

# A6: INTERACTIVE MEDIUM-FI PROTOTYPE



theo

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November 03 2025, Monday

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Anthony C, & Felix Z

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The logo for 'tho' is rendered in a white, hand-drawn, cursive script. The letters 'th' are connected, and the 'o' is a large, open circle. Above the right side of the 'o' are five small, horizontal oval shapes, resembling a stylized eyebrow or a series of dots. The logo is centered on a dark red diamond-shaped background, which is itself set against a light tan background.

Gentle nudges. Real progress.

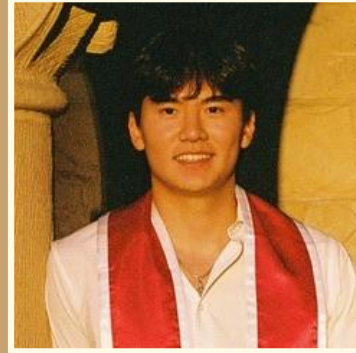
# Meet the Team!



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:

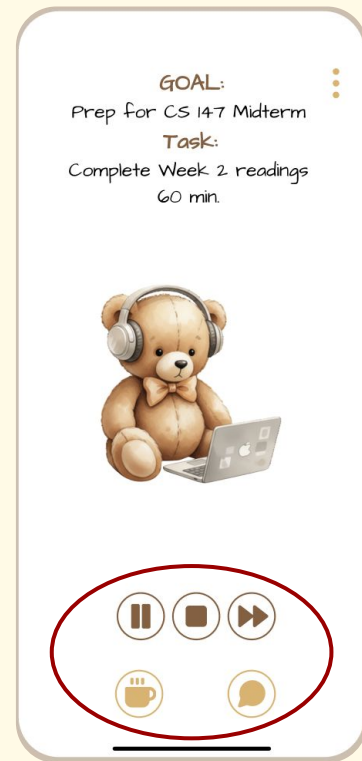
The more **discernible** an element, feature, or system is, the more likely users will be able to **utilize** it effectively

**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

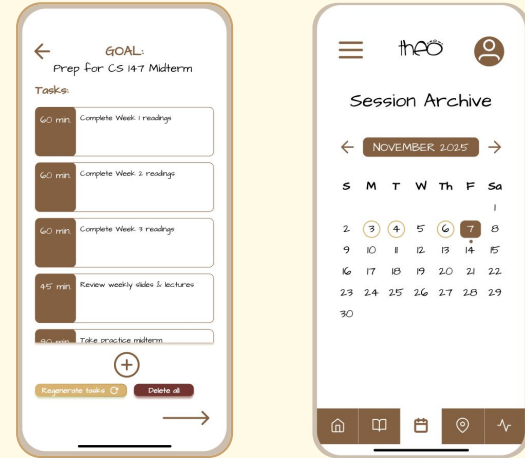
Def:

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

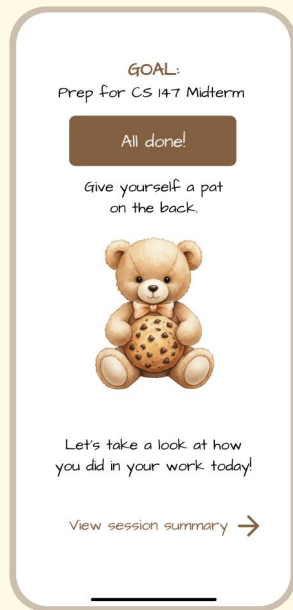
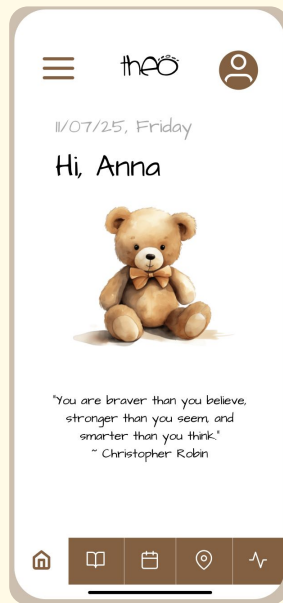
→ tradeoff: monotonous (if too many buttons, too much of same color)

