

A6: INTERACTIVE MEDIUM-FI PROTOTYPE



theo

November 03 2025, Monday

by Ananya N, Ayana G,
Anthony C, & Felix Z

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Gentle nudges. Real progress.

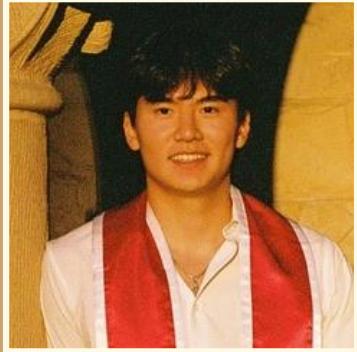
Meet the Team!



Ananya N.



Ayana G.



Anthony C.



Felix Z.

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Problem

ADHD learners struggle with:

- staying on task
- hyperfocusing
- breaking down large tasks
- finding conducive work environments

Solution

Provide an artificial source of **body doubling** that:

- offers **reminders** to take care of biological needs
- provides **reflection** opportunities to refocus/stay on track
- aids in **task decomposition**

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1. Accessibility

1.1 Visibility

Def:

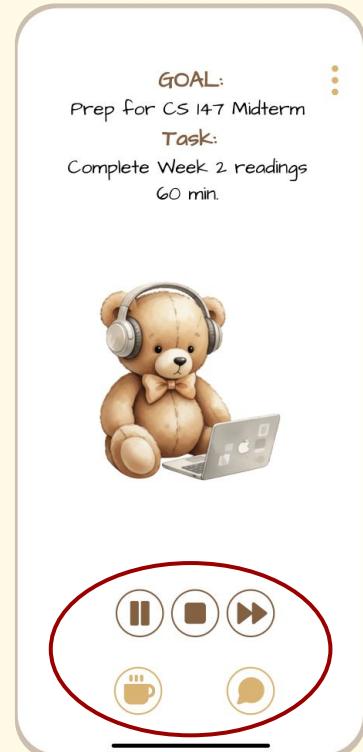
The more **discernible** an element, feature, or system is, the more likely users will be able to **utilize** it effectively

Discernibility → intuition

Our design makes use of whitespace, Gestalt principles, and Fitts's Law by:

- **minimal** elements on the screen
- **grouping** clickable items (Gestalt) in the lower 1/5th of the screen
- **minimizing the distance** between navigational elements for ease (Fitts's Law)

→ Tradeoff: making screens too sparse



1. Accessibility

1.2 Affordances

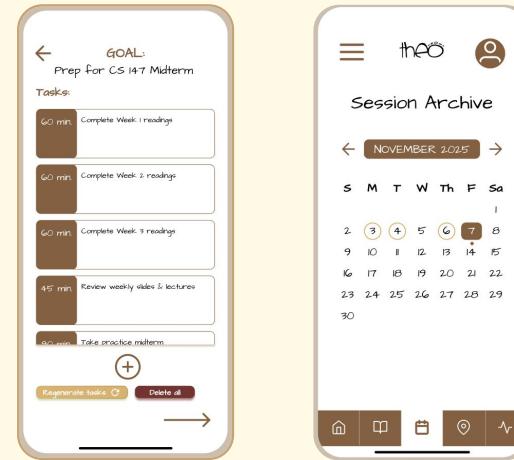
Def:

Providing **visual cues** indicating the use of a feature

Buttons are color-coded or surrounded by a highlighted box



Most clickable components in our prototype/design system are color-coded in **dark brown**, whether by fill or text color.



