



The Productivity Tracking App

Team Limitless | Process Book



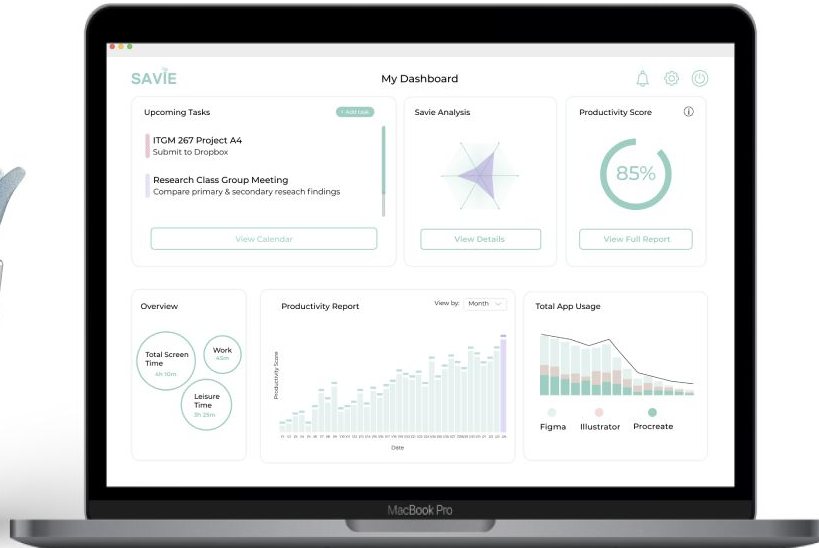
Executive Summary

PROBLEM

The work from home environment can cause increased levels of fatigue and anxiety hindering productivity.

SOLUTION

With this product we aim to help users maintain a balanced, productive work flow through their work time. Giving users optimized break, and work flow patterns so they can work in the most efficient way possible.



Savie is powered by AI in its analysis of how users work to enhance their work-life balance through an app and product system. The planter contains a single board computer to use machine learning to learn each individual user's habits and make recommendations for productivity enhancing breaks.



Key Features

Productivity Score

- Users receive a personalized score that reflects their productivity level. They can compare how they're currently doing to before.
- This feature emphasises a balanced work life as it encourages users to avoid become over or under productive

Break Analysis and Notification

- Users can receive insights about work style archetypes. This feature personalised Savie's tips & break notifications to the user.
- Savie suggests tips that help the user take advantage of their breaks to be more productive.

Non distracting Stimuli

- Time-based light changes on Savie.
- User can create a separation between work and life outside of work based on the color of the light .
- Sees the light color change based on time of day .

Team Timeline & Members



*Tang Tantivirun, UX Junior
Prototyping Lead*



*Madison Jason, UX Senior
Project Lead*



*Eduardo Alfonso, UX Senior
Visual Design Lead*



*Kelechi Ogbuaku, UX Senior
Research Lead & IA Lead*



*Peter Breissing, UX Junior
Interaction Lead*

Design Process

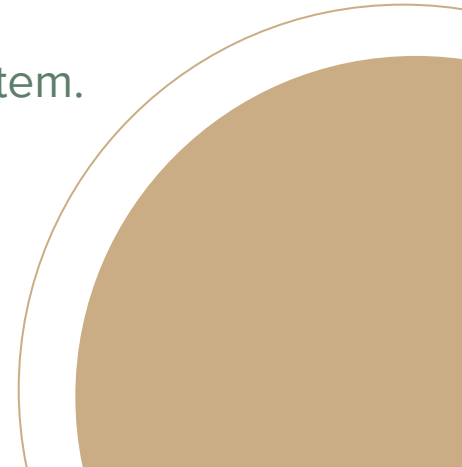
- Discover
- Define
- Design
- Deliver

Target Audience

18-35 year olds

Students & Working Professionals.

Individuals who have been impacted by new work from home system.



Problem Statement/Leading Research Question?

The work from home environment can cause increased levels of **fatigue** and **anxiety** hindering **productivity**.

Research Methods

01

Survey

Qualitative

02

User & Expert
Interview

03

Focus Group
Interview

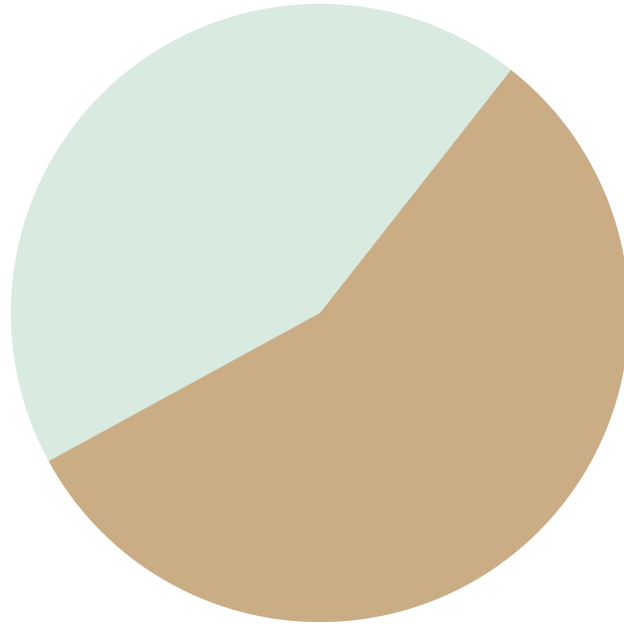
Primary Research Overview

- Survey
- User Interview
- Expert Interview
- Focus Group Interview

Survey



Working from Home



56.9% of participants did not work from home before COVID 19

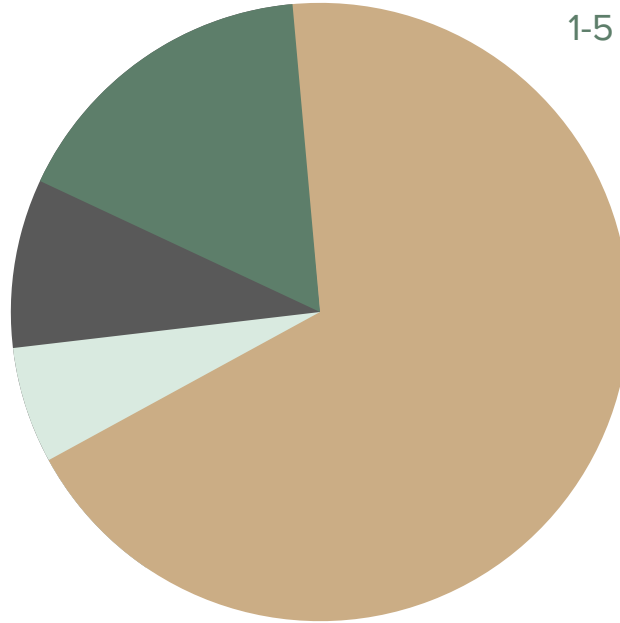
Breaks

15.6% of participants take 6-10 breaks per day.

73.4% of participants take 1-5 breaks per day.

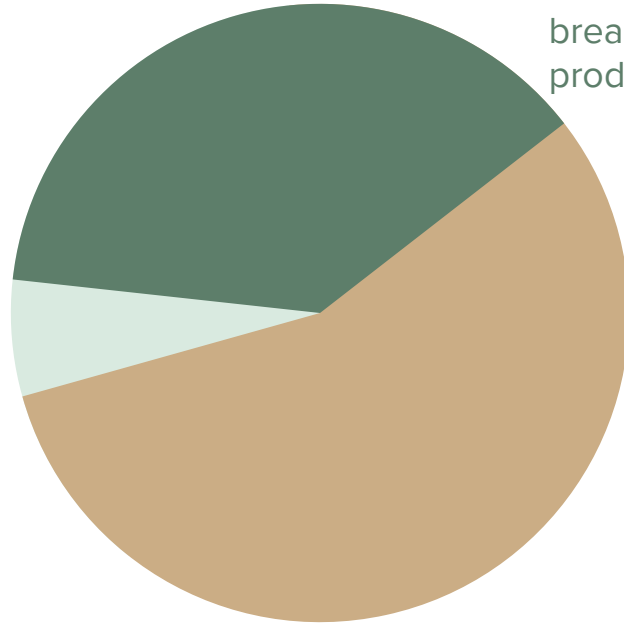
7.3% of participants take 11 or more breaks per day.

3.7% don't take breaks during the day.



Breaks & Productivity

15.6% of participants thinks breaks do not help with productivity.



33% of participants feel that breaks sometimes help with productivity.

60.6% of participants feel that breaks help with productivity.

What are people actually doing during breaks?

Self Care & Mindfulness

Eating & Hydrating

Social Media

Entertainment

Family Time

Exercise

Hobbies

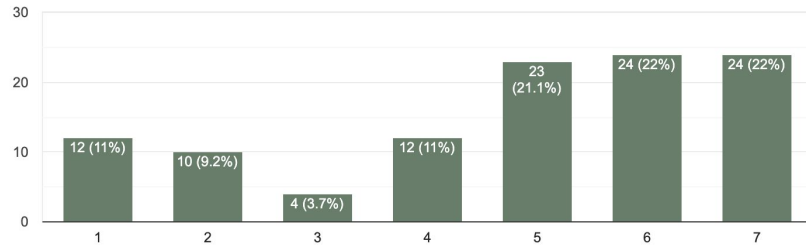
Prayer



Feelings Working from Home

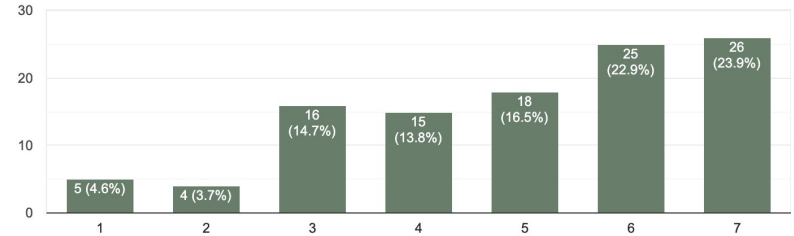
Anxiety

109 responses



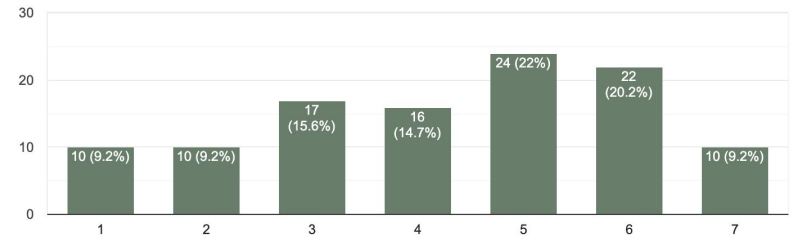
Isolation

109 responses



Irritability

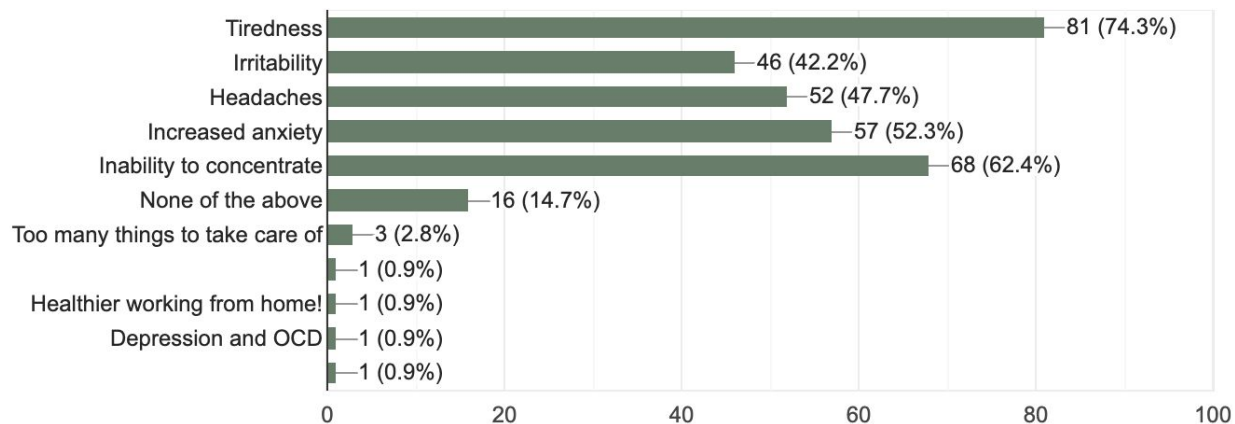
109 responses



Issues from WFH

Have you started to experience any of the following due to the online working/ school environment?

