PET PAUSE

Project 2 Being Human

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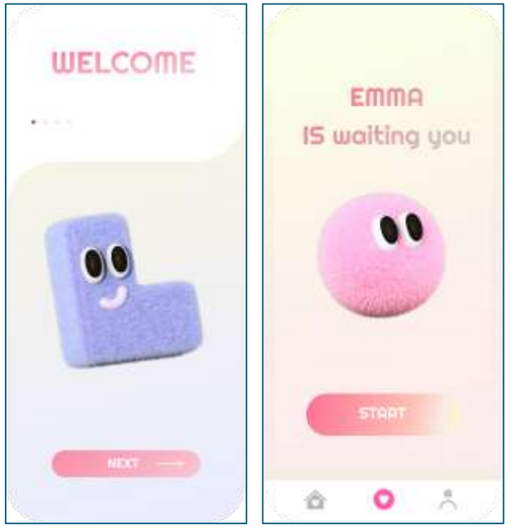
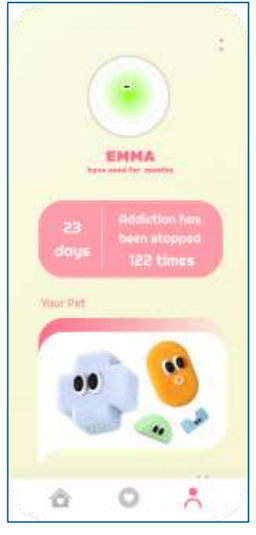
11/12/24

Design and new media





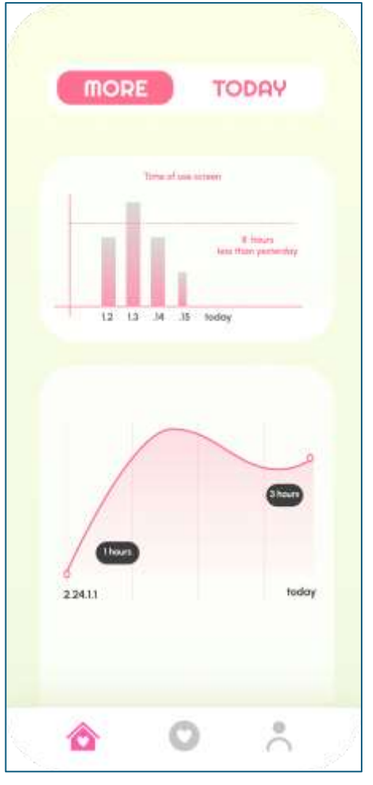


Image resource: https://3sd3.world.taobao.com

PACT

PERSON

USER GROUP:
Adults 21+

ABILITY:
understanding of technology
JOB:
students, professionals, etc.

ACTIVITIES

ACTIVITIES:
Work, Entertainment, Learning, Daily life

CHARACTERISTICS:
high-frequency; long-term ; complexity

CONTECT

CONTEXT:
At home, in the office, or in public places.

