

# THWICE

APP to Get rid of phone anxiety



by HAO ZHANG

# PERSONA

Nancy

Age: 33

Occupation: Product Manager

Location: Shanghai, China

Habits:

Uses her phone 7-9 hours daily for work emails, WeChat, and social media.

Scrolls for an hour before bed, often wasting time on algorithm-recommended content.

Needs:

Reduce unnecessary screen time, focus on personal interests, and improve work-life balance.

Pain Points:

Struggles with constant notifications and blurred boundaries between work and personal life.

Motivation:

Desires healthier habits with reminders to refocus and rewards for achieving goals.



Brooks

Age: 27

Occupation: Freelance Photographer

Location: New York, USA

Habits:

Spends 10+ hours daily on Instagram, TikTok, and photo editing.

Uses his phone for both creative work and social interactions.

Needs:

Reduce social media distractions, focus on creative work, and balance work and entertainment.

Pain Points:

Suffers from “fear of missing out” and frequent interruptions to his focus.

Motivation:

Prefers gamified features and tools to disconnect temporarily while earning rewards.





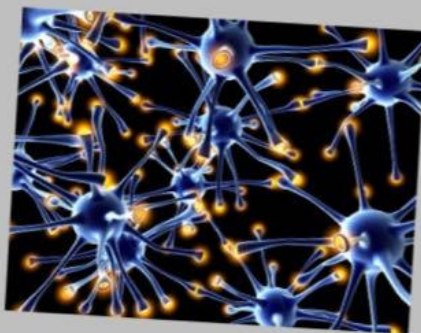
# MINDMAP

Is using phone happy?



No

neural excitation  $\neq$  happy



anxiety about unfinished tasks



vicious spiral

relieve anxiety with phone



self-hatred

eliminate color



aim to gain time

phone are not that fun.

use phone purposefully



most of content in apps is digital junk, 80%

reduce

reduce

Screen size



visual stimulation

set application lock



Yes





# PACT ANALYSIS

## 1. People

Age Range: 21 years and above

Personas:

Nancy: A busy professional seeking to reduce the interference of mobile devices in her work and personal life, improve time management, and focus on health.

Brooks: A freelancer and heavy social media user who wants to focus on creative work and avoid wasting time on unproductive mobile usage.

User Characteristics:

High familiarity with technology and strong dependence on smartphones. Value efficiency and gamification, preferring simple and intuitive functionalities.

Nancy focuses more on health and work-life balance, while Brooks prioritizes creativity and social connections.

## USER FLOW



## 2. Activities

Nancy: Frequent work-related activities like responding to emails, managing tasks, and checking notifications.

Brooks: Entertainment and social activities such as browsing social media, editing photos, and interacting with followers.

Problems and Needs:

Nancy:

Overwhelmed by excessive notifications disrupting work.

Lacks a clear mechanism for controlling screen time.

Seeks reminders and tools to encourage efficient time management.

Brooks:

Wastes time on algorithm-recommended content.

Finds entertainment features distracting during creative work.

Needs help distinguishing between work and leisure phone usage.

Desired Changes:



# PACT ANALYSIS

## 3. Contexts

Usage Scenarios:

Nancy:

Work Hours: Needs to improve focus and avoid distractions.

Daily Life: Reduce unnecessary screen time to focus on personal interests and family.

Brooks:

Creative Work: Needs to minimize social media interruptions.

Alone or Waiting: Seeks alternative activities to screen time, like reading or meditation.

Influencing Factors:

Environment: Office, home, or on the go.

Time Pressure: Nancy experiences tight schedules during workdays, while

Brooks needs extended periods of concentration for creative work.

Psychological State: Dependence on smartphones (FOMO) and anxiety from overuse.

## 4. Technologies

Devices: Smartphones (iPhone/Android) equipped with notification management and screen time tracking features.

Potential integration with wearable devices like smartwatches.

Technical Requirements:

User Interface: Simple, intuitive, and suitable for frequent interaction.

Core Features:

Screen time tracking and data visualization.

Time restriction and notification reminders (based on specific periods or app categories).

Non-screen interaction suggestions (e.g., sound or vibration alerts).