109 responses



Interviews

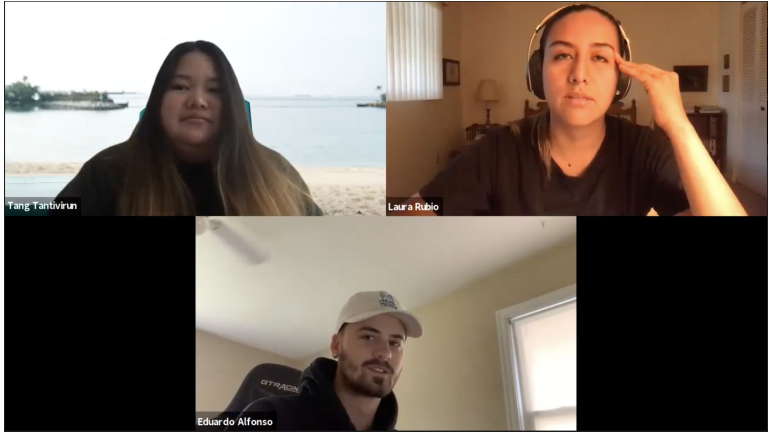


7
participants



Qualitative
Method

Interviews



“You can’t just have a work session. It is hard to even get something like that scheduled. I can’t just go up to people and let them know.”

Interviewee 2

“I miss the social interaction with team and “hall talk.” We made a “water cooler chat” on Microsoft teams.”

Interviewee 3

“Sometimes I can only work in little 5 min spurts.
Sometimes a few hours.”


Interviewee 2




Expert Interviews



Angela M.
UX Designer



Professor
ID Professor, SCAD



Suwithida C.
Education Professor

“I’m always tied to my cord. Ergonomics & mobility is going to be a bigger trend since people are working from home on laptops.”
-Angela

“We are adapting over time.”

ID Professor

“I think our conversation could happen anytime and anywhere through many communication channels. We’ve used Line, Facebook Live, on-demand video calls for Zoom, Google Meet to each other and hold online meetings more each day during this situation.”

Suwithida Charungkaittikul

Focus Group



7
participants

Dog Park,
Chatham Parkway

Qualitative
Interviews

“It’s easier to take breaks when working from home .”

Focus Group Attendee 1

“I need more mental breaks when working from home .”

Focus Group Attendee 2

“I take too many breaks working from home.”

Focus Group Attendee 3

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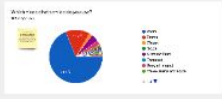
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- Learn Machine Day Playlist
- 10:00
- 11:00
- 12:00
- 13:00
- 14:00
- 15:00
- 16:00
- 17:00
- 18:00
- 19:00
- 20:00
- 21:00
- 22:00
- 23:00
- 00:00



Eduardo Alfonso

Insights

Users are using a variety of platforms to collaborate but are not completely satisfied with them.

Users feel that working from home is negatively affecting work and health.

Users find that working in the same environment together is less stressful.

Users get distracted in work environment & take breaks to relieve stress during the day.

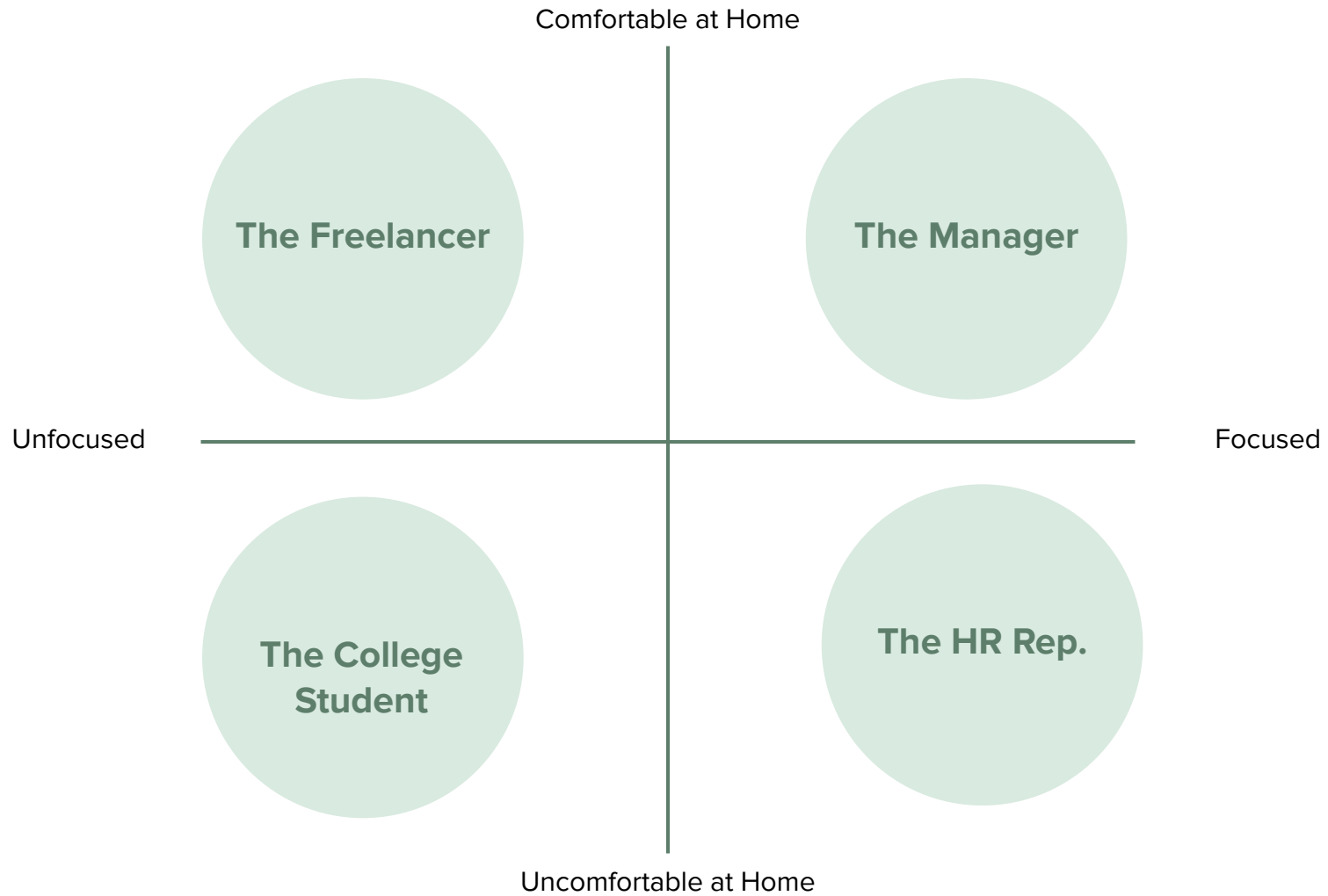
Insights

Users are missing resources from working in person creating uncomfortable at home workstations.

Users like working from home because they have flexibility in their schedules and routines.

Users are missing unplanned interaction with people.

Working from home is causing users exhaustion and changing their routine.



Comfortable at Home

The Freelancer

The Manager

Unfocused

Focused

The College Student

The HR Rep.

Uncomfortable at Home

Comfortable at Home

Characteristics

- Extroverted personality
- Shared workspace at home.
- Missing office amenities.
- Missing watercooler chats in office.

Unfocused

Focused

“I miss just being able to go up to people and ask them questions or schedule meetings with them.”

The HR Rep.



Uncomfortable at Home

Comfortable at Home



The Secretary

Unfocused

Focused

Characteristics

- Struggles with newer technology.
- Finds learning more difficult.
- Gets distracted by kids at home.
- Finds it hard to separate work from personal time.

“I find myself getting distracted every five minutes by my six year old trying to navigate zoom first grade.”

Uncomfortable at Home

Comfortable at Home

Characteristics

- Happy to be at home.
- Slowly adapting to the work from home environment.
- Organized.
- Low company morale since covid.



The Manager

Unfocused

Focused

“I like being able to spend more time at home with my family, and I have adapted to my home work environment.”

Uncomfortable at Home

Comfortable at Home

Characteristics

- Misses the tangible sense of learning.
- Gets easily distracted.
- Takes too many social media breaks.

Unfocused

Focused

“I miss my the structure of in person classes where the profesor could keep us on track.”



The College Student

Uncomfortable at Home



How Might We?

Leading design questions

HMW create comfortable and productive workstations from users' homes?

HMW help users harness their breaktime to increase their productivity?

HMW improve users work/life balance while they are working from home?

HMW create an unobtrusive tool to integrate in user's routines to help them stay focused?

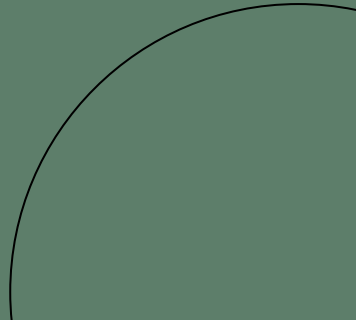
Concepts

Ideation

Concept 1: Savie

Concept 2: Chariot

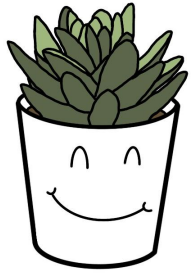
Concept 3: The Spot



Value



Feasibility



Savie

A system that serves as a buddy to track/monitor your productivity & suggest most efficient ways to improve your work routine.

- Uses AI learning to assist your daily productivity.
- Connects to your laptop/computer.
- Monitors users browsing activity & helps the users stay concentrated/focused.
- Timer included for stats. Ex. how long you took to finish a task.



Kyle is a laid back worker and has trouble being productive while working from home.



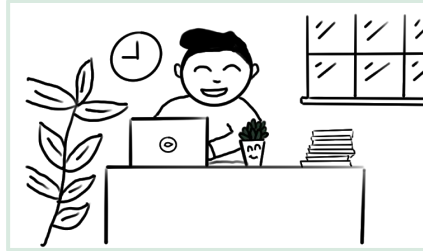
Kyle feels that he was more productive at the work office with the resources he had.



Kyle needs help with staying on task and knowing how long each task will take him so he can plan his work day accordingly.



He finds a product that becomes your buddy and is able to track/monitor his productivity. His buddy recommends ways to become more efficient with his time.



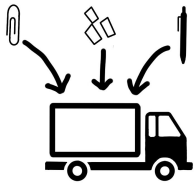
Kyle is able to connect the buddy system to his laptop and allow his buddy to become familiar with his working style and determines the best method to help Kyle be productive.



The feature that Kyle enjoys the most is the timer because he can see how long he stayed on task for and his productivity with quantitative information.



Kyle receive compliments from his boss for the great work he has been able to achieve & Kyle credits being able to stay focused and be more productive to his buddy.



Chariot

A delivery service that provides office employees with equipment they need to successfully work from home.

- Structured platform to obtain equipment from companies.
- Supply consists of writing supplies, snacks, printing materials.
- Creates a common schemata amongst employees that their company values them seamlessly by creating a bond between employees and their company.

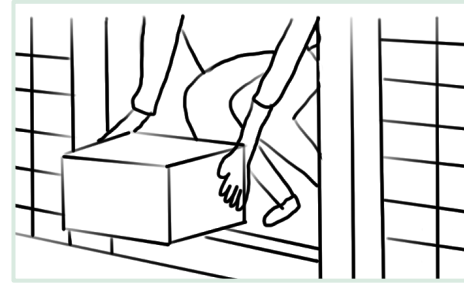
The HR Representative - Sam



Sam reflects on her experience working in the office, talking to Travis at the water coolers



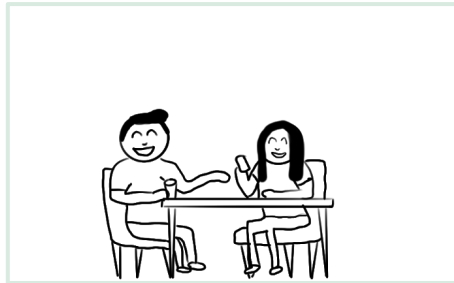
She receives an email that there is a package on the way from her company



Sam walks out to her porch and sees the box



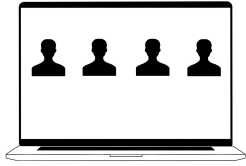
Sam receives a package and gets inspired by her company taking care of her



She notices familiar snacks from her breakroom at work bringing back memories of chatting with coworkers.