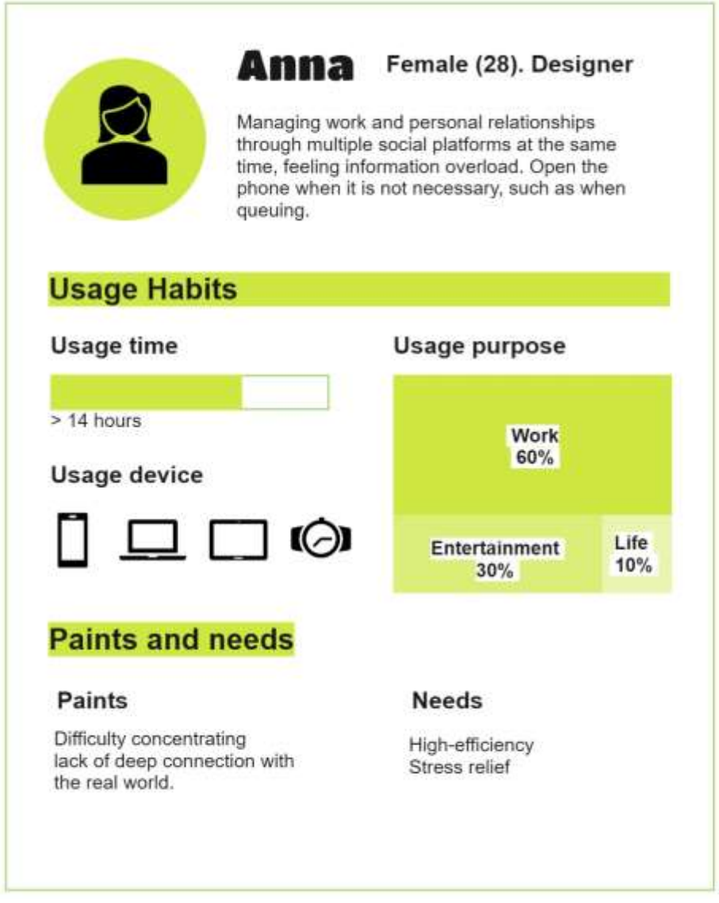
ENVIRONMENT:
FORMAL or LEISURE

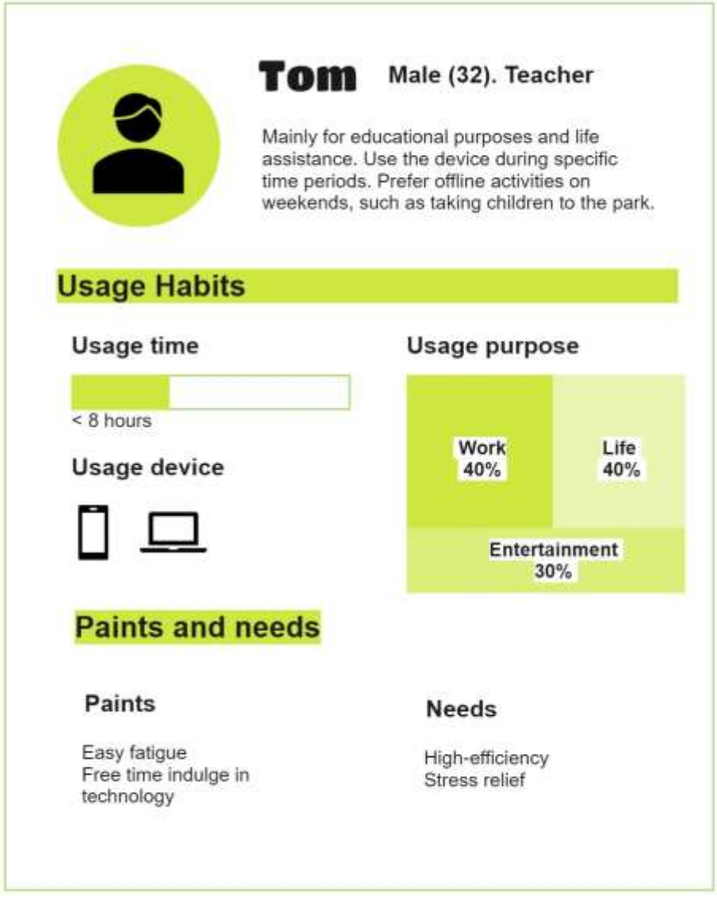
TECHNOLOGY

DEVICE:
Smartphone; Laptop/tablet; Wearable devices

INTERACTION METHODS:
Touch screen, voice recognition, etc.

