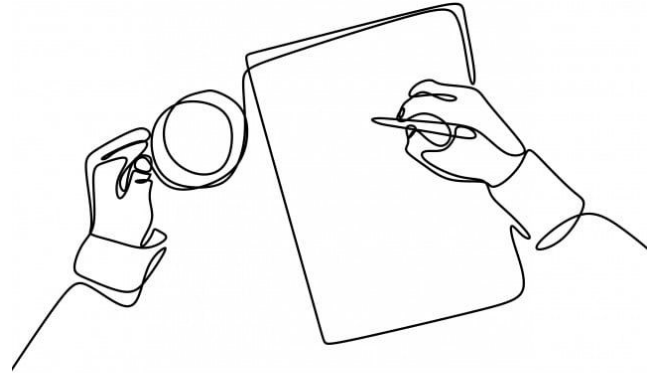


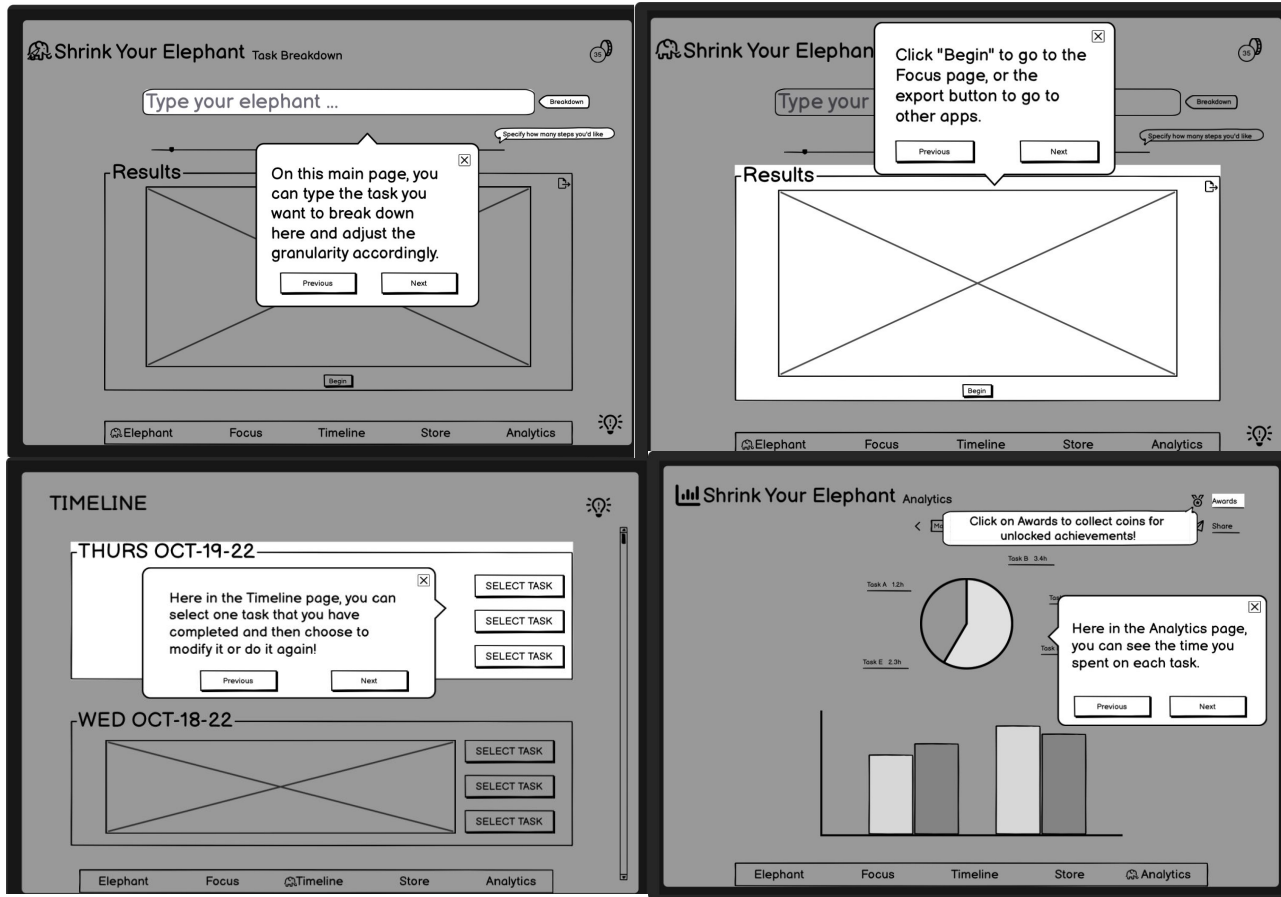
**Shrink** the  
**Elephant**

*Lo-Fi User Research*

# Revised Lo-Fi Prototypes

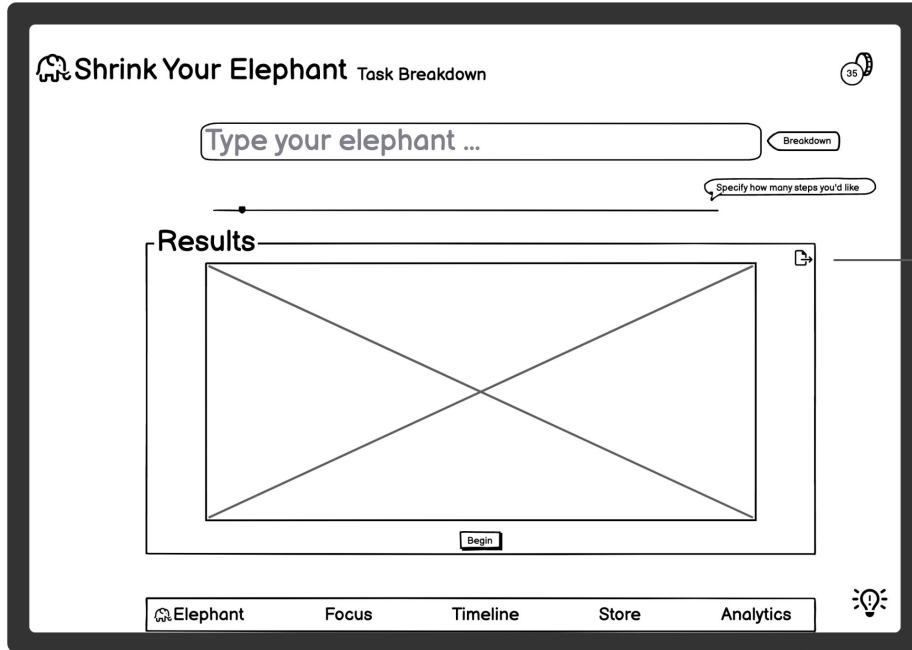


# Task 0: Tutorial



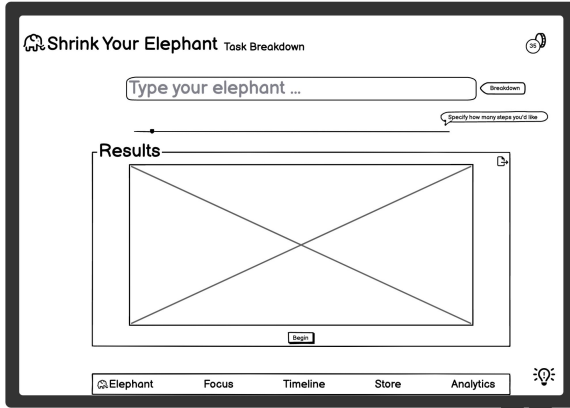
- A tutorial will pop up the first time users open the app
- It will introduce the workflow and each page, and also shows some tooltips.
- Users can click the lightbulb icon to show the tutorial again in future cases