Sam wants to show her appreciation by putting all her effort into her current project.



The Spot

An application that combines calls between different communication software.

- Encourages mindfulness practices during video calls.
- Creates a separation between working from playing/leisure activities in the same platform.

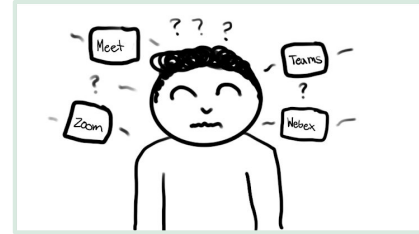
The Freelancer - Curtis



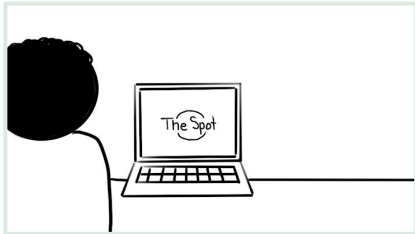
Curtis has practiced some form of working from home for a while



Covid, however means he spends more time than ever on video calls.



He is constantly confused about how to use the varying video call services



He downloads The spot



He is now able to switch from call to call easily

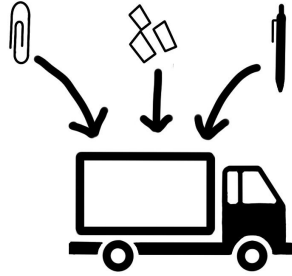


He does not have to worry about learning new suits of products for each new client

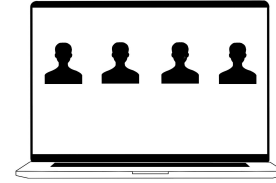
From our 3 concepts we chose...