- Indicates to the user that a component can be selected and used to progress or edit some part of the platform

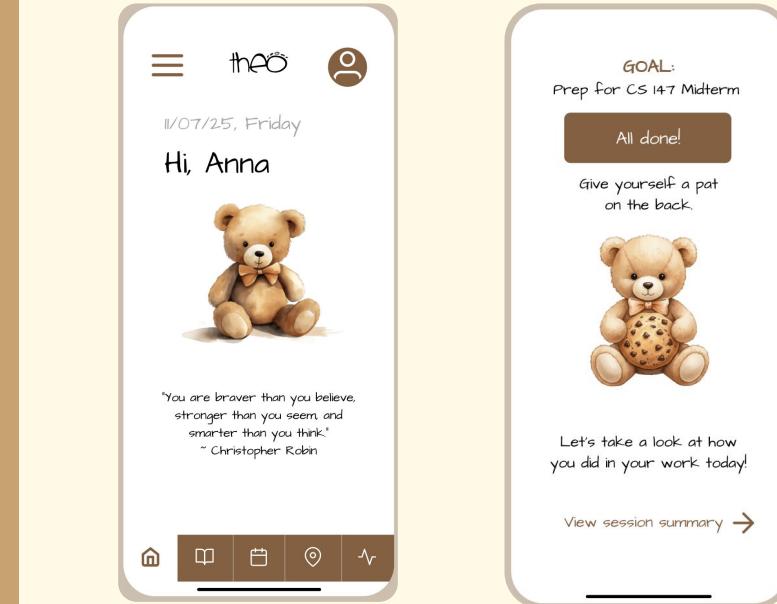
→ tradeoff: monotonous (if too many buttons, too much of same color)

2. Empathy

Def:

Using **warmth** to lower the barrier to entry and inducing a feeling of support

Warm language, warm colors



We also chose warm colors to create a **cozy** environment: one that's both easy and welcoming to use.

Tradeoff: *inclusivity* ("Forgotten" Tarot Card), as the appeal is to a **younger** and predominantly **female** demographic (Liew et al.; Antezana et al., 2022).

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Goals & Key Metrics

Task 1: Starting a Basic Study Session

Goal: Users find the process of starting a session simple and minimally participatory
[revised]

Metrics: Fewer than 5 incorrect taps to start and complete session with goal [complete]

Task 2: Engaging with Reflection Feature (revised)

Goal: Users notice and respond to reflection reminder with ease [revised]

Metrics: <2 taps between reflection page and returning to session [complete]

Task 3: Breaking Down a Large Goal (revised)

Goals: Users find and utilize breakdown feature without assistance [revised]

Metrics: Time to find breakdown feature < 10 sec, fewer than 7 incorrect taps to increase Task 1 time from 30 → 40 min. [complete (taps)]

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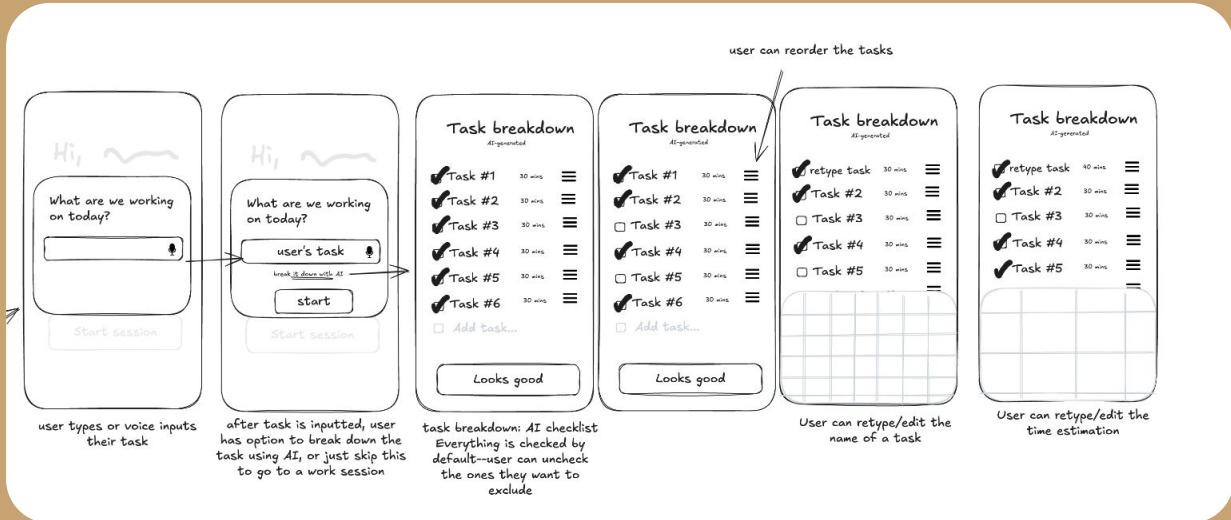
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4 biggest changes:

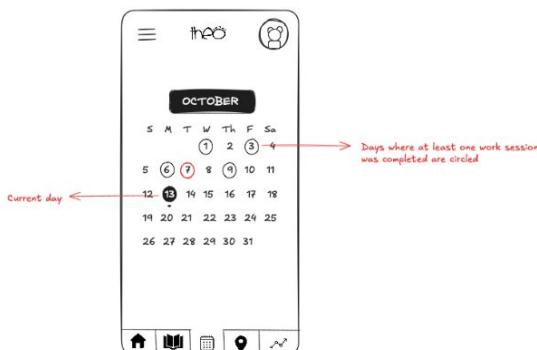
- Updated editing interface for task breakdown editing
- Provisions to fast-forward through tasks/end session before time is up
- Calendar page/session archive to access past sessions
- Method for getting task breakdown help without starting a session



Start Session page



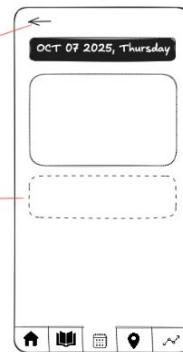
Calendar page



Map page



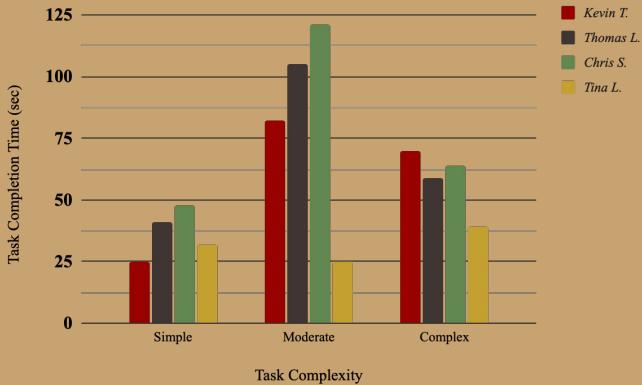
- ★ = Current Location
- = other individuals who use the app
- Searches for individuals with the app who have marked in their settings that they are open to in-person collaboration.
- If 'Friends only' is checked, only individuals that have been approved through 'Friends' tab will be located.
- If 'Friends only' is unchecked, all individuals will be located.
- Search radius can be set between 1-50 miles.



- If 'Friends only' unchecked, only first name and last initial for anonymity protection until session is confirmed
- If 'Friends only' checked (like here), full name is available

Feedback & Changes

We received feedback from low-fi testers and studio peers/experts that we needed more navigational/editing flexibility ("What happens if I finish early? Or I'm not done?") and less thinking involved when completing tasks, specifically our then-Moderate task ("What are all these **extra buttons** for? Do I need to use all these to start the session?").



So, we:

- Updated and simplified task editing interface will aid in completion speed and comprehension of our Complex Task
- Fast-forward and other navigation options during session will aid in progressing through Simple Task

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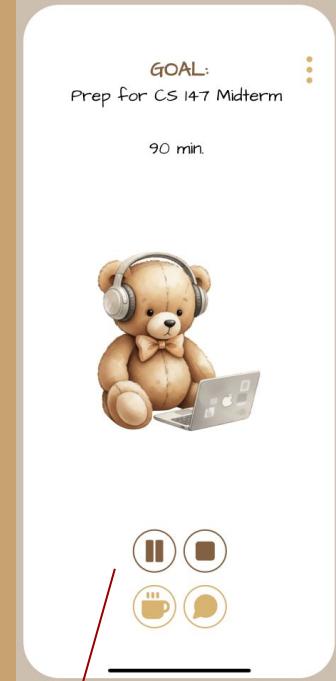
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Simple Task: Start a basic work session