PERSONA





USER EXPERIENCE MAP

	Work		Interrupt		Distracted				Realize	
ACTIONS	Get an assignments	Use tech for work	Be attracted	turn to other app	Waste time	Feedback	Try to stop	Continue waste time	Stop	Continue work
GOALS	Work	Finish assignment	Feel curious	Explore something interesting	Stress relief	Want explore more	Rember assignments	Be addicted to tech	Realize time is being wasted	Work
TOUCH POINTS	Smartphone; Laptop	Smartphone; Laptop	Smartphone; Laptop	Smartphone; Laptop	Smartphone; Laptop	Smartphone; Laptop	Smartphone; Laptop	Smartphone; Laptop	Smartphone; Laptop	Smartphone; Laptop
EXPERIENCE	Purposeful	Focused	Curious	Interested Curious	Interested Relaxing	Satisfied Relaxing	Hesitate Addicted	Worry Addicted	Regretful	Anxiety stressful
FEELINGS	+Positive emotions									
	+Negative emotions									

Reason of waste of time :

1. Aimless behavior

* Unaware of time
* Repetitive actions
* Reward mechanism

2. Stress relief-Vicious cycle

How to stop users

Distract attention → Stress relief → Increased reliance

How to get out of

DESIGN CONCEPT

Help stress relief

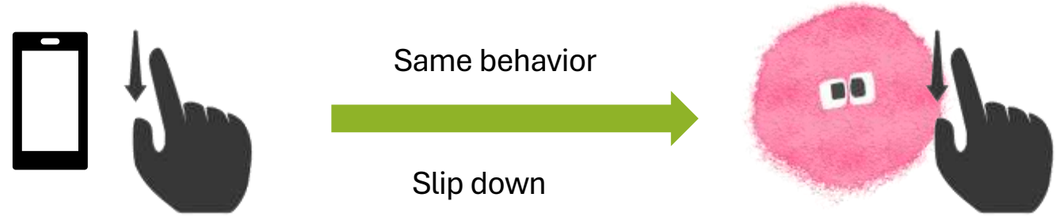
Highlight Passage of time

Real-time feedback and rewards

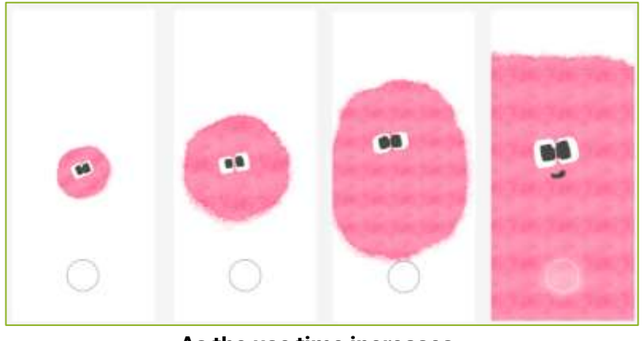
Avoid aimless tech use and let users to **touch a virtual pet** for **stress relief**.

Visualizes time passing and offers **feedback**, helping users break tech addiction.