Savie

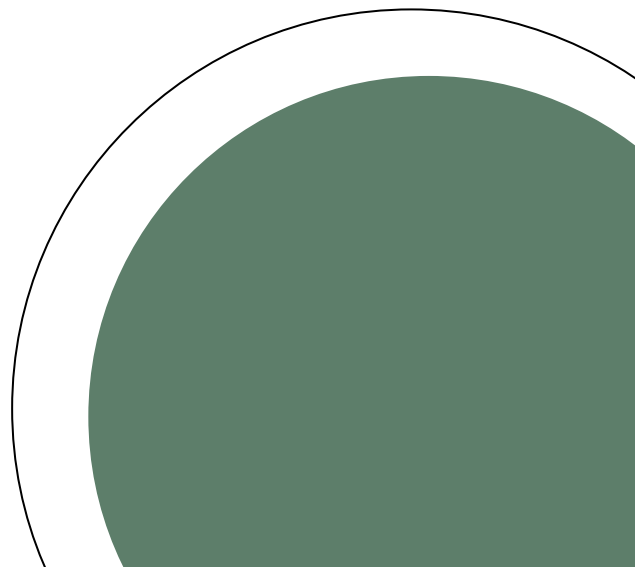


Chariot

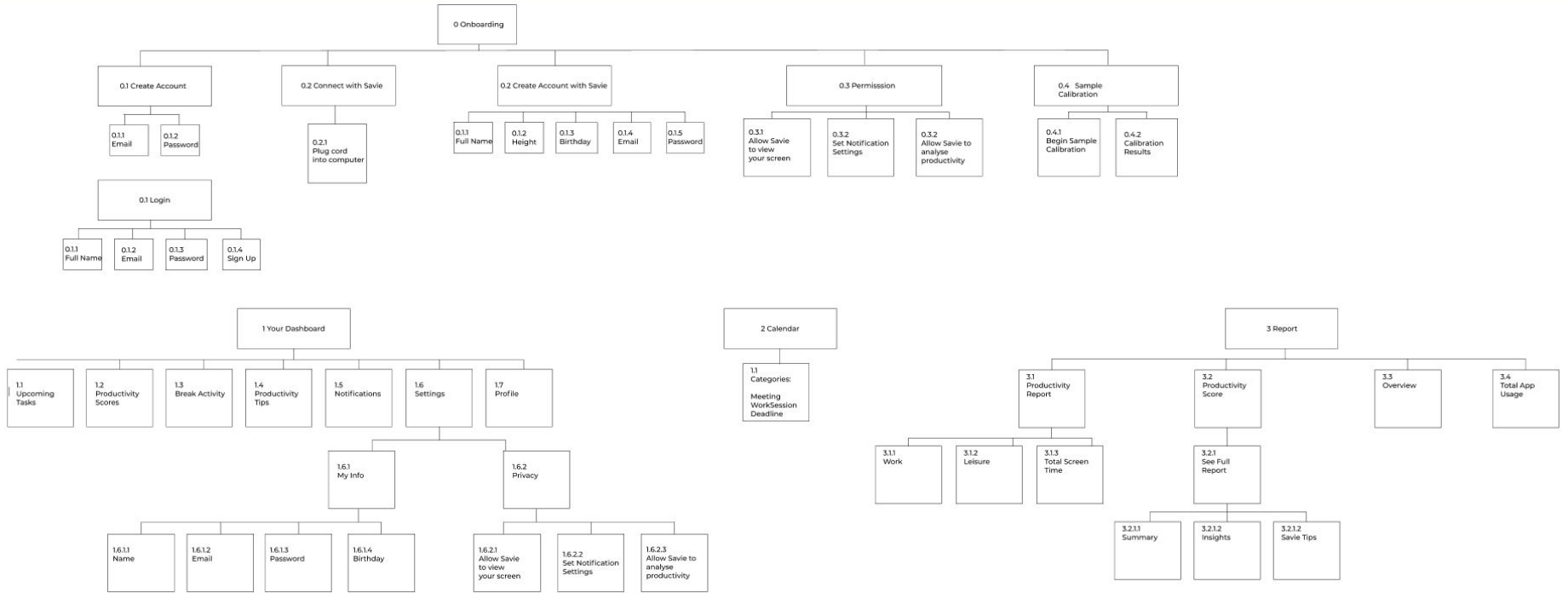


The Spot

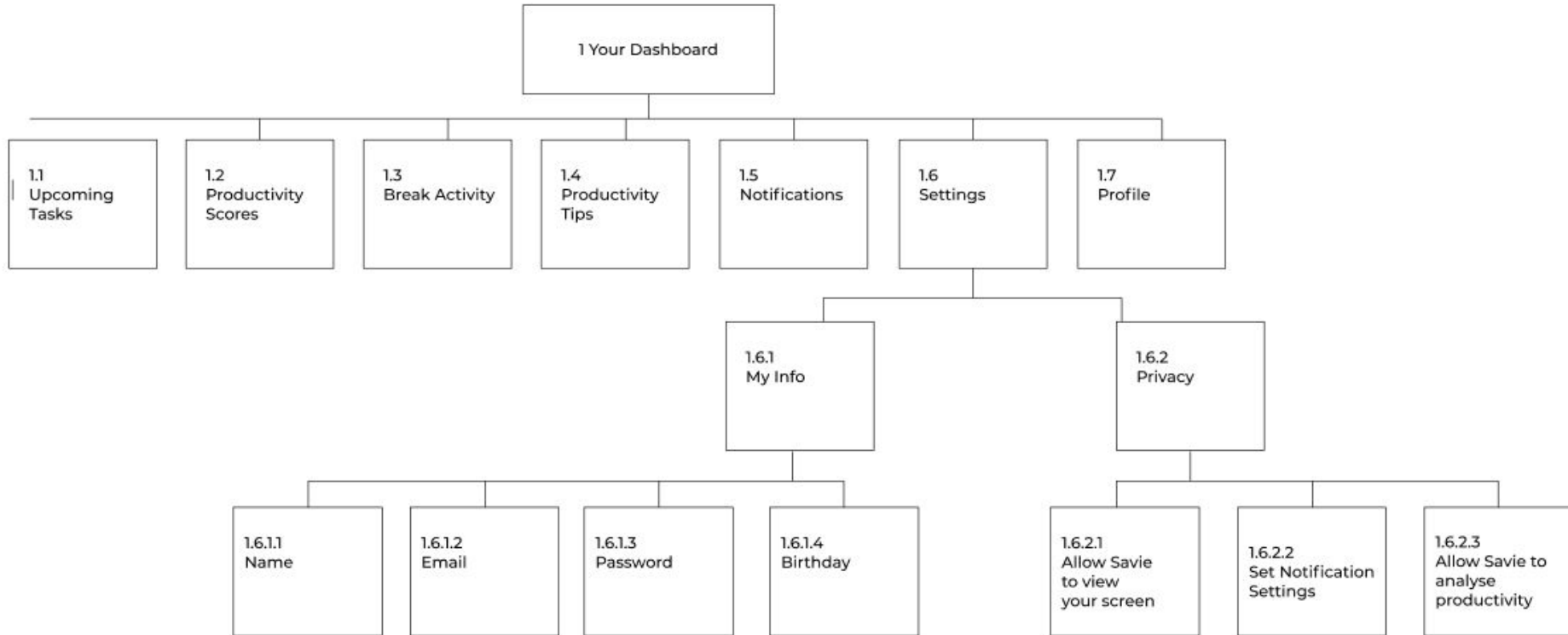
SAVIE



Task Flow



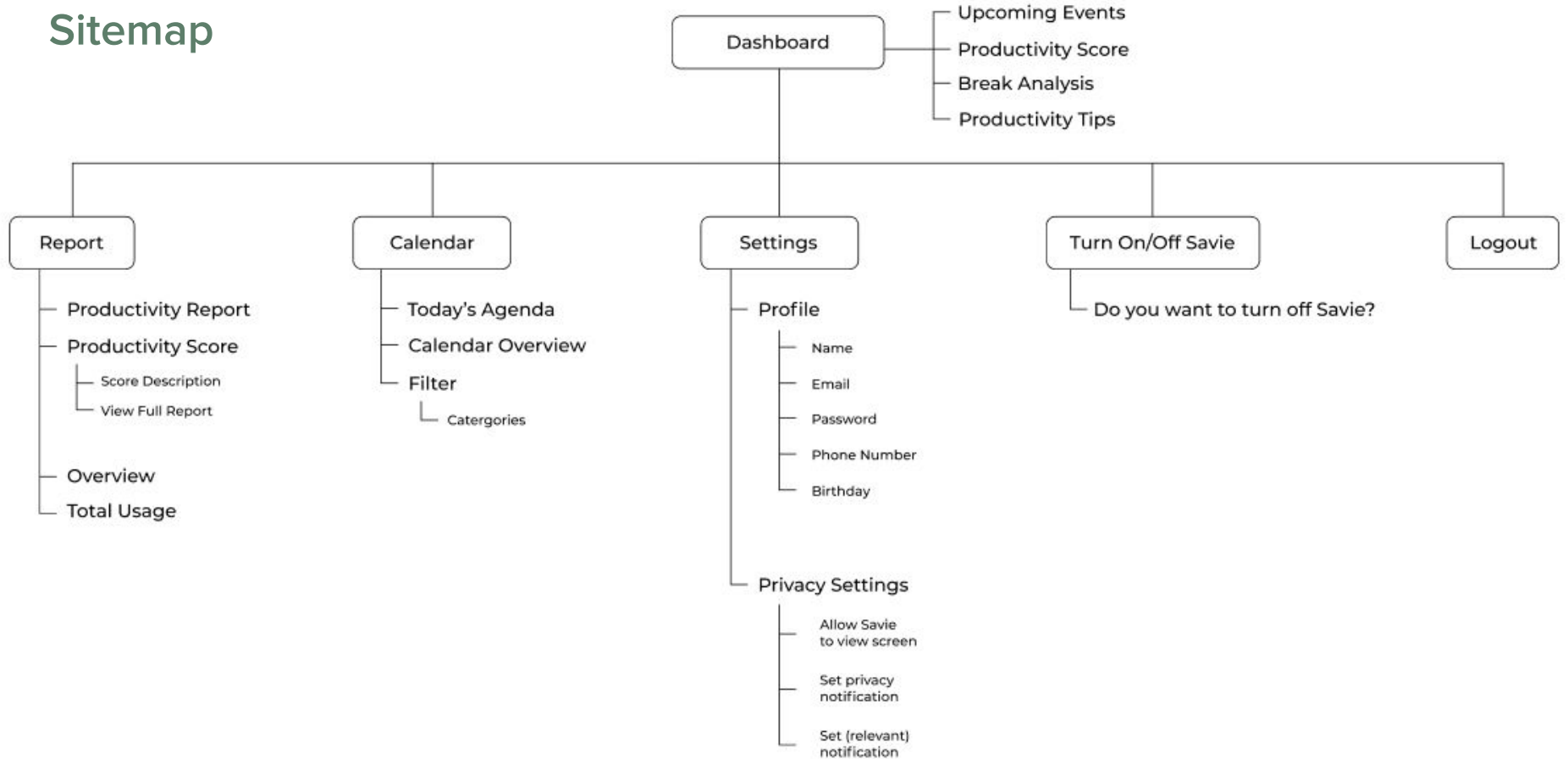
Task Flow- Dashboard



Sitemap



Sitemap



Functions

Break Analysis

Productivity Increase using
Tips & Analysis

Work/Life Balance
Separation

Features

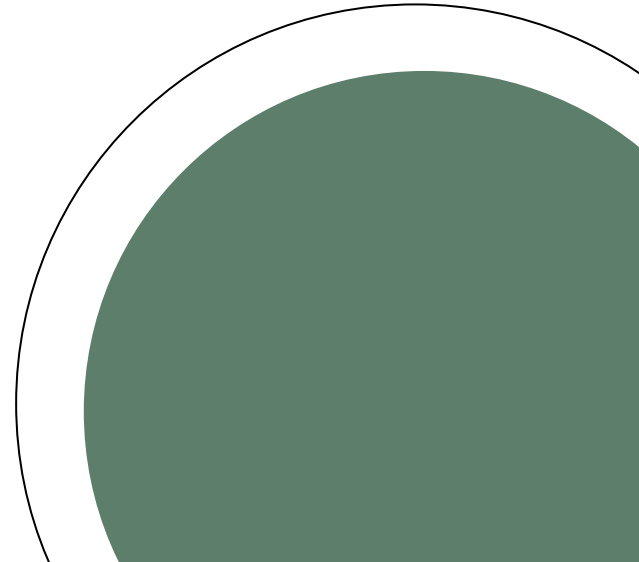
Analysis of user's Screen Time and App Usage

Tactile & Illuminating leaves

Calendar

Productivity Report & Score

Break time Notifications



Prototypes

Physical Product Lo Fi Prototype

Physical Product CAD Model

Wireframes (Mobile and Desktop)

Lo/Mid Fi Prototypes (Mobile and Desktop)



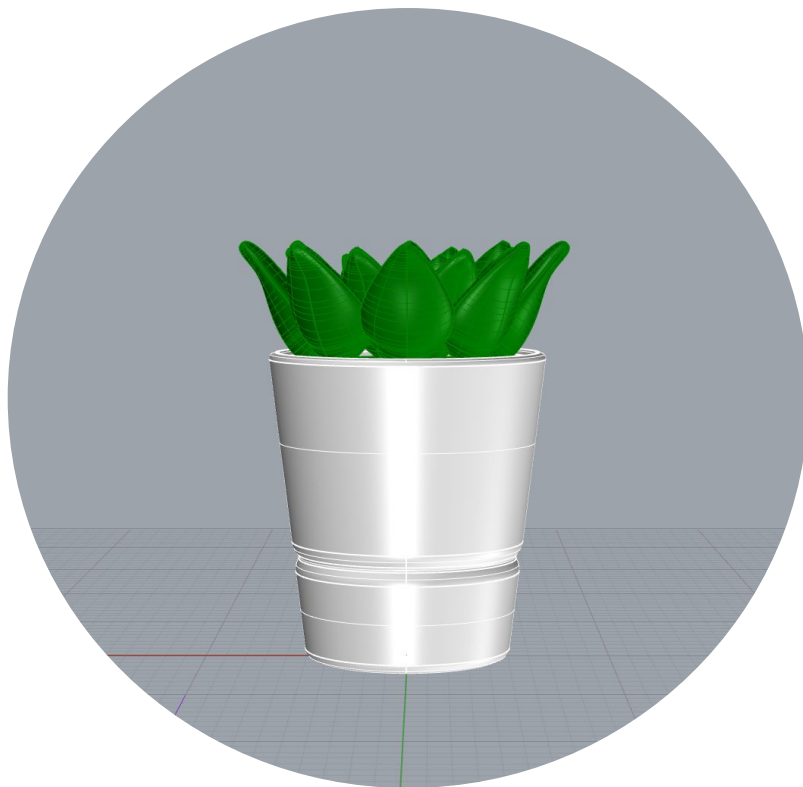
Sketch



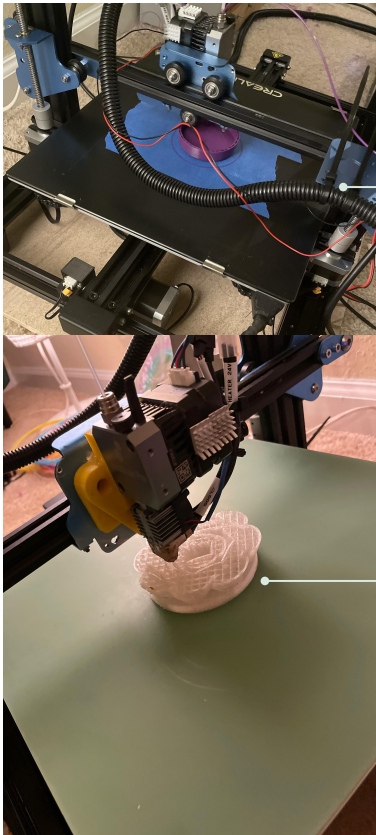
Lo-Fi Prototype



CAD Model

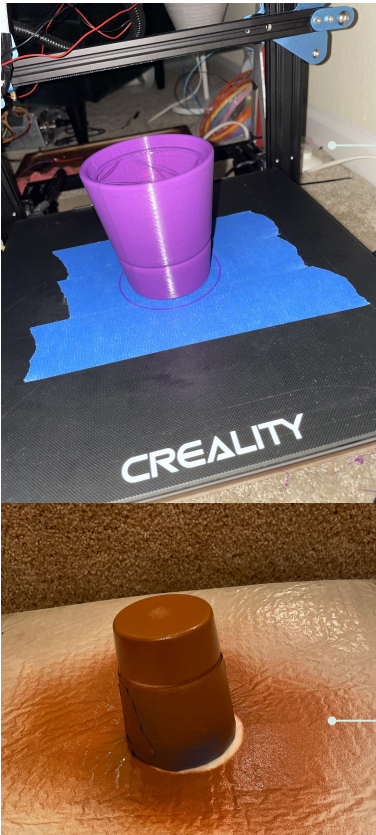


Building Savie



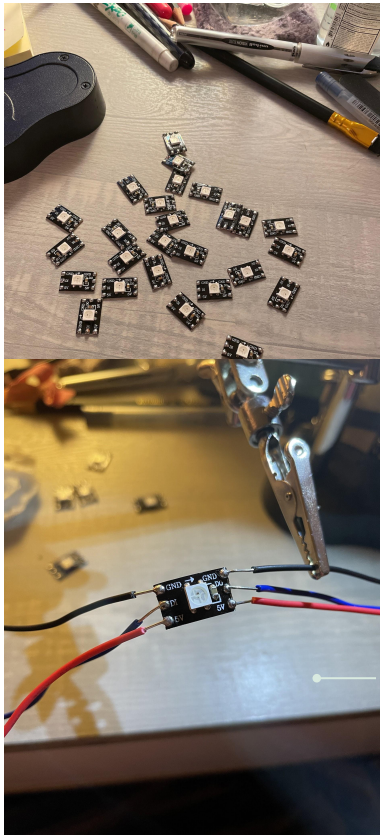
3D printing physical product

Silicone leaves



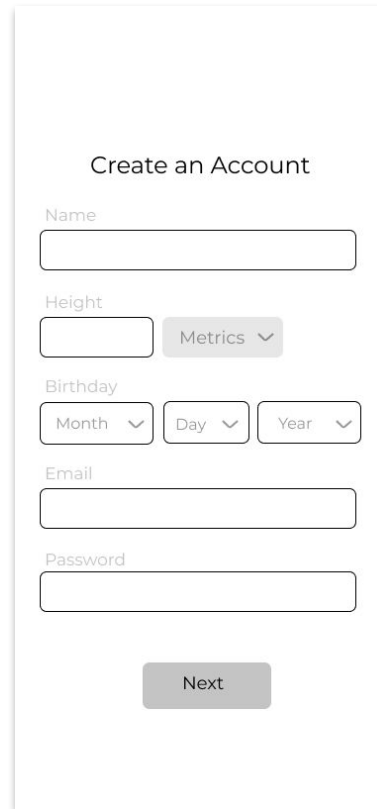
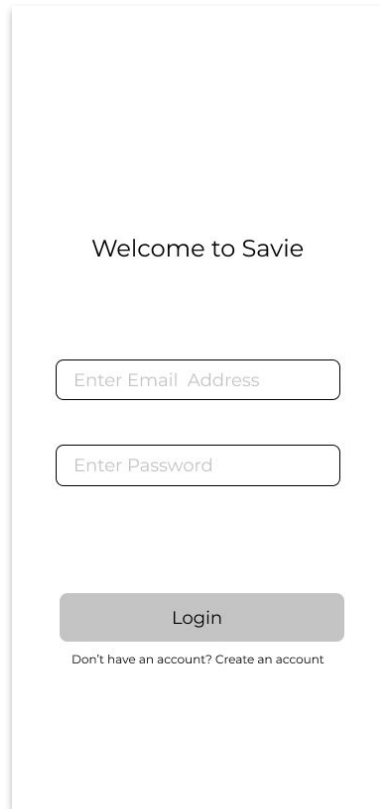
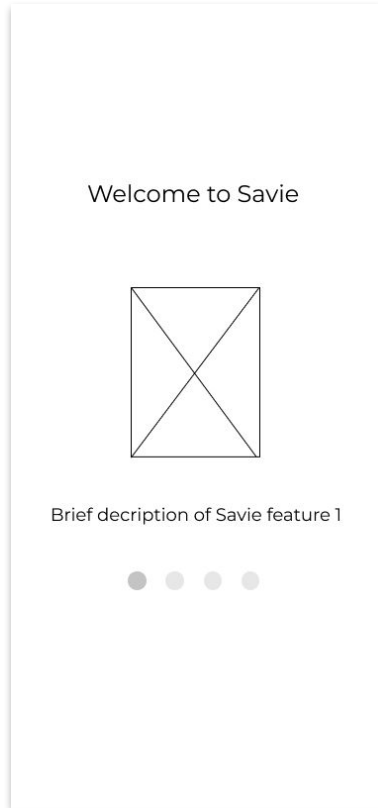
3D printing physical product