## 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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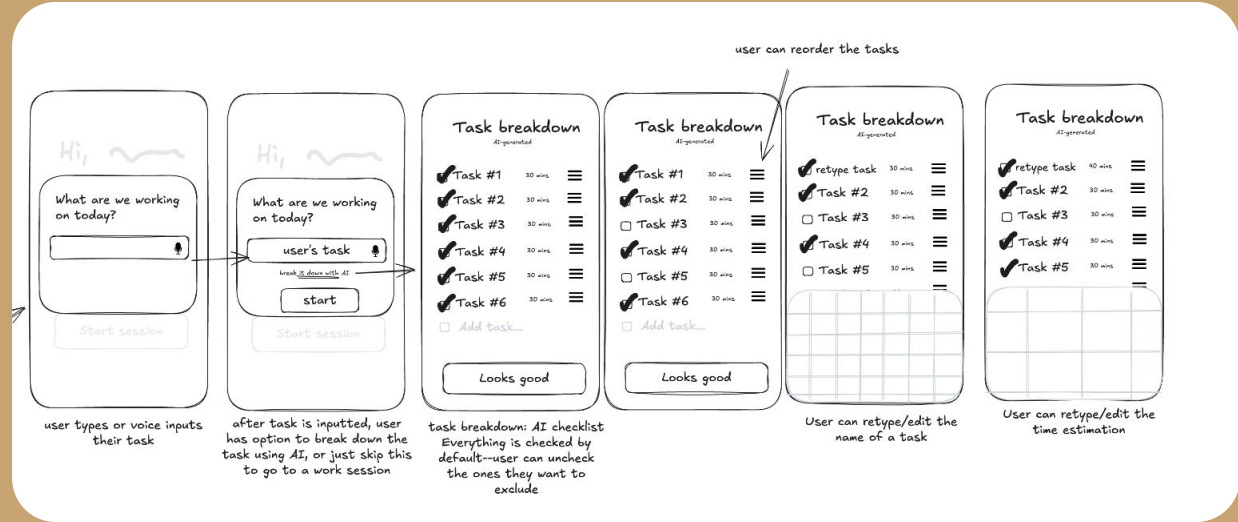
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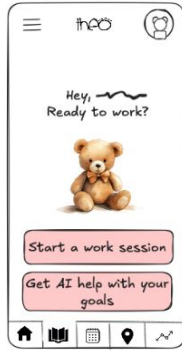
## 4 biggest changes:

- 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



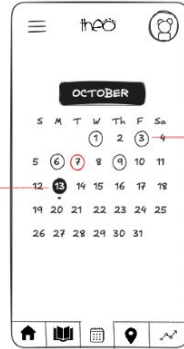


## Start Session page



Completely blank page,  
very minimal  
Only necessary info

## Calendar page



Current day

Days where at least one work session  
was completed are circled

## Map page



★ = Current Location

📍 = other individuals who use the app

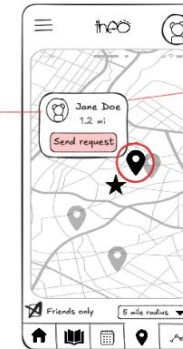
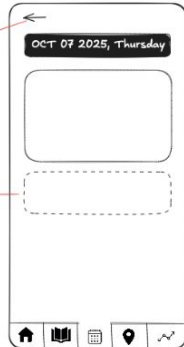
- Searches for individuals with the app who have marked in their settings that they are open to in-person collaboration.
- If 'Friends only' is checked, only individuals that have been approved through 'Friends' tab will be located.
- If 'Friends only' is unchecked, all individuals will be located.
-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



Larger button for more frequent use

Back to Calendar view to reselect date

Scroll bar for more recent  
sessions (up to 7-10)