# Task 1: Export

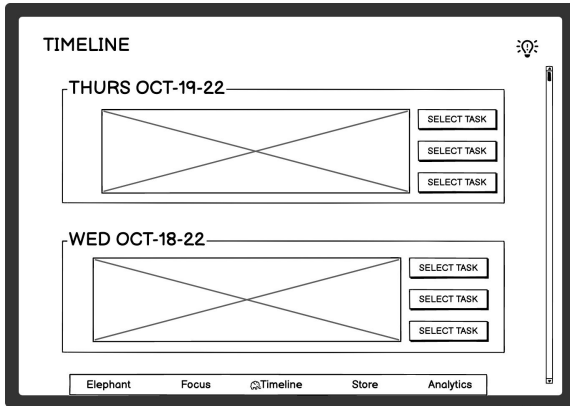


Export option pop up .txt

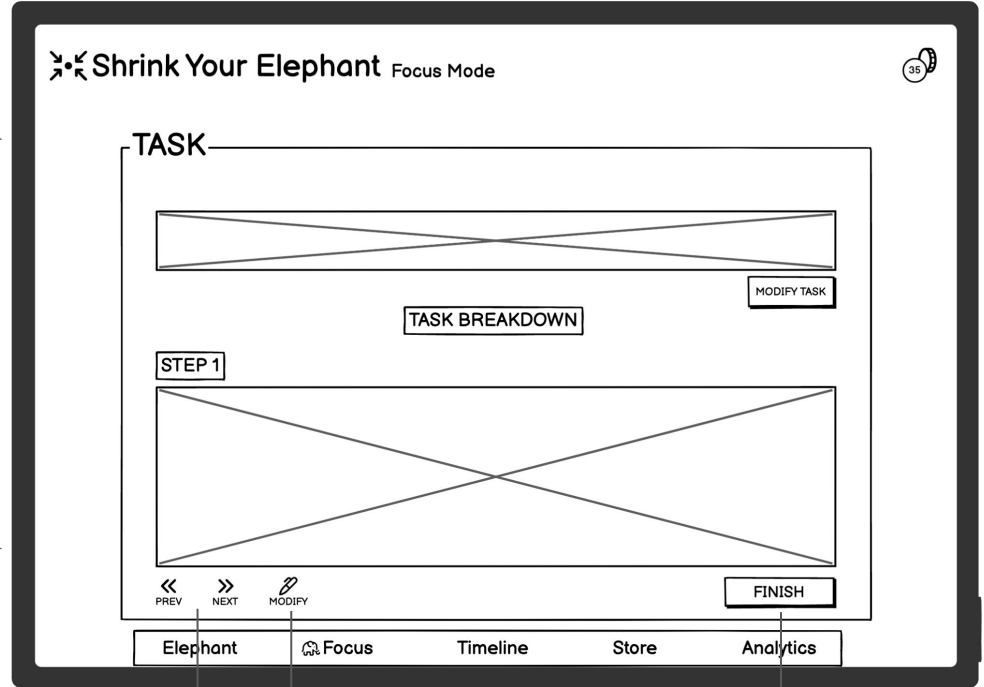
# Task 2: Focus Mode



Focus on  
New  
Task



Focus on  
Re-do  
Task

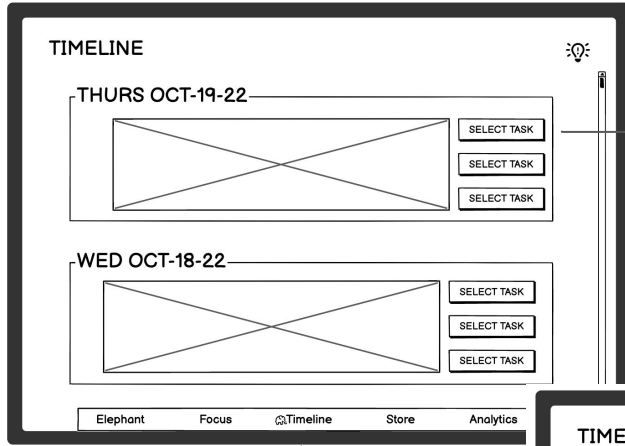


Switch Steps

Modification Page

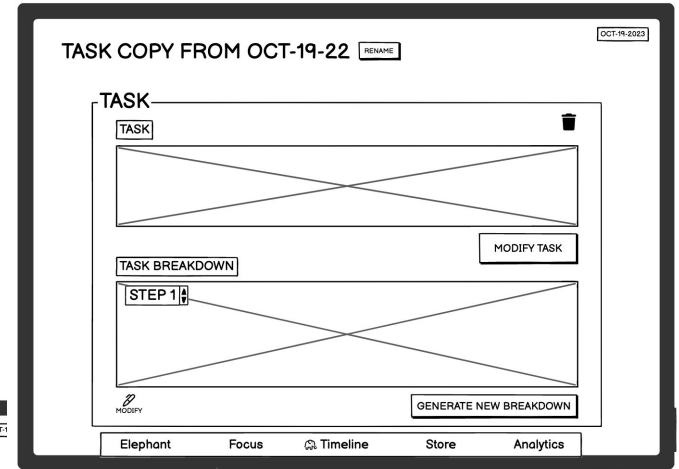
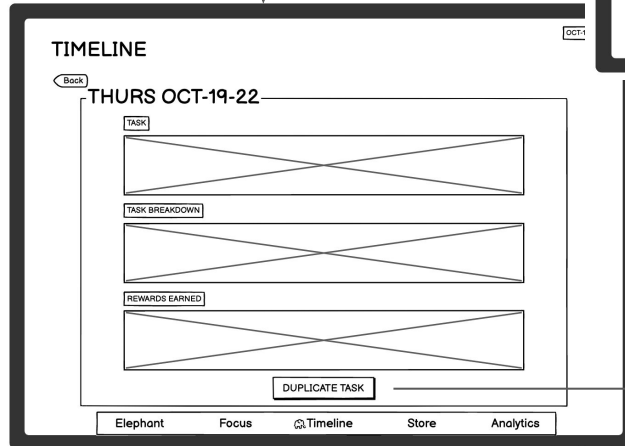
Done!