Spray painting physical product

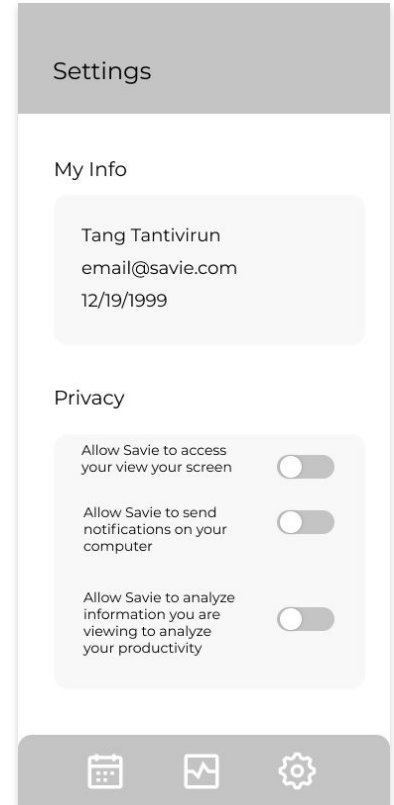
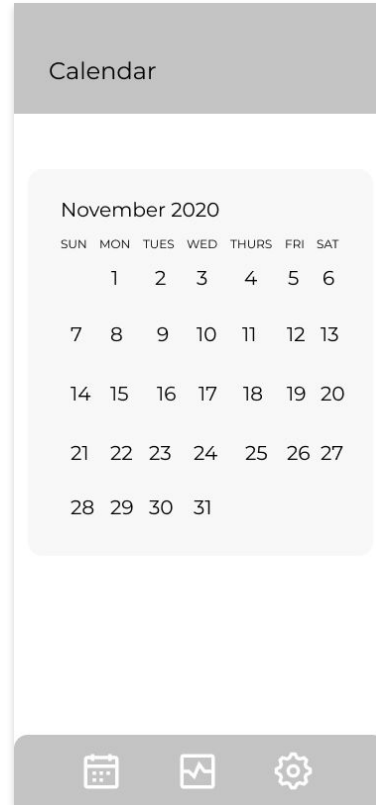
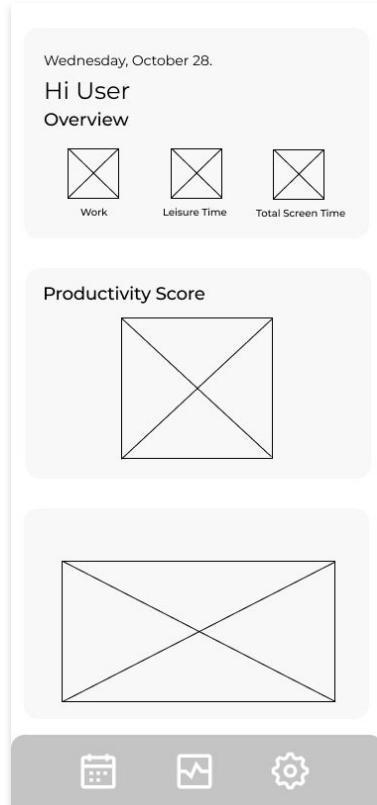
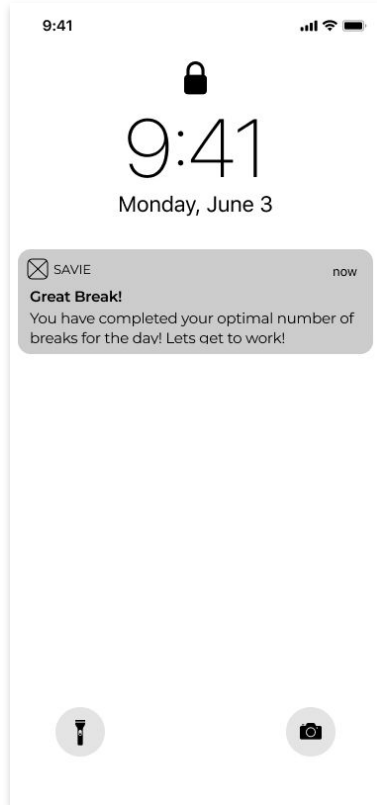


Wire soldering

Lo-fi Wireframes (Mobile)



Lo-fi Wireframes (Mobile)




Lo-fi Wireframes (Desktop)

Sign Up and Onboarding

Account Setup
● ● ● ●

Connect Savie

Connect Savie to your laptop using the USB cord .




Savie → User's MacBook

Unable to connect?

Account Setup
● ● ● ●

Permission



- Allow Savie to access your view your screen
- Allow Savie to send notifications on your computer
- Allow Savie to analyze information you are viewing to analyze your productivity

Next

Account Setup
● ● ● ●

Create Account

Full Name

Height Metrics

Enter your Birthday


Month Day Year

Email

Password

Next

Account Setup
● ● ● ●



Begin Sample Collection

During this time, Savie will monitor your browsing activity to give you an accurate report.

Begin

Skip?

Dashboard

SAVIE

Dashboard

Calendar

Report

Logout

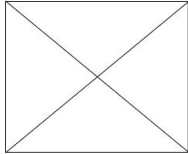
🔔 ⚙️ 👤 User Name 🔌

Your Dashboard

Upcoming

- ITGM 267 Project A4
Submit to Dropbox
- Research Class Group Meeting
Compare primary & secondary reseach findings

Productivity Score








What does the number mean?
[See full report](#)

Break Activity

Productivity Tips


Calendar

SAVIE 

Calendar    User Name 

Tuesday, November 9th

8:00 am _____

9:00 am **ITGM 267 Project A4** 
Submit to Dropbox

10:00 am _____

11:00 am _____

12:00 pm **Group Meeting**
Compare primary & secondary reseach findings

1:00 pm _____

2:00 pm _____

3:00 pm _____

4:00 pm _____

November 2020 > < >

SUN	MON	TUE	WED	THU	FRI	SAT
	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31			

FILTER

CATEGORIES

Meeting **Work Session**

Deadline

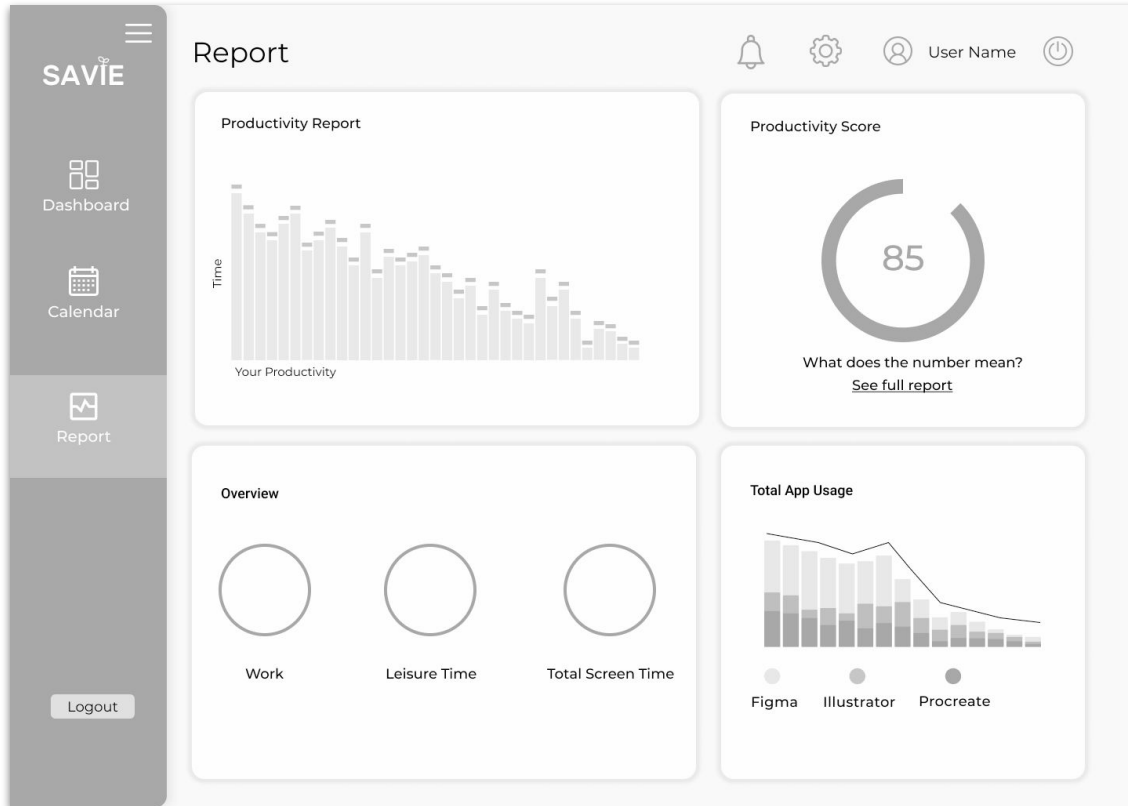
Dashboard

Calendar

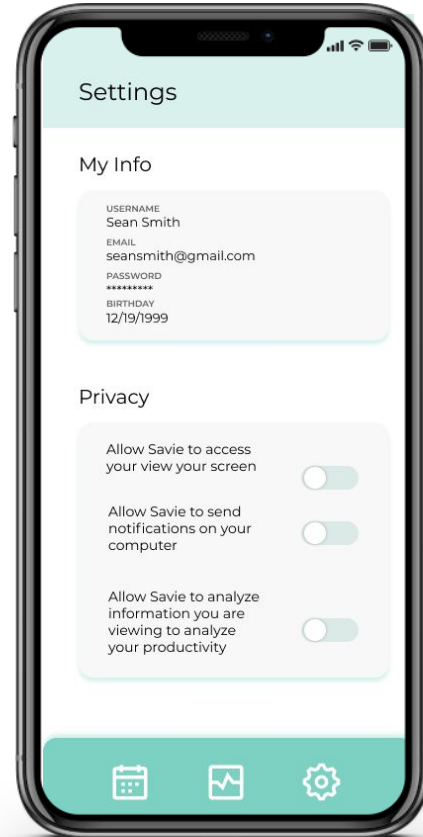
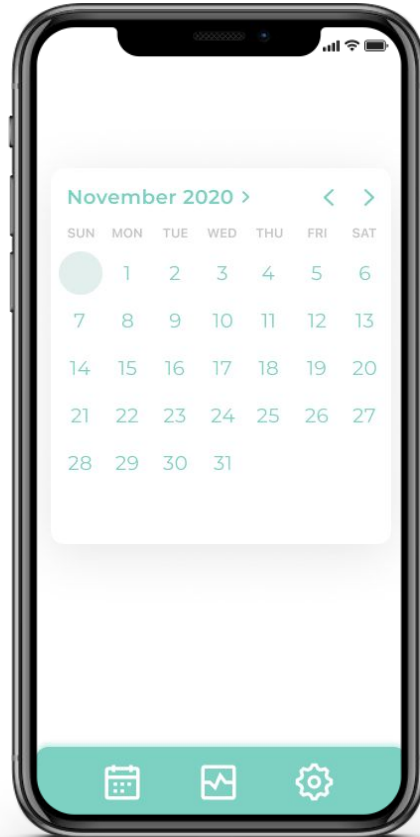
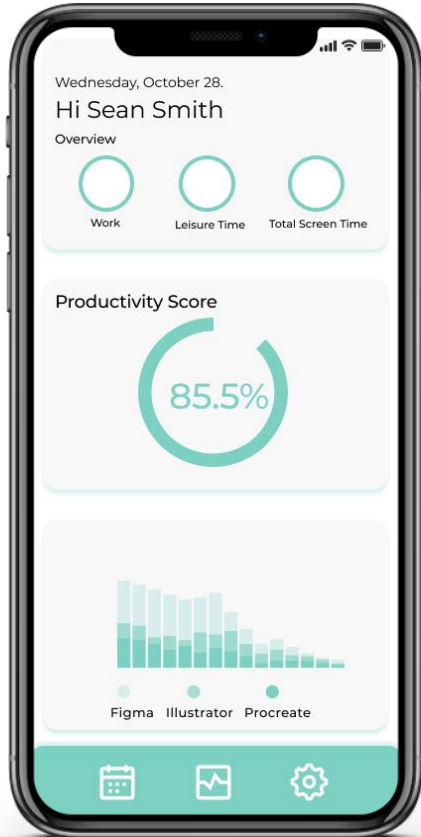
Report

