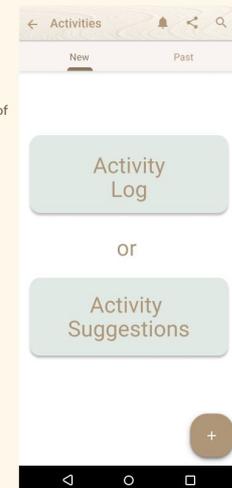
This is what the user will see if they decide to select the past button on the tabs, in which case they will see this layout of all past entries.



This is the Activity Log page, where the user will input info about their desired activity. The user will click the log button to continue this workflow.



This is the Activity log page where the user will chose to log their activity. They must click yes to continue.



This is the end of the workflow. After the user clicks yes, they will be brought back activity page.

# Quick adding an Activity Suggestion

## Design Tenet:

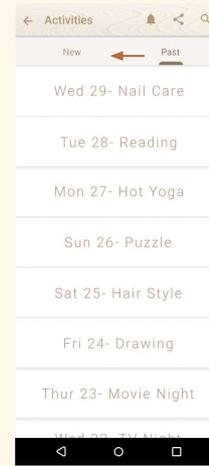
College Students are busy and have little time;



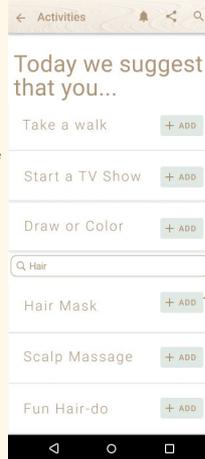
On the home screen, there is a newly designed homepage including a FAB and a drawer menu. The user to move on must click the activity button.



This is the activity page, where the user can pick either a log or suggestion. The user should click suggestions to continue this workflow. If they click the Past tab it will show the user the past entries as well



This is what the user will see if they decide to select the past button on the tabs, in which case they will see this layout of all past entries.

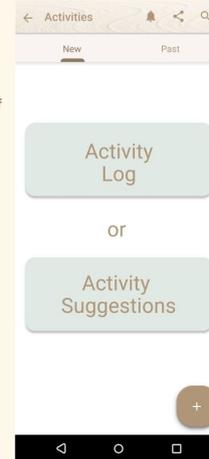


This is the Activity Suggestions page, where the user will input info about their desired activity. The user will click the add button on the activity of their choice to continue on with the workflow.

This is the Activity log page where the user will chose to log their activity. They must click yes to continue.

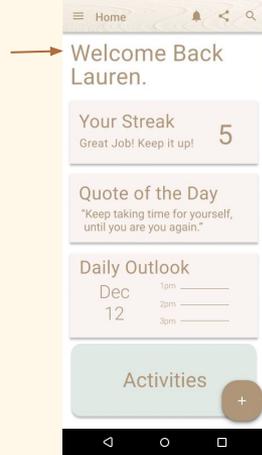


This is the end of the workflow. After the user clicks yes, they will be brought back activity page.

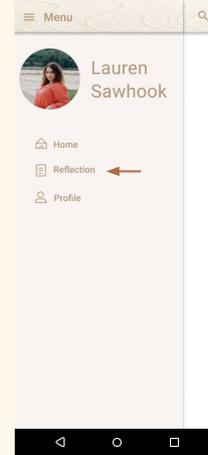


# Completing a Daily Gratitude Journal

**Design Tenet:**  
College Students are busy and have little time;



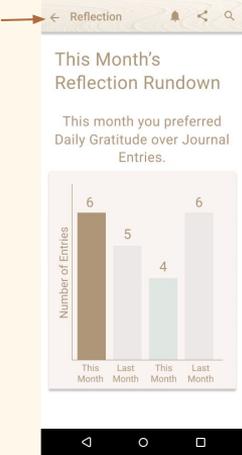
On the home screen, there is a newly designed homepage including a FAB and a drawer menu. The user to move on must click menu button.



This is the Drawer menu, where the user sees all of their page options. The user must click the Reflection option to continue



This is the Reflection page where the user can either click view details to see a chart but they must click the new entry button to move on.



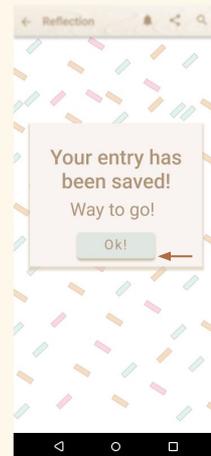
This is the monthly reflection rundown that users can see if they click view details. They can click the back button to go back to the last page.



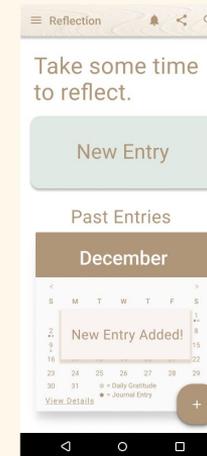
This is the choose an entry type page. This time the user must click gratitude journal to continue



On this page the user can answer the gratitude prompt that changes each day. Once the user is done click log to continue.



This page is letting the user know the gratitude entry was logged, and the user must click ok to continue to the reflection home.



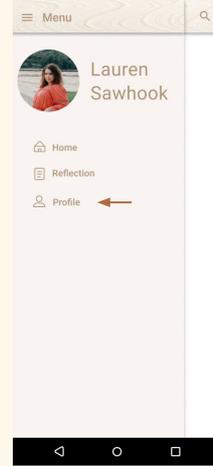
This is the end of the workflow. The user can clearly see the new entry was added to the calendar to view later.

# Changing App Color Scheme

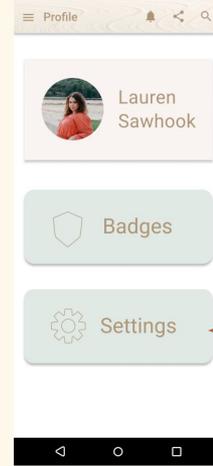
**Design Tenet:**  
Looking for a personal experience;



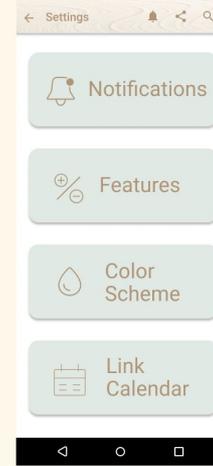
On the home screen, there is a newly designed homepage including a FAB and a drawer menu. The user to move on must click menu button.



This is the Drawer menu, where the user sees all of their page options. The user must click the Profile option to continue



This is the Profile page, where the user can have a name and photo. The user has two options, and must click setting to continue.



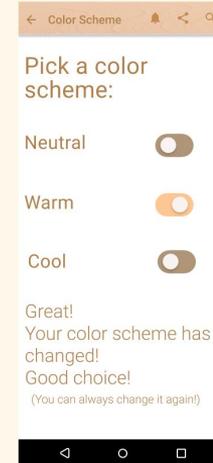
This is the settings page where the user can pick from different forms of customization in the app. The user must select color scheme to continue the workflow.



This is the page the user can change the color scheme, they can toggle to see different options. The user should click warm to continue.



Once the user toggles a choice they will see a preview, when they like what they see, the user clicks confirm to officially change the color elsewhere.



After doing that the user will see that they have officially changed the color, which will finish out the workflow.



# Icons Cited



All icons used are created by:

<https://www.figma.com/community/file/1053402832741047711>

And:

<https://www.figma.com/community/file/1156613324622550815>

Android

<https://materialdesignkit.com/android-gui/>

And

<https://material.io/design/>