# Task 3: Re-Do Recent Projects



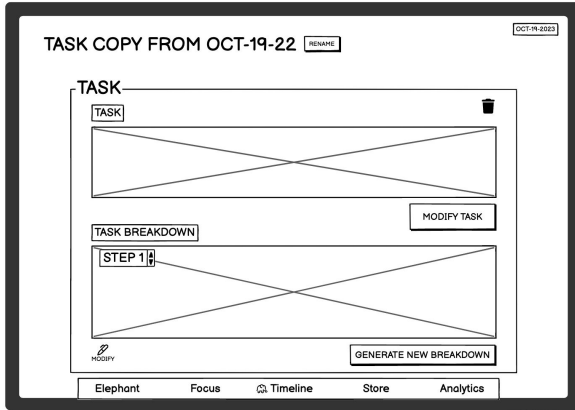
Recent tasks displayed in the Timeline bar

Show details of selected recent task

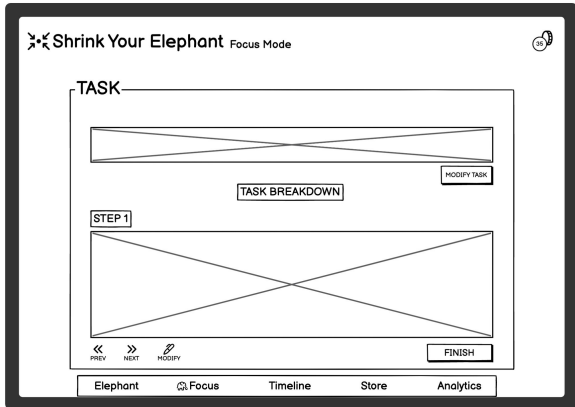


Re-do it!