Logout

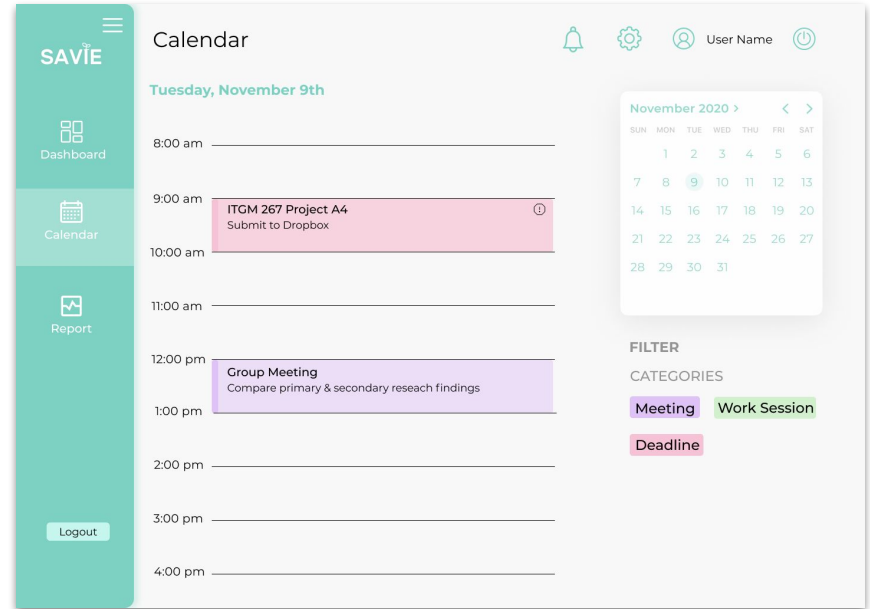
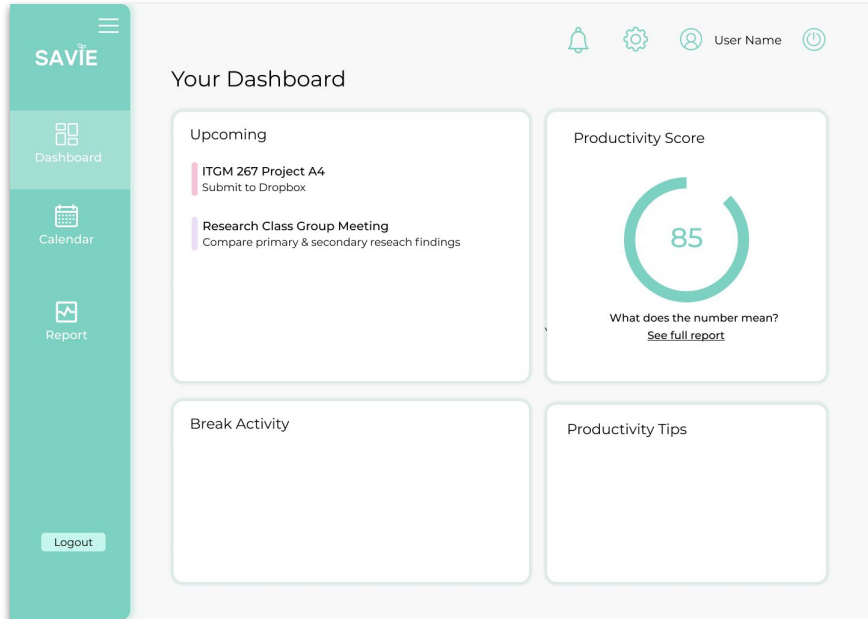
Report



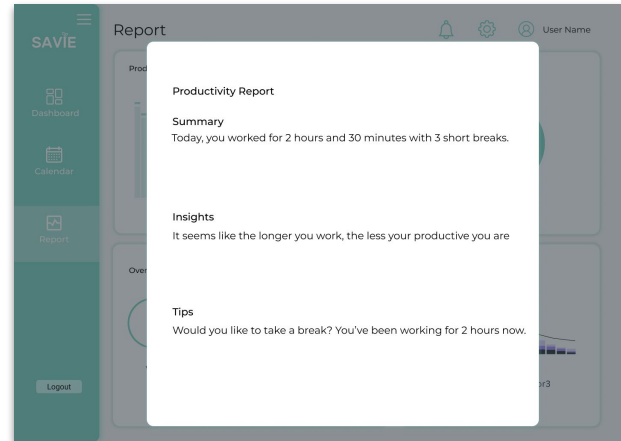
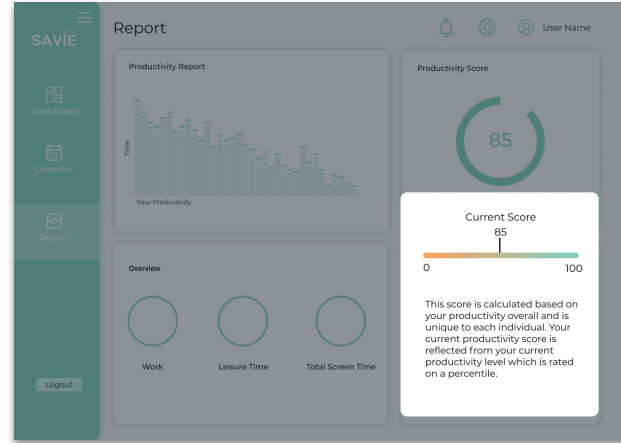
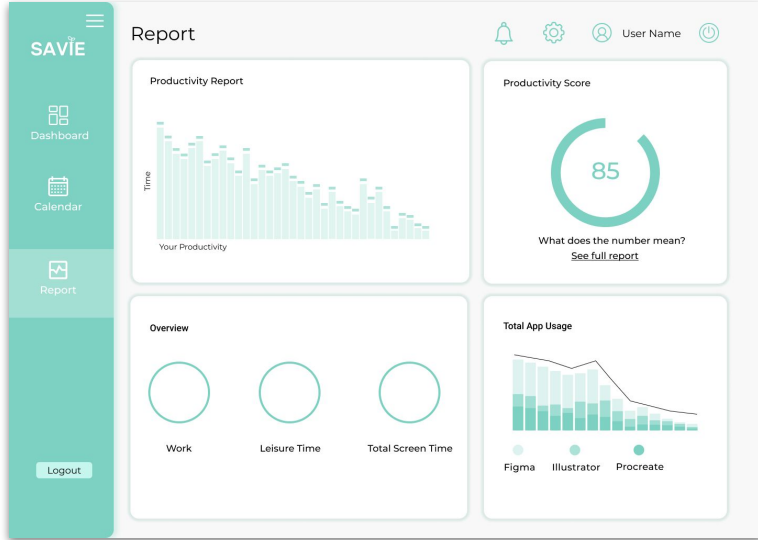
Lo/Mid-fi Wireframes (Mobile)



Lo/Mid-fi Wireframes (Desktop)



Lo/Mid-fi Wireframes (Desktop)



Mid-fi

User Testing

Card Sorting

Usability Testing

SUS Evaluation

Feedback Summary



Design Goals

Are users able to navigate the app well?

Do they find it visually appealing?

Do users feel good about the different color schemes?

Is anything confusing to look at or find?

Concept Goals

Would users feel odd about Savie looking into their screen usage?

Does the productivity score make sense?

Does the physical product resonate with users?

Do users find the functionality of the system useful?

User Tester Demographics



1 UX Expert

Angela M.
UX Designer, Lenovo

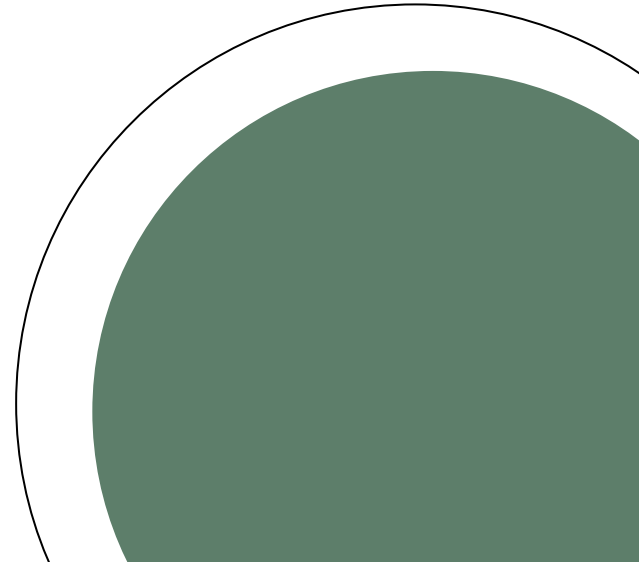


5 Users

Students who attend
school from home.

User Tasks

- You just purchased Savie “Pretend you are using Savie for the first time after you bought it.”
 - Sign up go through onboarding
 - Configure Savie
 - Permissions and Calibrations
- “Look at your data from the past week in the dashboard.”
- “Interact with Savie’s leaves for stress relief.”
- “View your calendar.”
- “Check your productivity.”
- “Customize your settings to your liking.”



Card Sorting

6 Participants

Hi! Welcome to our user testing! To begin we will have you do card sorting. This is a simple exercise in which you will take the stickies and create groups of them. Then you will label your groups.

Remember we are not testing you, but we are testing our concept. There are no right or wrong answers here and all feedback is helpful!

Thank you so much for your help in perfecting our product.

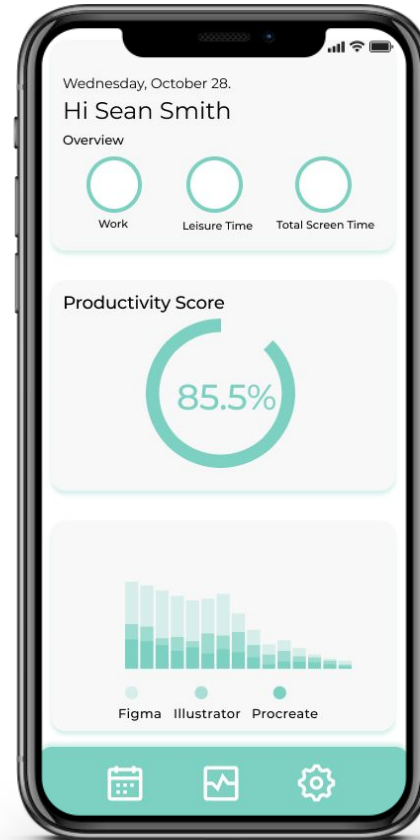


Savie Hi-fi Physical Prototype



Usability Testing

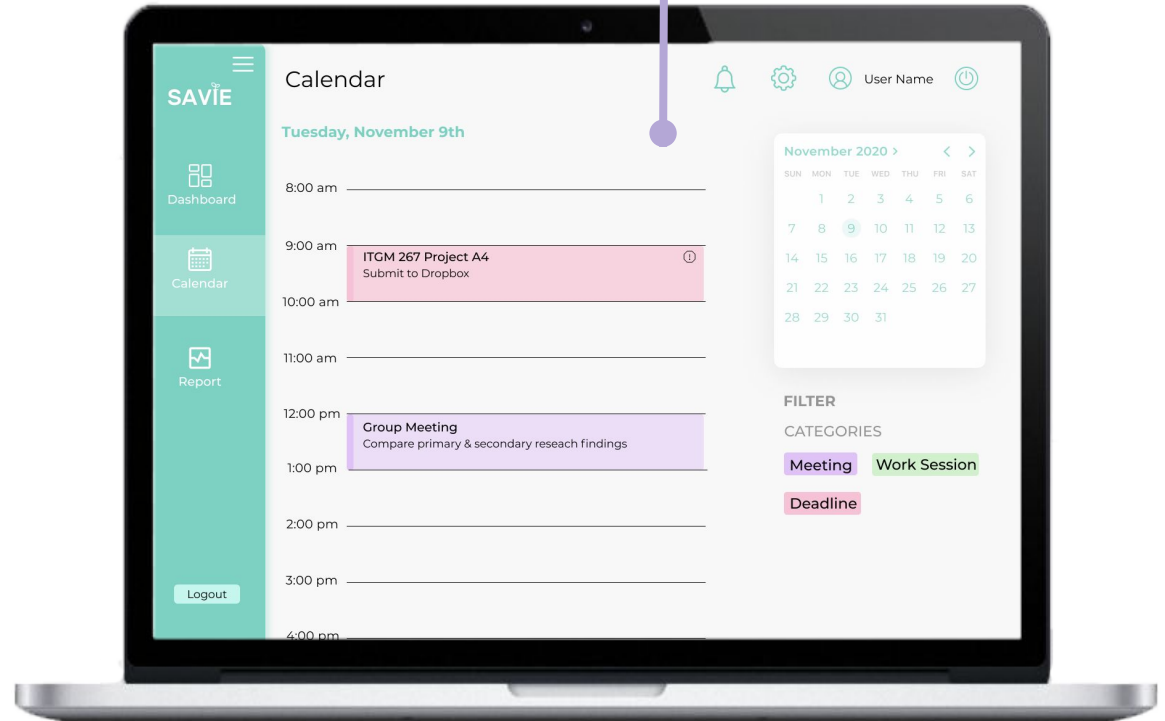
User found the mobile easy to navigate and simplistic.



