

Video1:

From the first video, we gained the following insights; specific thoughts on reducing the feeling of being digitally wrapped for adult users over the age of 21 years.

Tracy Ma has said that design requires a combination of multidisciplinary knowledge, from text to images to layout, and that all elements must harmonise in order to form a compelling narrative. This means that when applied to application design, the technical design aspects can be used to reduce screen time by using moving images, paired with simple textual cues to guide the user through the image. As shown below (image 1), the design is simple, the animation is interesting, and the text is coherent.



image1

Ma mentions that experimental, unsymmetrical or imperfect designs tend to inspire curiosity and emotional resonance in users, avoiding a one-size-fits-all traditional style. This is crucial for them. For example (Image 2), different features correspond to different character designs, and favourite characters are obtained by setting points for the length of mobile phone users.



image 2

Ma's design work seeks to maximise the visual and emotional impact of a small number of elements. For example, when facing the user, interface colours can exaggerate contrast to highlight key information, such as special components (Image 3), and use intuitive visual cues to grab the user's attention and guide their actions.



Image 3

Video2:

Through the video, we can know that the cafe through the robot, they help the mobility impaired to participate in the society. This inspired me to focus on the user's life situation when designing apps. The app can set up functional modules based on real-life scenarios, such as 'dining mode', which prompts users to put down their mobile phones for a while and focus on the present moment, and adding a timer page to record the market combined with the time gained from disengaging from digital time in exchange for virtual roles, as mentioned in video1.

Secondly, the video mentions that the goal of the cafe is to enhance human connection through technology, not replace it. In the design, then, users can be encouraged to use offline activities to enhance their relationships through task prompts, such as the 'Family Mobile Phone-Free Dinner Challenge'.

More importantly it was also mentioned that the cafe provides participants with a sense of achievement for completing the task. In the application, this is similar to the previously mentioned accumulation of time spent putting down mobile phones in exchange for virtual characters to get satisfaction and a sense of achievement.