



Project 2
Being Human
Gao Li



APP Name: LessScreen

APP Target User Group: Adults 21+

APP Unique Selling Point ():

- Daily Challenges: Provide fun offline tasks.
- Data Feedback: Provides analysis of screen time.
- Personalised Mode Creation: Automatically disables specified apps to reduce distractions.

Secondary research



Offscreen

Advantage

- "Don't use your screen when you walk" reminder
- Detailed screen usage statistics
- · Customised focus timer

Disadvantages

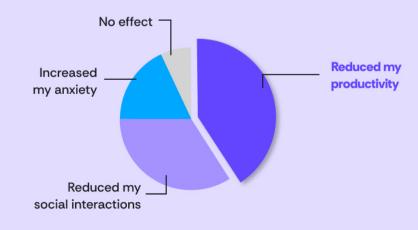
- Full functionality unlocked for a premium
- Some features are complicated to set up

Advantage Disadvantages • Simple interface and intuitive functionality • Innovative focus mode • More paid features

What features would like to see in a screen time management tool (Multiple choice)



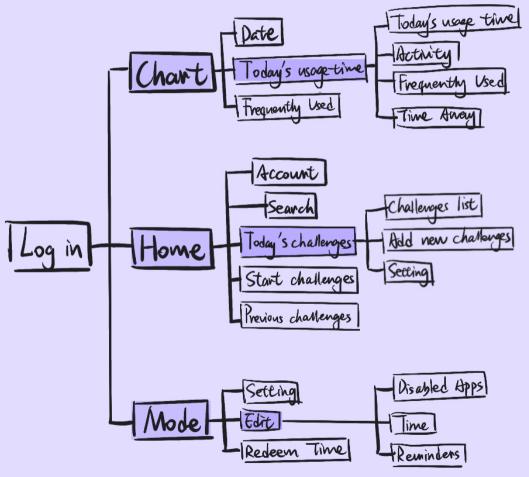
Impact of mobile phone use on life



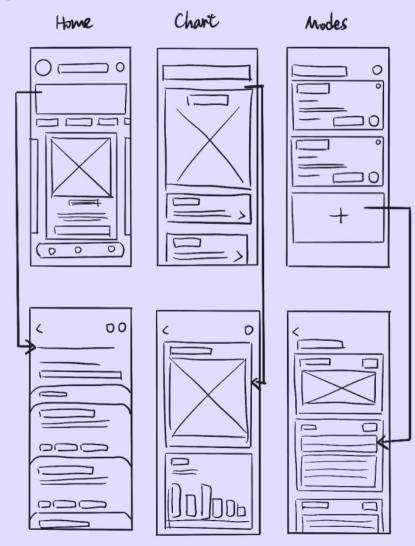
Main function

Mindmap





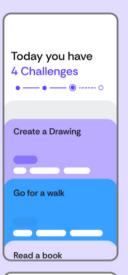
Draft



High Fidelity Prototype













User testing



User 1

Age: 22

Occupation: Student

Hobbies: Video games, basketball

Recommendations:

- Reward mechanisms, such as a physical reward for reaching a goal.
- Fitness mode supports connectivity with wearable devices (e.g. smartwatches).



User 2

Age: 24

Occupation: Student

Hobbies: Video games, Music

Recommendations:

- Would like the calendar sync feature to connect to the My Calendar app.
- Users can invite friends to complete the challenge together.



User 3

Age: 28

Occupation: Visual designer Hobbies: Reading, Yoga

Recommendations:

- Add points and rewards mechanism.
- Add a 'Health Mode' to remind user to take a break or do a simple workout when use phone too much.

key points for future updates

Health Mode

Friend Invitation
Reward Mechanism

Fitness Mode Calendar Sync Connectivity

Outcome

Home