Usability Testing

Calendar

Add button to add an event on calendar page



Usability Testing (Desktop)

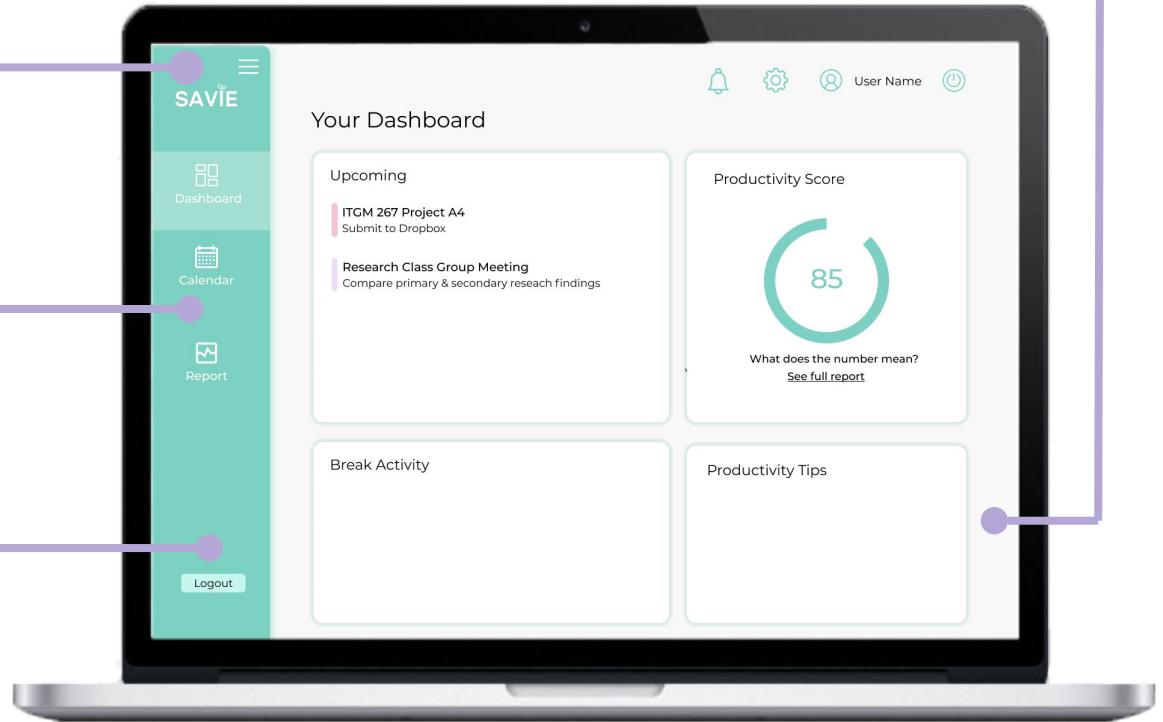
Navigation

Hamburger menu is confusing

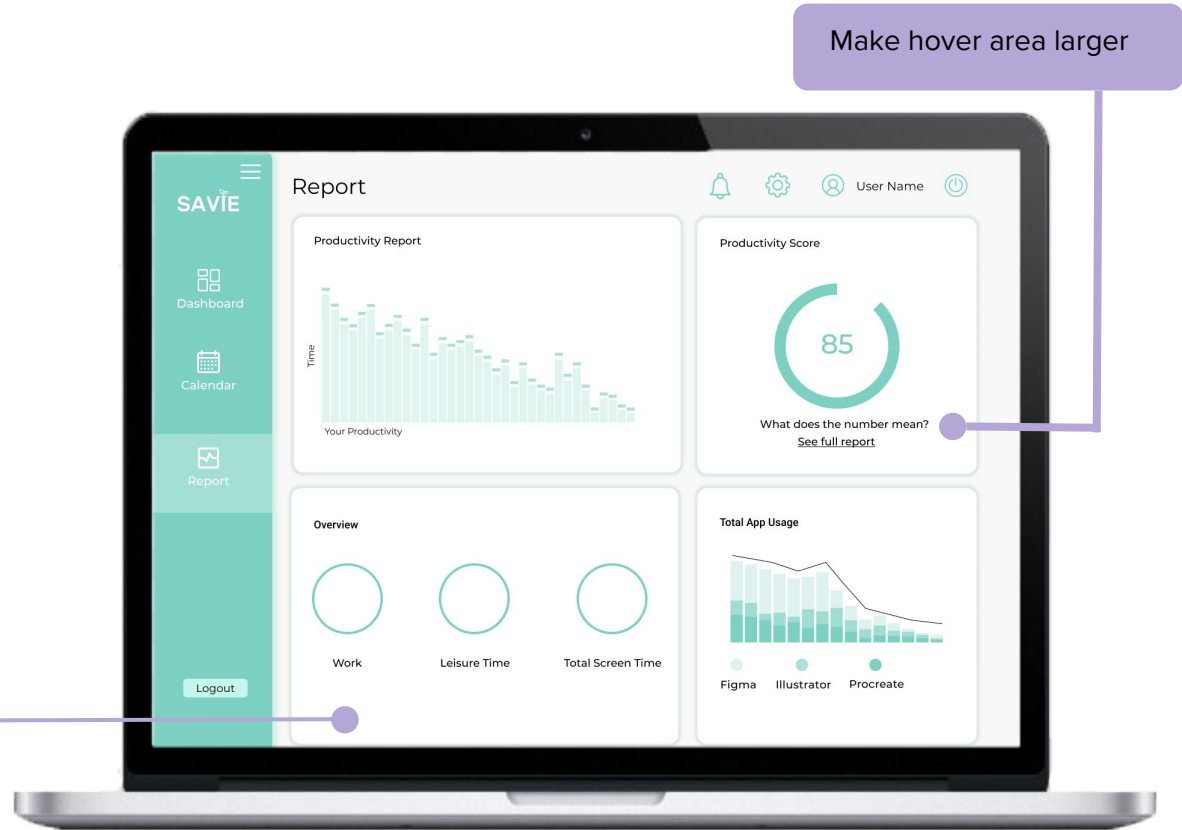
Can eliminate the sidebar completely

Logout feels out of place put it by username

Connect the dashboard and the report page/ add a scroll function



Usability Testing Report



Summary

Physical Prototype

- Suggestions to enhance the functionality of Savie.
- Not much feedback on design.

Desktop App

- Clarity is important.
- Users vary in what they are looking for -- provide paths to all information
- Some info felt out of place.
- Savie was intrusive, but some profile information was.

Mobile App

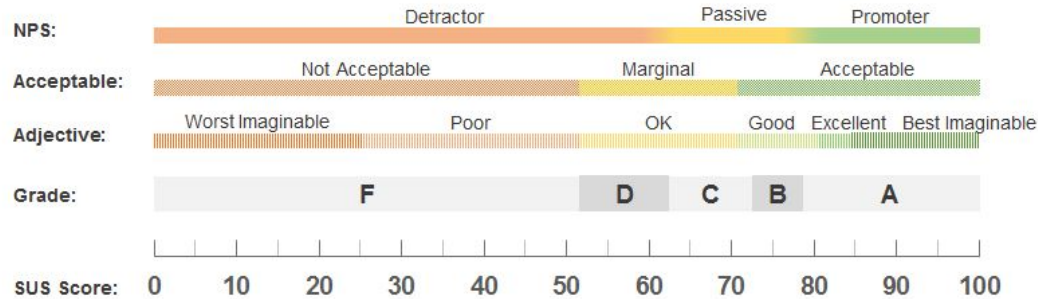
- “I got spoiled by the desktop app.” *User 5*
- More simplistic than the desktop app.
- Notifications would be helpful.

SUS Evaluation

SUS Average Score: 92.5

n = 6

Rating: Excellent



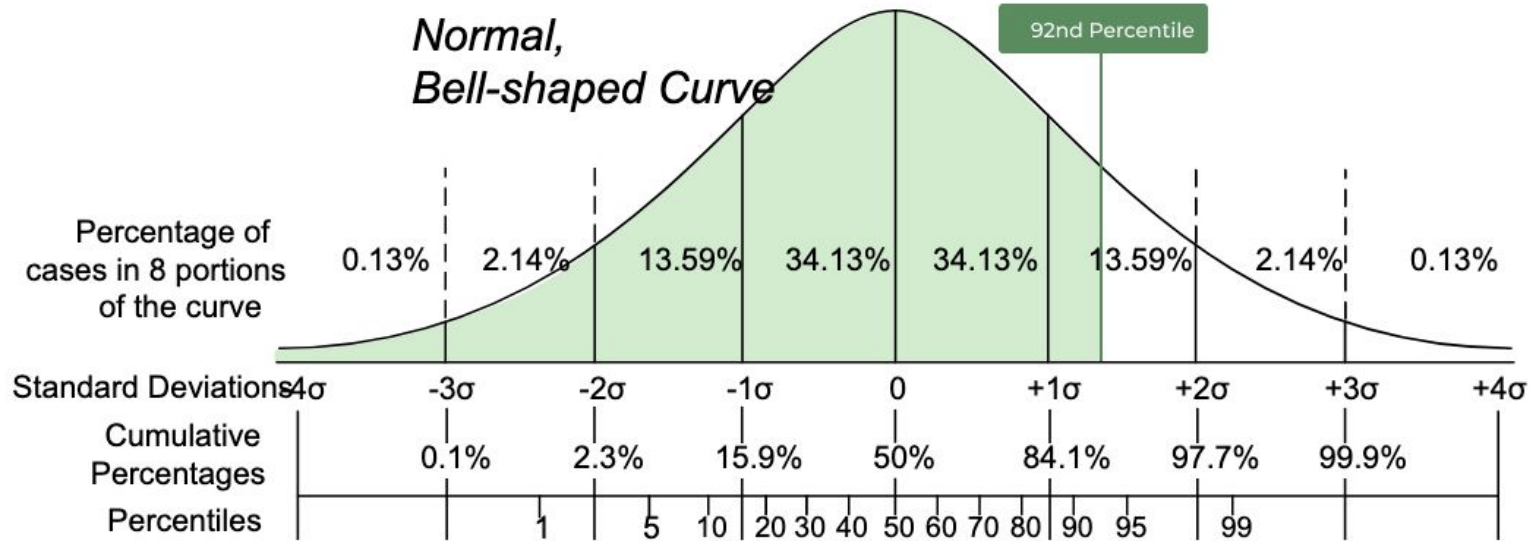
SUS Score	Grade	Adjective Rating
> 80.3	A	Excellent
68 – 80.3	B	Good
68	C	Okay
51 – 68	D	Poor
< 51	F	Awful

Source: <https://measuringu.com/interpret-sus-score/>

SUS Evaluation

SUS Average Score: 92.5

Percentile Rank: 92.5%

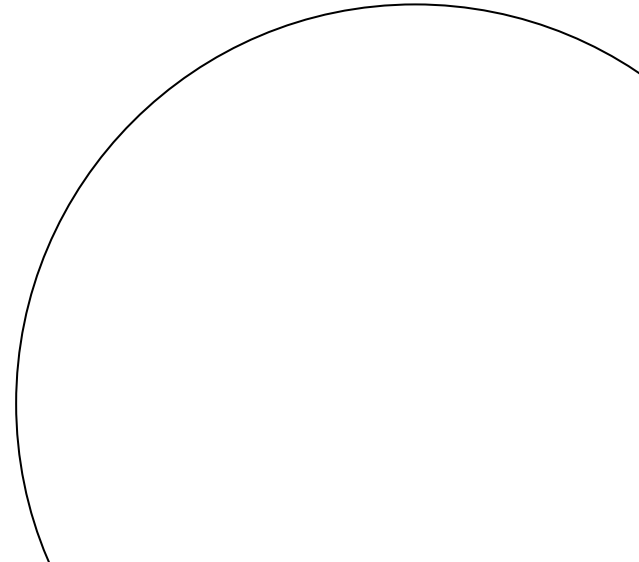


SUS Evaluation

Users cited that they may or may not use this product frequently.

They would not need to learn a lot of information to be able to use it properly.

Users thought the system was easy to use.



Areas to Improve

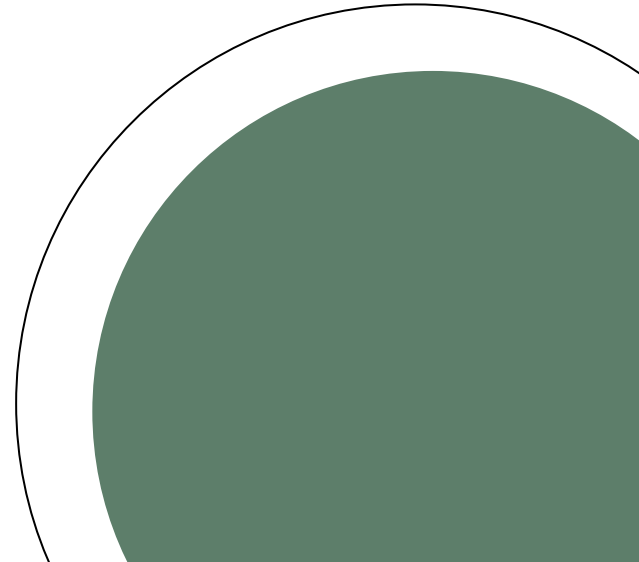
Provide more information on the user's dashboard.