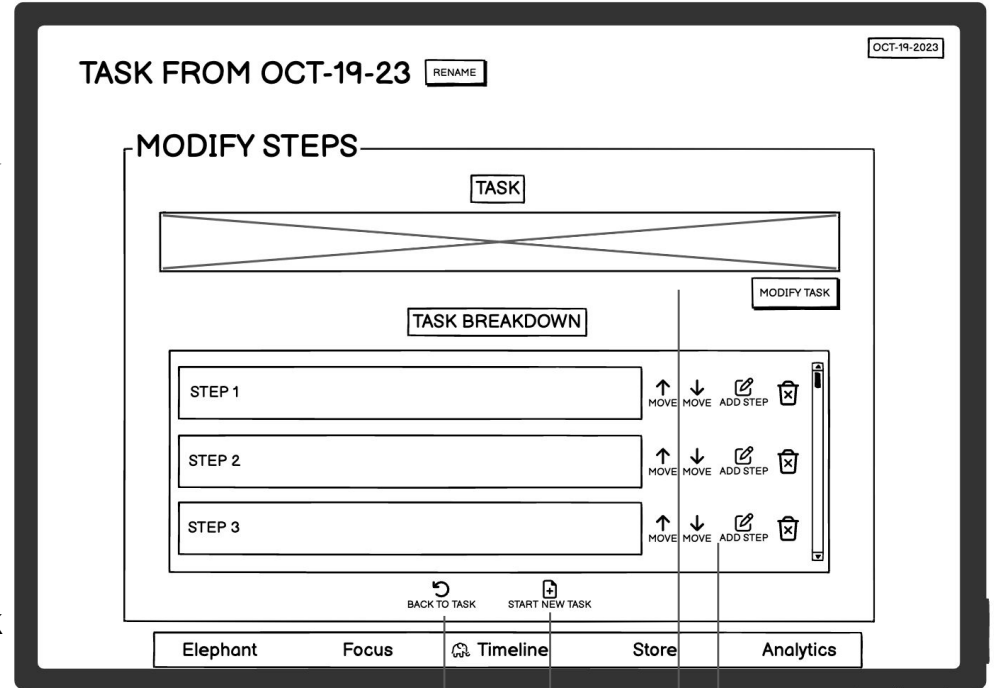
# Task 4: Modification



Modify  
Re-do task



Modify  
focused task



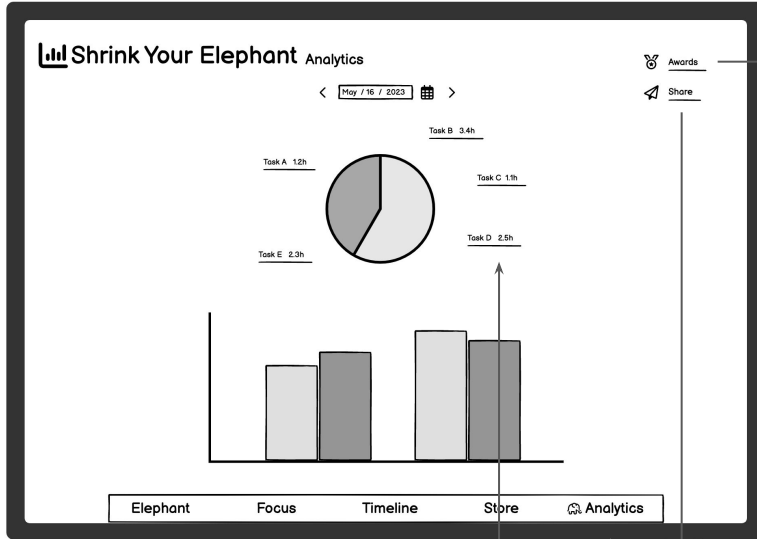
Back to the original page

Begin the (edited) task

Edit steps

Edit task

# Task 5: Track Progress and Win Rewards



**Rewards**

- Beginner: Add 1 tasks
- Three Days: Persist for 3 days in total
- One Week: Persist for 7 days in total
- Infant: Spend 10 hours on a single task
- Rookie: Spend 25 hours on a single task
- Two Tasks: Complete 2 tasks a day
- Three Tasks: Complete 3 tasks a day

**Three Days Goal Details:**

- Icon: Wine glass
- Progress: 2/3 days completed
- Requirement: Persist in completing a task for 3 days (2/3)
- Reward: 🍷 X 20
- Button: Get Reward

To details of a task

Daily tasks data displayed in the Analytics bar

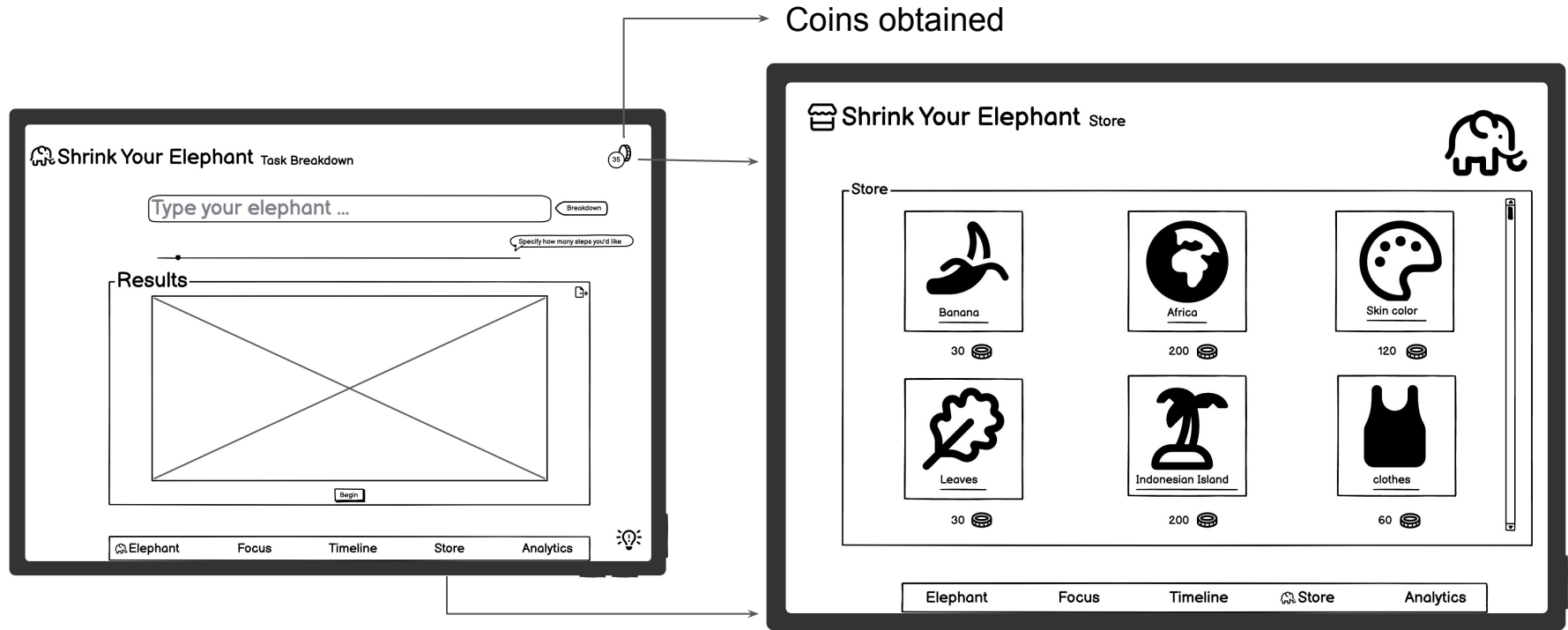
Share it!