Navigation bar for switching to map, calendar, progress, and home



1. Go to Session Page, select "Start a work session"

2. Select "Create a new session"

Option to save breakdown without session

3. Select settings - do NOT select 'task breakdown'

4. Enter goal

Optional reflection reminders
Session navigation options: pause, break, chat. (simple vs complex)

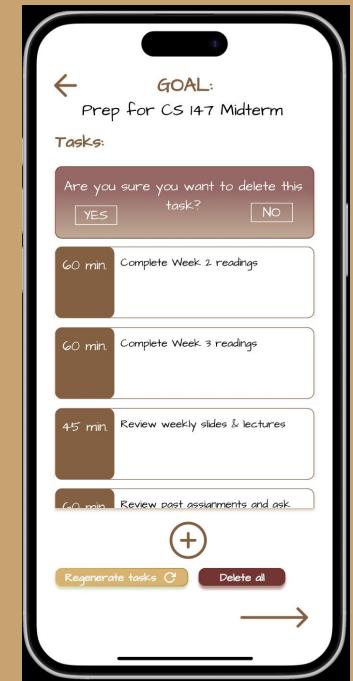
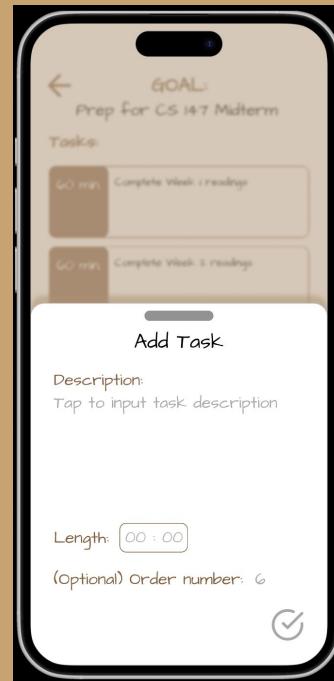
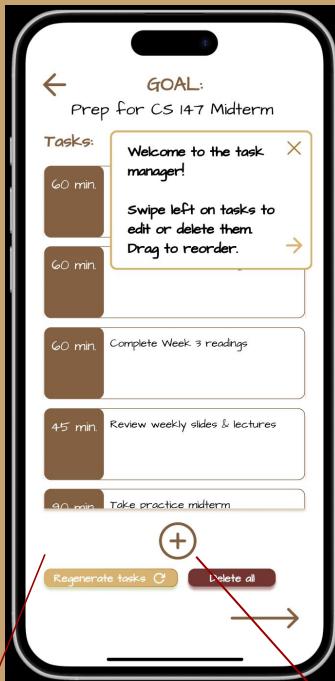
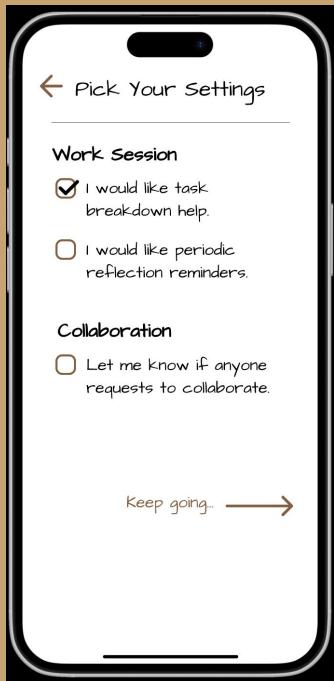
Moderate Task Flow*: Reflect with a chatbot

Originally Complex Task – altered based on user input from low-fi testing

1. Receive reflection opportunity reminder
2. Select “Guided reflection” or “Conversation”
3. Complete reflection, then return to session



Complex Task Flow: AI-assisted task breakdown



1. Choose "task breakdown help" in Settings.

Collated editing interface – added mobility, removability, and modifiability of tasks