Clarify user's productivity score & how it's calculated.

Make the graphs clear and concise.

Specify overview information for user's screen time.

Fix navigational issues and design consistency.

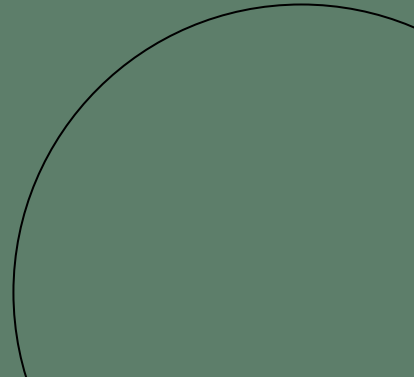


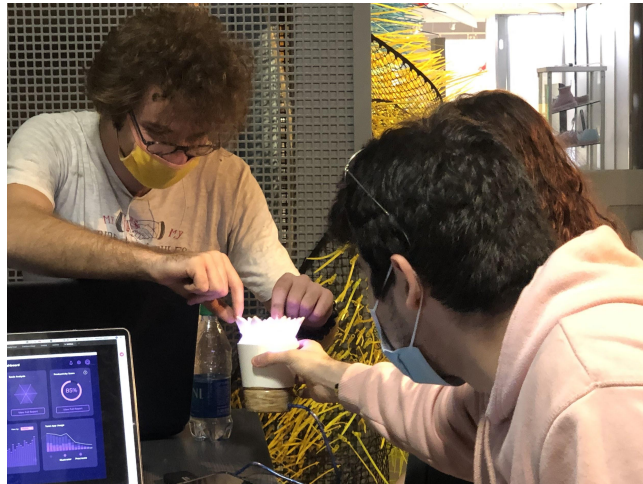
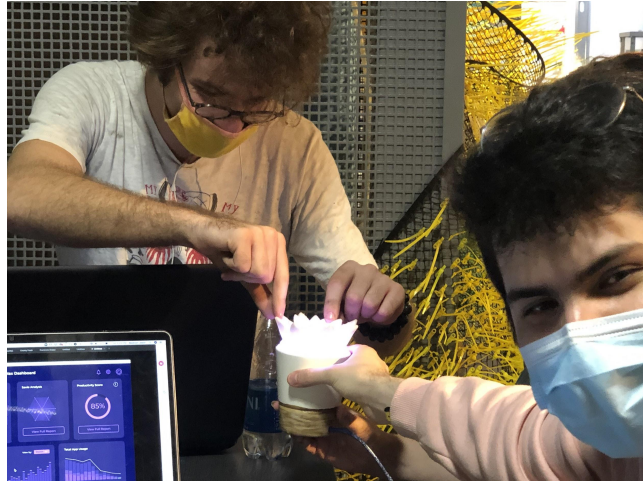
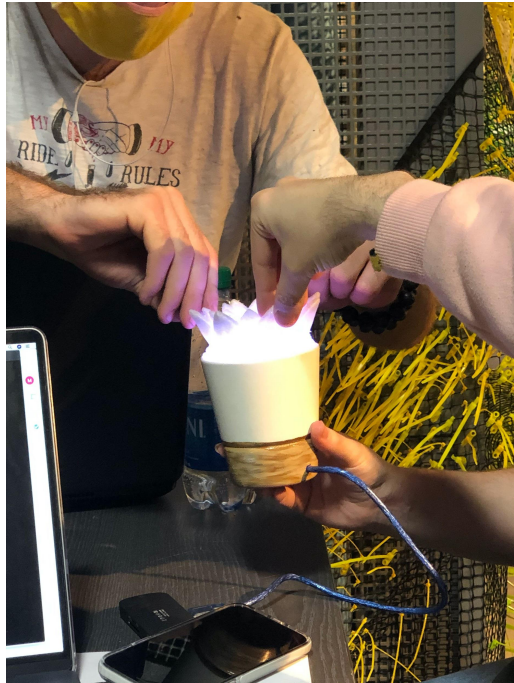
Hi-fi

User Testing

Usability Testing

Feedback Summary





Hi-fi Testing



1 UX Expert
Nick Braver,
Newell Brands



4 Users
Students who attend
school from home.

Goals

Evaluate design and concept clarity.

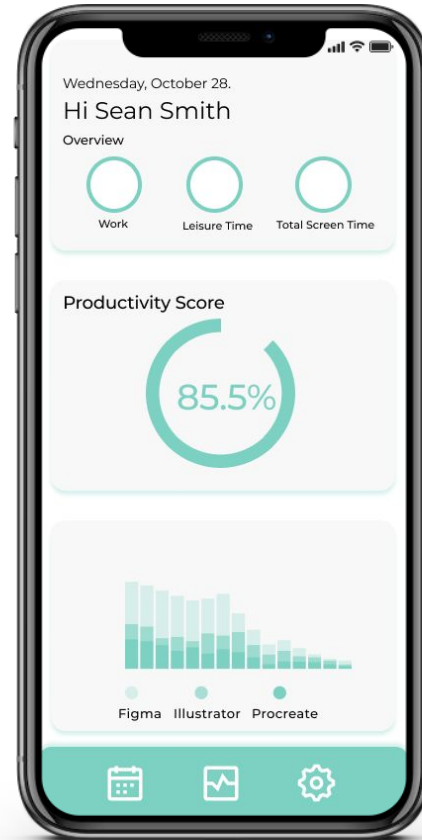
Ensure navigation aligned with user's mental models.

Assess visual design and aesthetics.

Feedback

Mobile Dashboard

Make tap navigation clearer in menu bar.



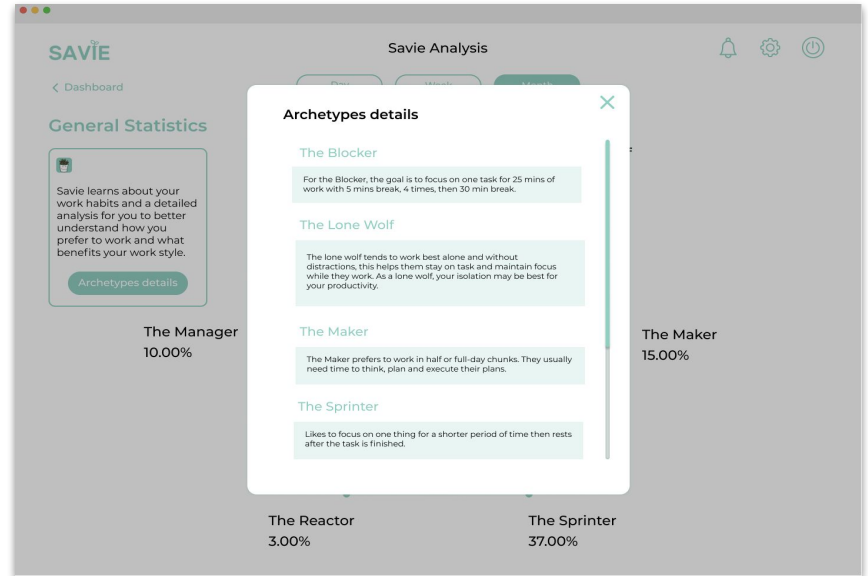
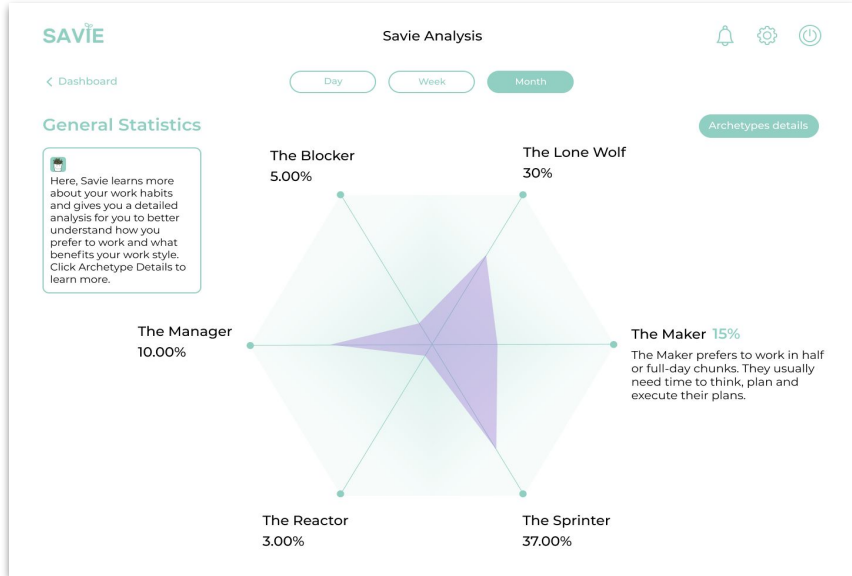
Insights

Change turn off Savie button to slider instead of toggle.

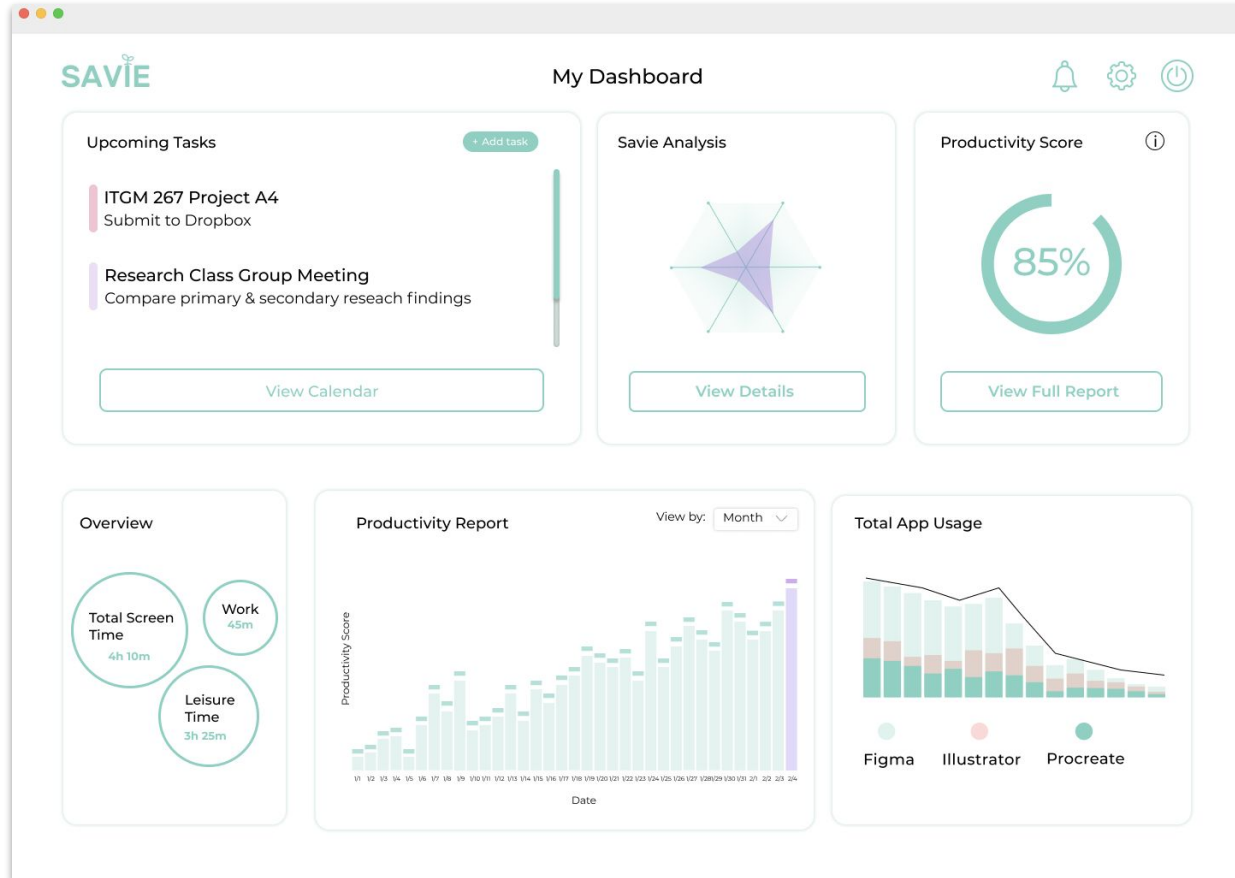
Users value personalization.

Users would rather have a calendar for break time notification than for scheduling tasks.

Finalized Screens



Finalized Screens



Finalized Screens