Collect it!

Reach a goal



# Task 6: Gamify Experience



Customize goods displayed  
in the Store bar

# Interviews & Observations



## Interview & Observations: Focus

1. What are their **conceptions** of the Shrink the Elephant application?
2. What are some **usability issues** and **pain points** when trying to accomplish tasks?

## Phase 1: Before Presenting Lo-Fi Prototypes

- Briefly introduce our application,
  - A short presentation similar to those pitched in class
  - Mention what problem we're trying to solve and how
  - Existing solutions
  - Our solution
  - Introduce non-trivial tasks without showing the prototype

## Phase 2: Lo-Fi Prototypes

- Walk users through the tutorial to introduce some features of the application.
  - Encourage them to narrate what they think might happen when they use the different buttons and features on the application.
- Ask users to attempt each task one at a time
  - How would they accomplish the core task which is breaking down a task into smaller components?
  - How would they accomplish the export operation?
  - How could they access a task they've completed in the past and redo it?
  - How might they access any awards they've won or the store for the gamification portion?

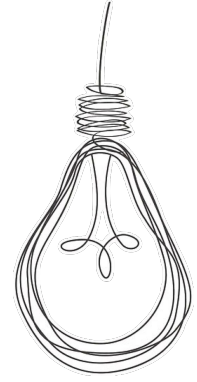
## Phase 3: *After Lo-Fi Prototypes*

- Ask users for their overall thoughts on the application as well as more focused questions:
  - Is there any task of the ones we explored that you find you might be more interested in?
  - What are some features you think might be beneficial or some features that detract from the experience?
  - What do you think the ideal workflow from the main page would look like?  
How would you set it up?
  - Is there anything else you would like to share with us?

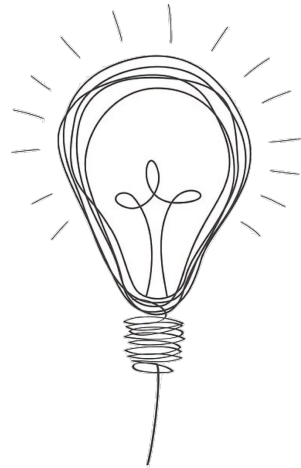
# Interview & Observations: **Methods**

- Number Conducted: **7**
- Personas Represented:
  - *Plan-Ahead Polly*: **3**
  - *Overwhelmed Oscar*: **3**
  - *Reward-Driven Rachel*: **1**
- Length: **~30 - 60 minutes**
- Demographics
  - Age: **21 - 45**
  - Gender: **M/F**
  - Occupation: **Students & Professionals**
- Modalities
  - **In-Person (Using Balsamiq)**
  - **Zoom (Using Balsamiq and Remote Control)**
- Observed: **Use of Lo-Fi Prototype**