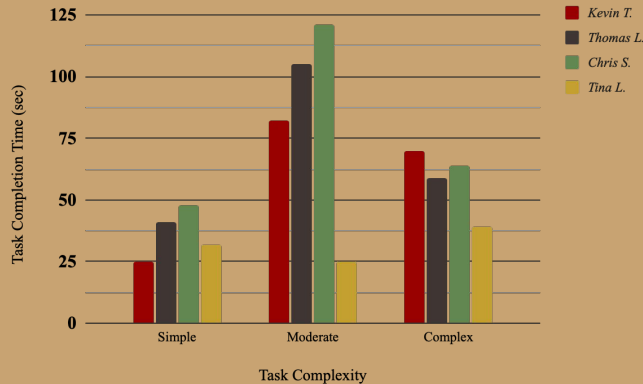


Can click on profile photo  
to view public profile page

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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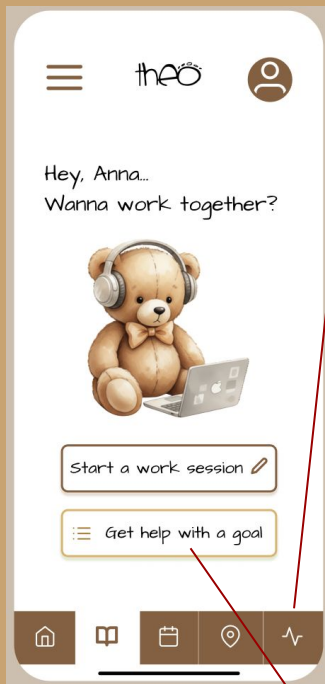
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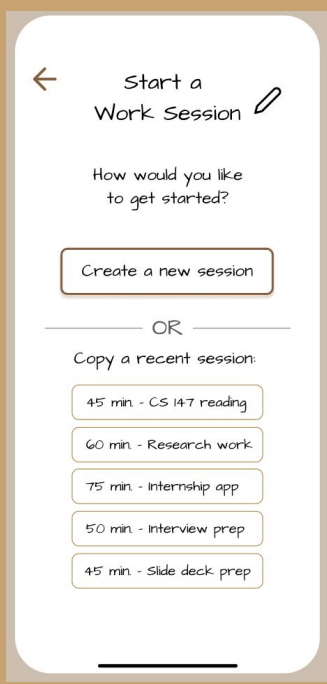
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# Simple Task: Start a basic work session