IDEA & USP

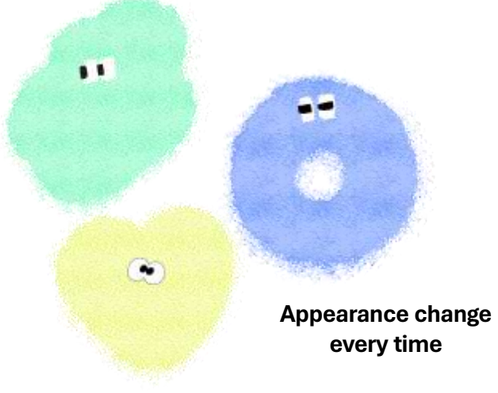


Mindless Scrolling → **Digital comfort**



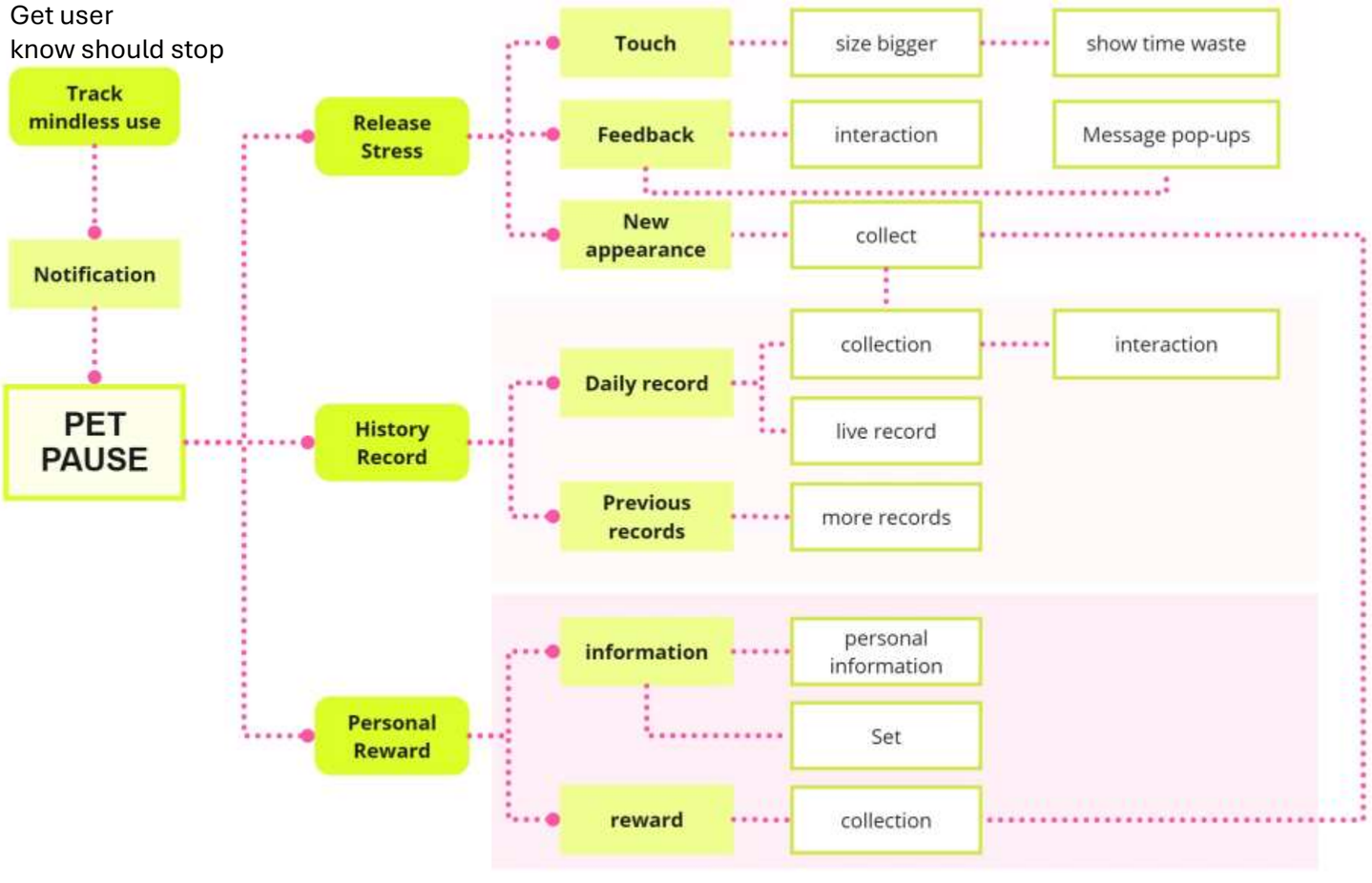
As the use time increases.