**Pain Points → Design Ideas**



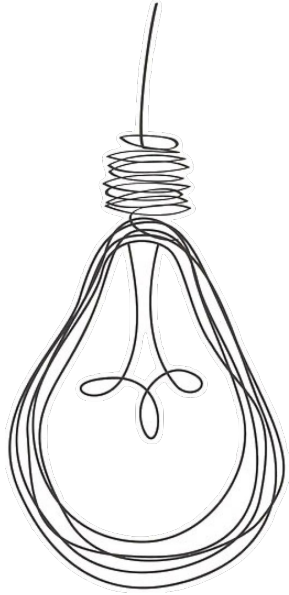


# Pain Point:

- ***Granularity and Slider Feedback (User 1, User 2, User 3, User 7)***

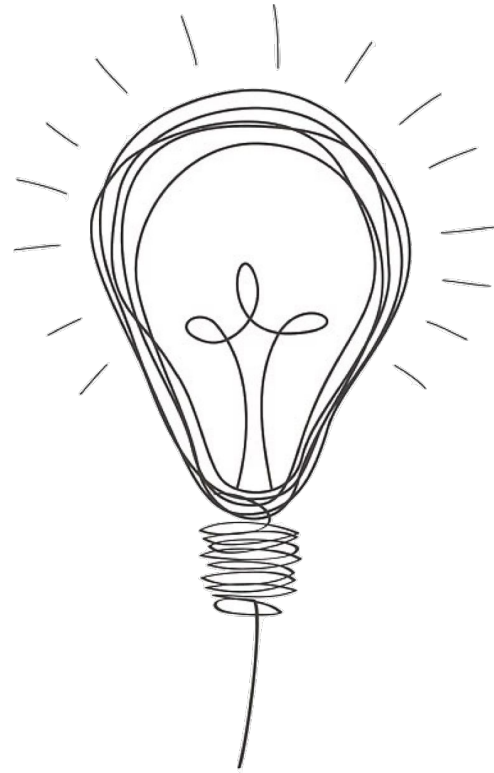
Users had concerns about:

- Granularity of task breakdown
- Suggested providing a range or time-based breakdown
- Recommended adding feedback to the slider



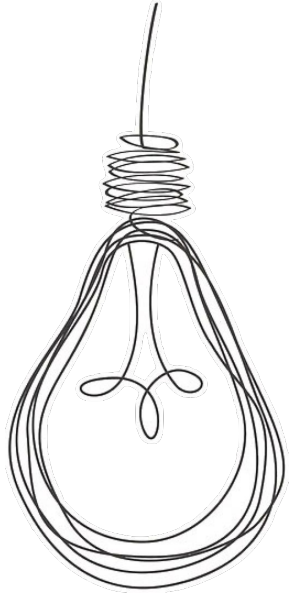
# Design Idea:

- ***Granularity Options (User 1, User 3)***
  - Options for task breakdown granularity, such as a range of steps or time-based breakdown.
- ***Slider Feedback (User 3, User 7)***
  - Feedback to the slider, displaying the number of steps above the handle or next to, as users adjust it.
  - Give users the option to enter the number of steps by typing.



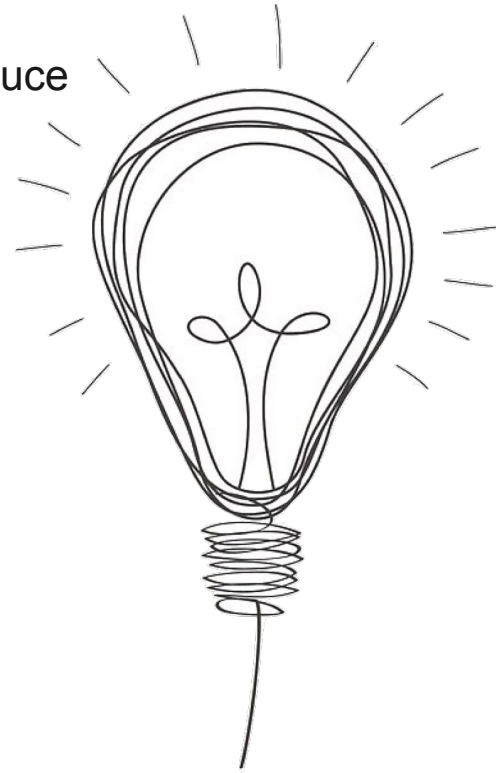
# Pain Point:

- ***Clarity of Main Page and Focus Page (User 3, User 6, User 7)***
  - Main page confusing
  - Suggestions to remove unnecessary controls and buttons in "focus" mode to reduce distractions.
- ***Flow and Navigation (User 2, User 3, User 7)***
  - Flow between different sections of the application confusing
  - Suggested a more streamlined and intuitive navigation system.