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

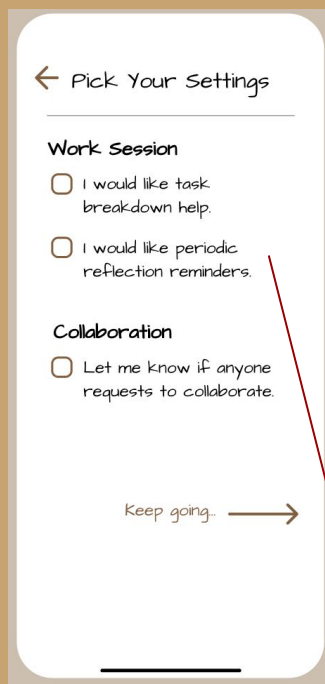


1. Go to Session Page, select "Start a work session"

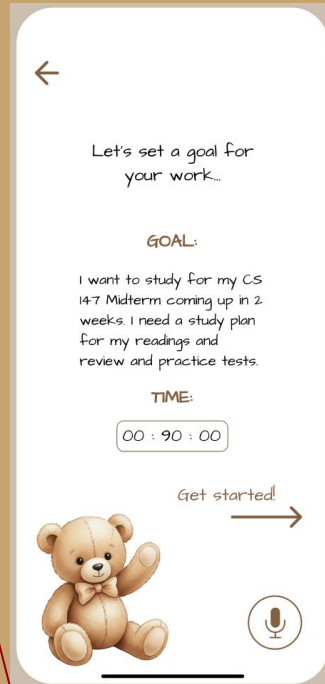


2. Select "Create a new session"

Option to save breakdown without session

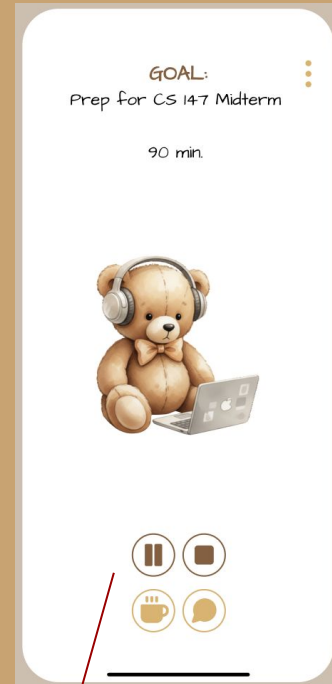


3. Select settings – do NOT select 'task breakdown'



4. Enter goal

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

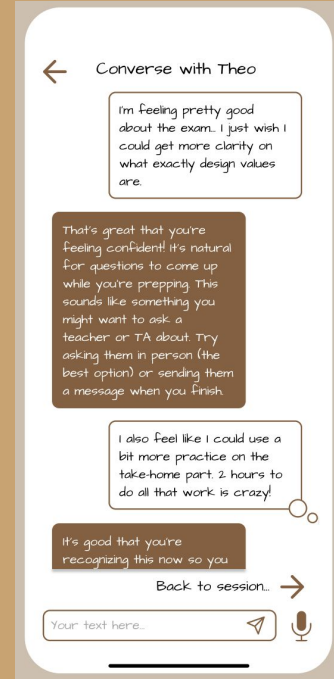
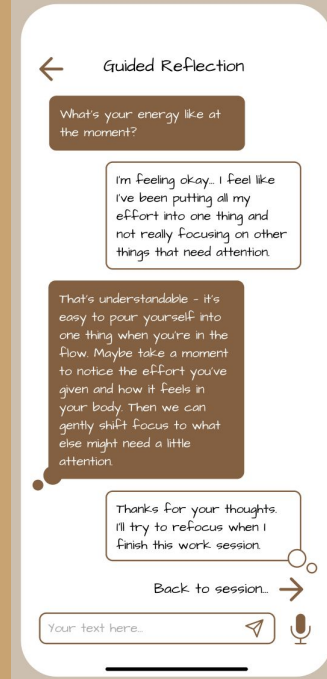
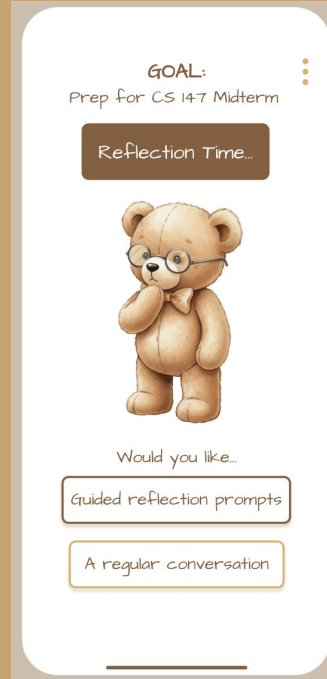
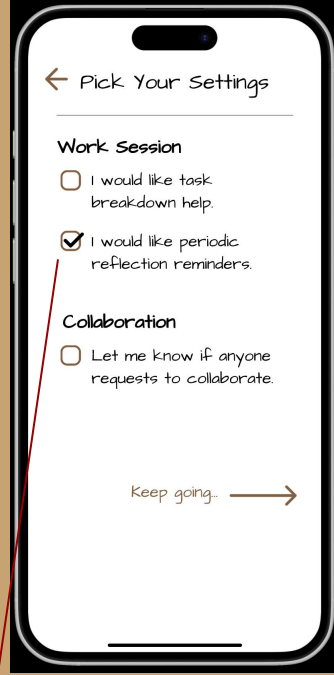


5. Enter session

# Moderate Task Flow\*: Reflect with a chatbot

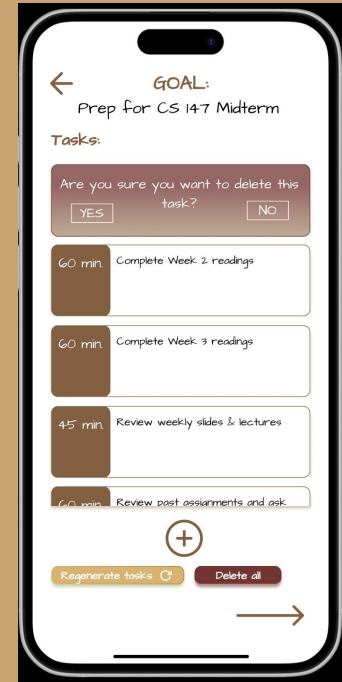
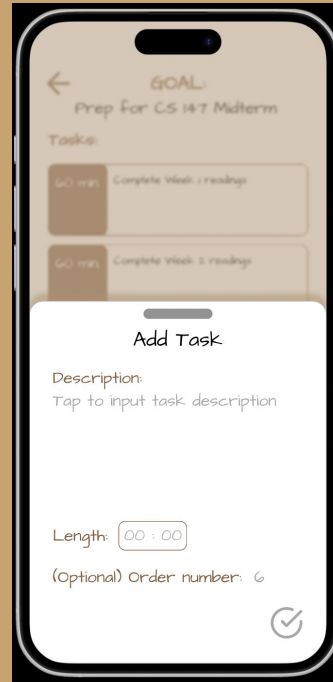
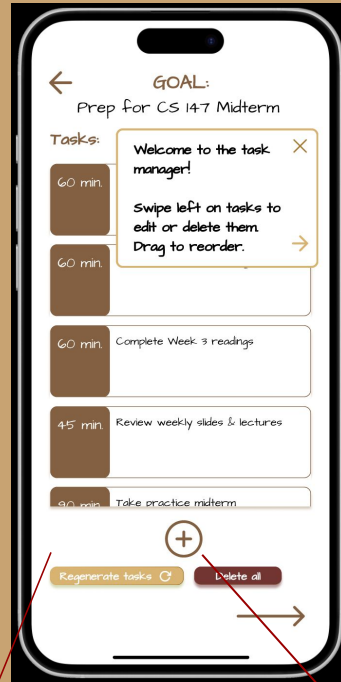
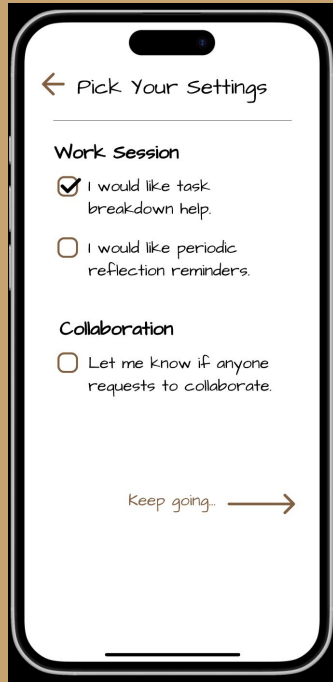
Originally Complex Task – altered based on user input from low-fi testing