2. Enter task manager

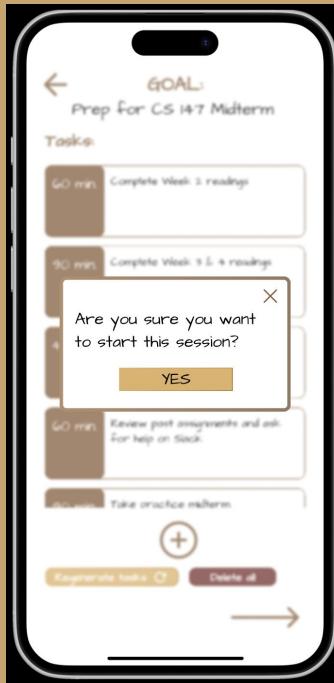
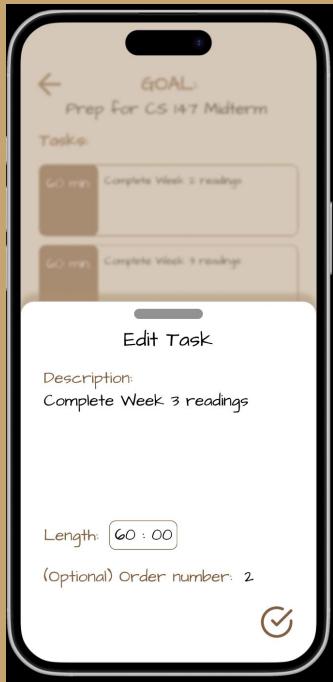
Add tasks if desired

3. Add a new task to the list

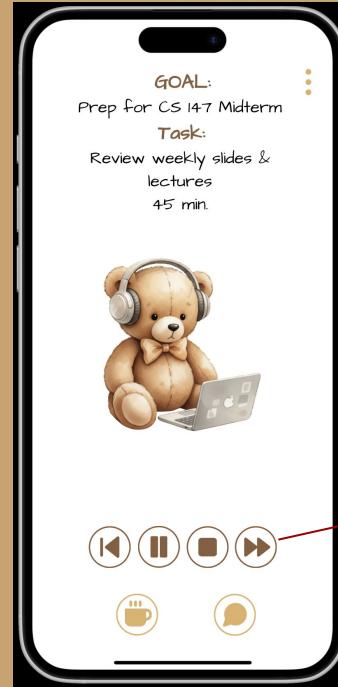


4. Delete a task from the list

Complex Task Flow: AI-assisted task breakdown (cont.)



5. Edit a task in the list



7. Enter session, view current task

"Fast Forward" option to skip/advance tasks ahead of timer

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Implementation & Tools

- Main platform: Figma
 - ◆ Pros: Incredible mechanism implementation, conditional transitions, variable usage
 - ◆ Cons: Inability to have BTS timer implementation, text input difficult to manipulate, no AI chatbot-like functionality plugin
- Pros:
 - ◆ Provided a sample of each function in the prototype to give the tester an idea of the range of flexibility that could be available
 - ◆ Strong emphasis on visual layout, color palette, and iconography
- Cons:
 - ◆ No actual work session mentality testability yet, based on Figma limitations noted above
 - ◆ AI feedback and capabilities untested

Implementation & Tools

- We believed our tradeoffs for this prototype were acceptable since:
 - ◆ Con #1 was evaluated during experience prototype testing in a minimal form
 - ◆ Con #2 relies on the quality of the AI we use to implement our task breakdown feature with and the prompts we give our reflection chatbot
 - ◆ Both of these are manageable in the long-term and can be tested in alternative ways.
- Hard-code & Wizard of Oz:
 - ◆ All text input, messaging, and conversations are built into the model
 - ◆ Task flow is designed to give a sample of each experience, not provide the full functionality and flexibility of the final product
 - ◆ The user's information (friends, groups, calendar) comes built into the account

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Links to Figma Designs

[Old Prototype](#)

[New Prototype](#)

[Link for Heuristic Evaluation/Executable](#)