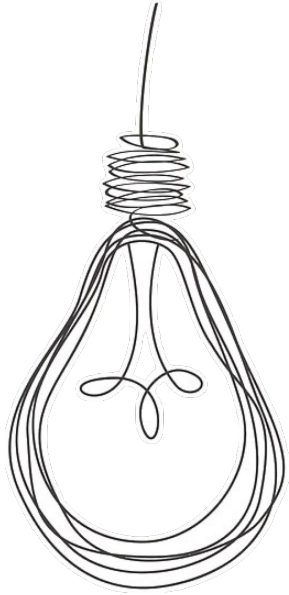
# Design Idea:

- ***Clear Main and Focus Pages (User 3, User 6, User 7)***
  - Simplify the main page interface when in "focus" mode to reduce distractions.
  - Remove options to modify steps in "Focus" page.
    - Place the main task in a collapsed pop-out,
    - Make current step front-and-center.
- ***Streamlined Navigation (User 2, User 3, User 7)***
  - Redesign the navigation flow to make it more intuitive and user-friendly, reducing user confusion.
  - Consistent layout for all task breakdown related pages.



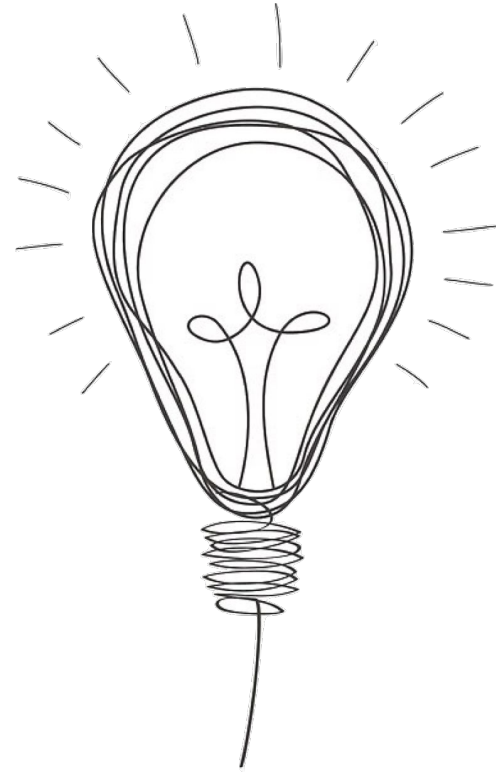
# Pain Point:

- ***Task Redo*** (*User 1, User 2, User 7*)
  - Users found the process of redoing a task confusing and suggested simplifying it.
  - They also raised questions about the function of the "Start New Task" button.
- ***Task Export*** (*User 1, User 2, User 3*)
  - Users questioned the usefulness of exporting tasks to existing productivity systems.
  - Suggested offering options other than text export, like images or PDFs.



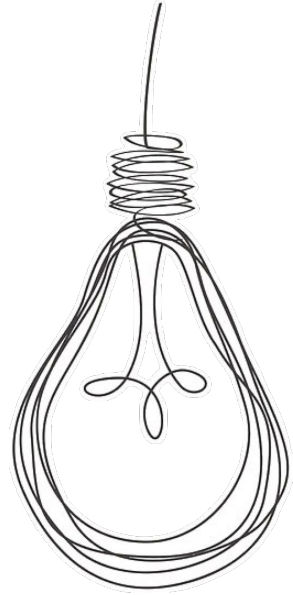
# Design Idea:

- ***Task Redo Simplification*** (User 2, User 7)
  - Simplify the process of redoing a task and clarify the purpose of buttons like "Start New Task."
- ***Task Export Enhancements*** (User 1, User 2, User 3)
  - Enhance task export options to include images or PDFs for more visually oriented users.



# Pain Point:

- ***Analytics and Data*** (User 2, User 3, User 7)
  - Concerns about the accuracy of time tracking in the analytics feature
  - Suggested allowing users to input the actual time spent.
  - Recommended adding more metrics and statistics
- ***Gamification*** (User 1, User 5)
  - Mixed feelings about the gamification elements
  - Suggested a better balance between fun and distraction
  - Recommended improving the clarity of rewards and their relevance.



# Design Idea:

- ***Improved Analytics (User 3, User 7)***
  - Daily task completion count.
  - Identification of the most frequently performed task, including its initial breakdown date.
  - Statistics on the number of unlocked "elephant" environments.
  - Display of the current coin balance and a progress indicator for the next store reward.
  - Option for users to select a goal item from the store to work towards.
- ***Gamification Balance (User 3, User 5)***
  - Incorporate gamification elements within the task pages so it is a part of the task breakdown process and task completion.
  - A section in the Focus page will show the user's elephant.
  - Upon step and task completion, have a sensorial experience.