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



\*OPTIONAL\* check-in/reflection to avoid unwanted distractions

# Complex Task Flow: AI-assisted task breakdown



1. Choose "task breakdown help" in Settings.

2. Enter task manager

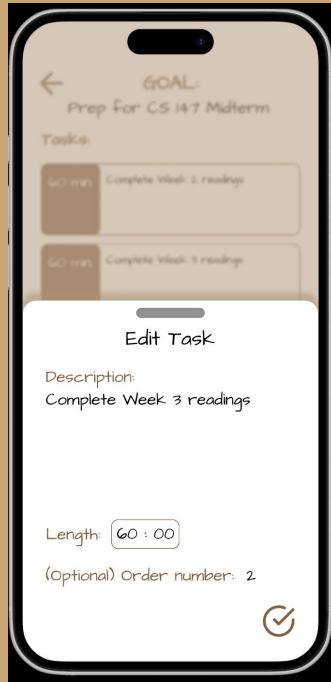
Collated editing interface – added mobility, removability, and modifiability of tasks

3. Add a new task to the list

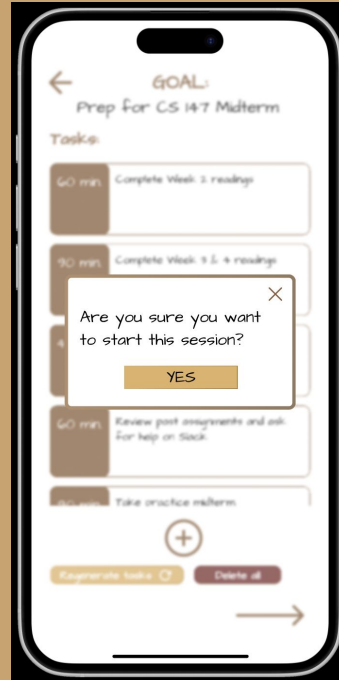
Add tasks if desired

4. Delete a task from the list

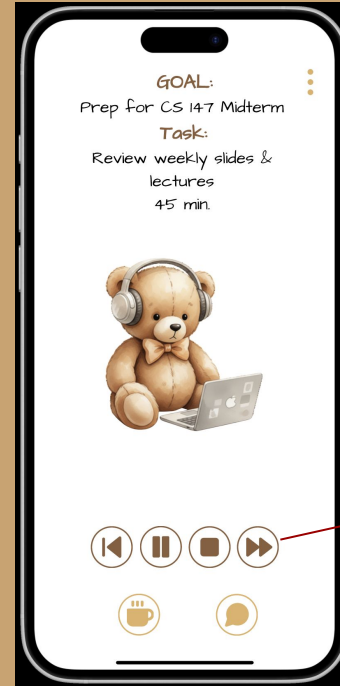
# Complex Task Flow: AI-assisted task breakdown (cont.)



5. Edit a task in the list



6. Confirm edits



7. Enter session, view current task

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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](#)