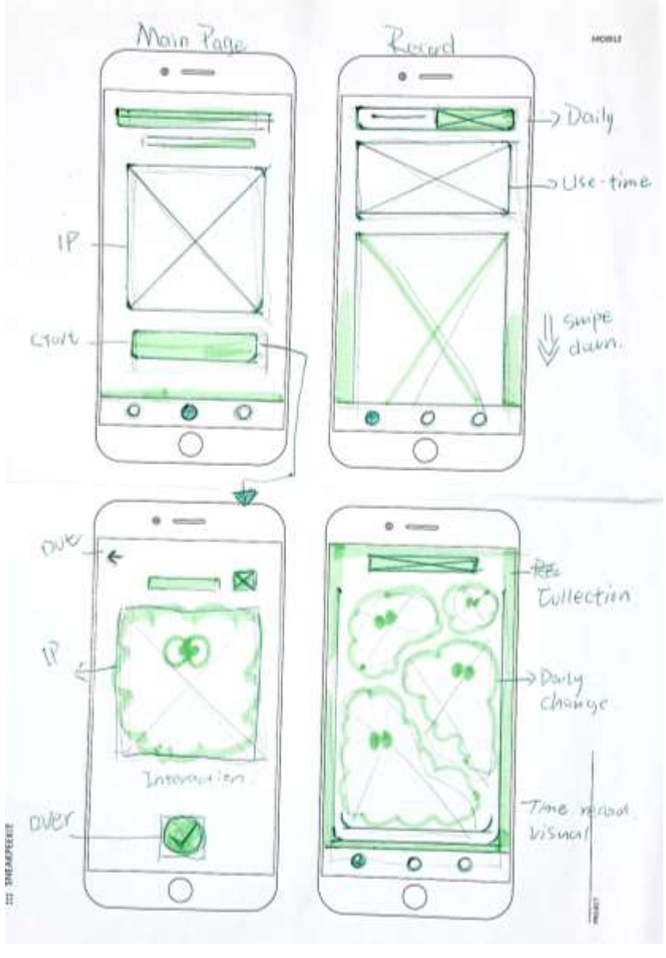
Visualize time passing



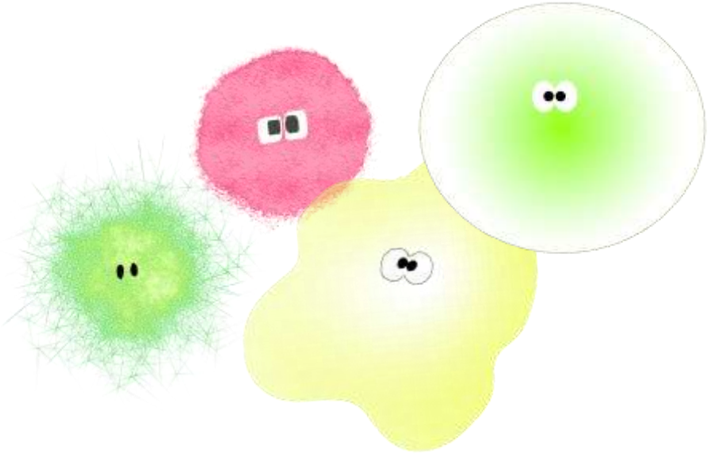
Mystery Box

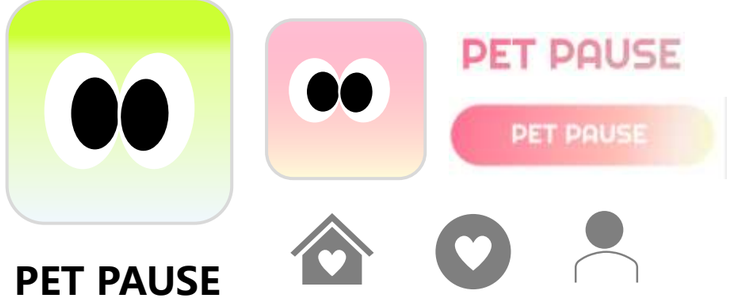
INFORMATION ARCHITECTURE





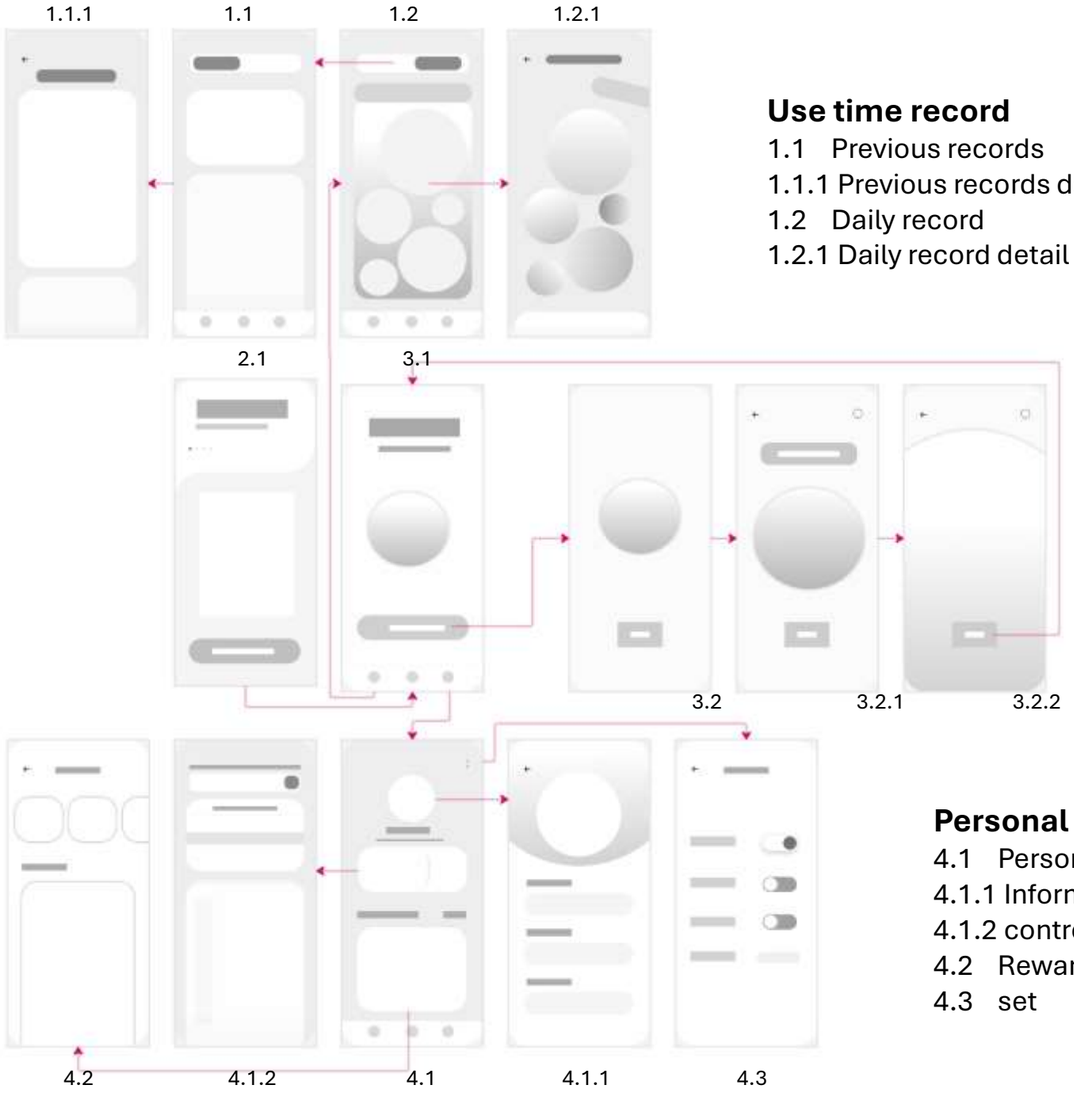
VISUAL PLAN & WIRETHUMBS





PET PAUSE

Use a **Pet** to remind you should **Pause**



Use time record

1.1 Previous records
1.1.1 Previous records detail
1.2 Daily record
1.2.1 Daily record detail

Interaction

2.1 Welcome
3.1 Main page
3.2 Interaction
3.2.1 Feedback
3.2.2 Over

Personal

4.1 Personal page
4.1.1 Information
4.1.2 control set
4.2 Reward
4.3 set