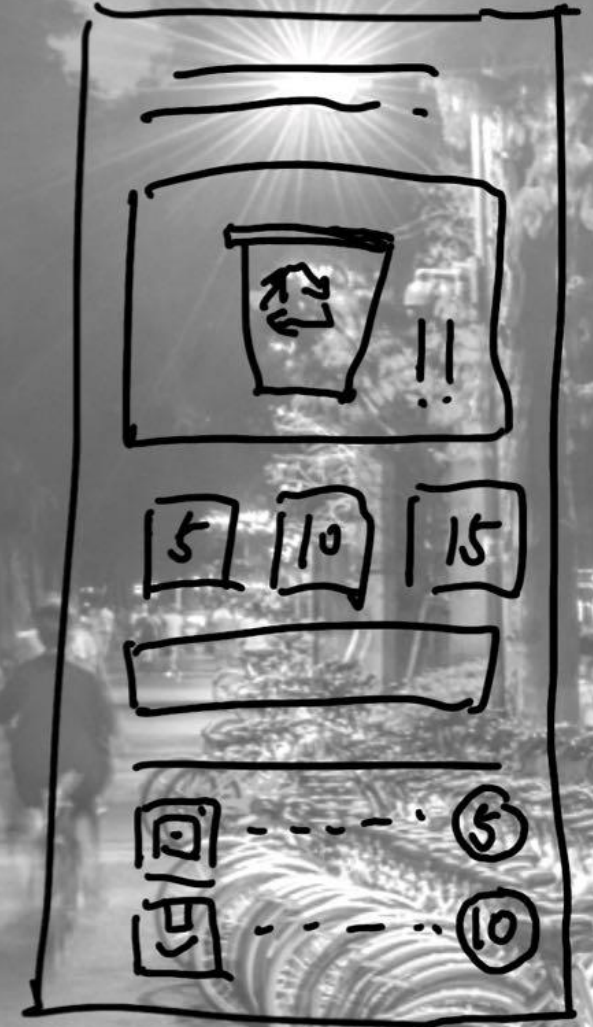
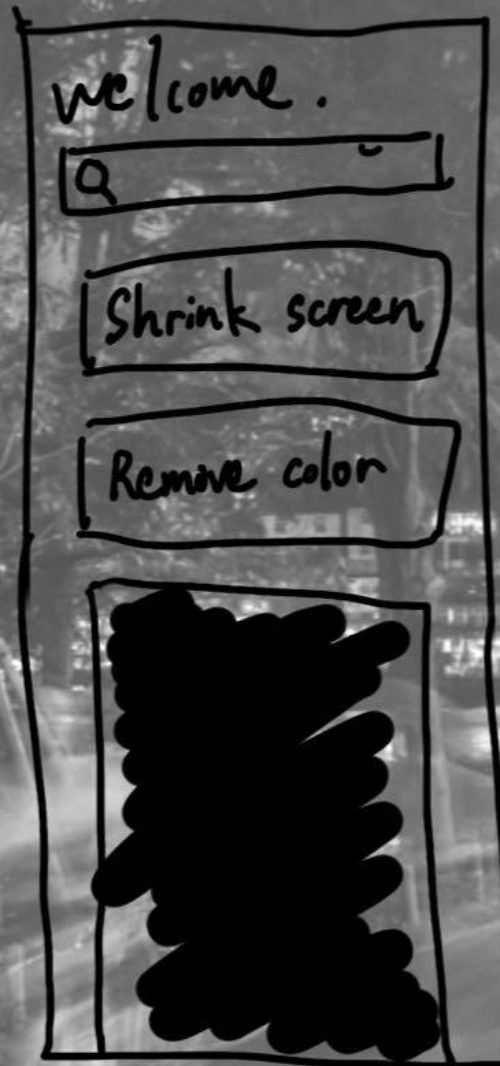
Innovations:

Use AI to distinguish between productive and unproductive usage patterns.

Offer personalized time management recommendations.

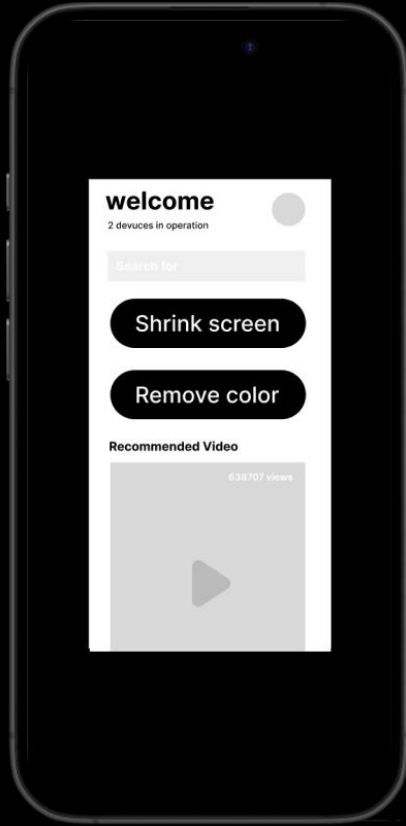
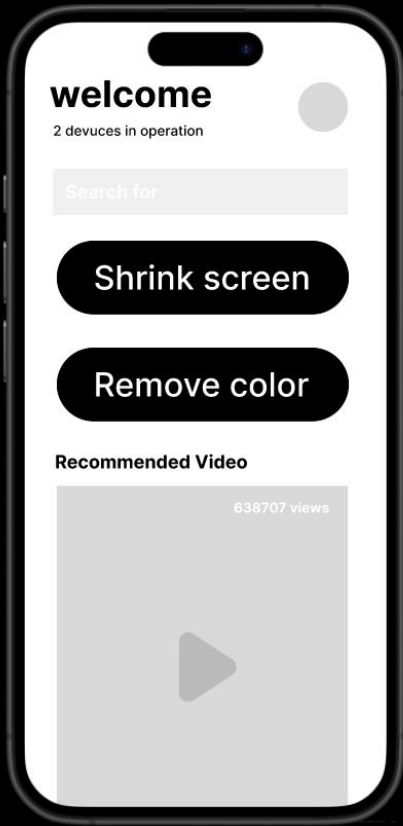
Ensure compatibility with existing health and productivity apps.

# SKETCHING





# MID-fidelity UI design



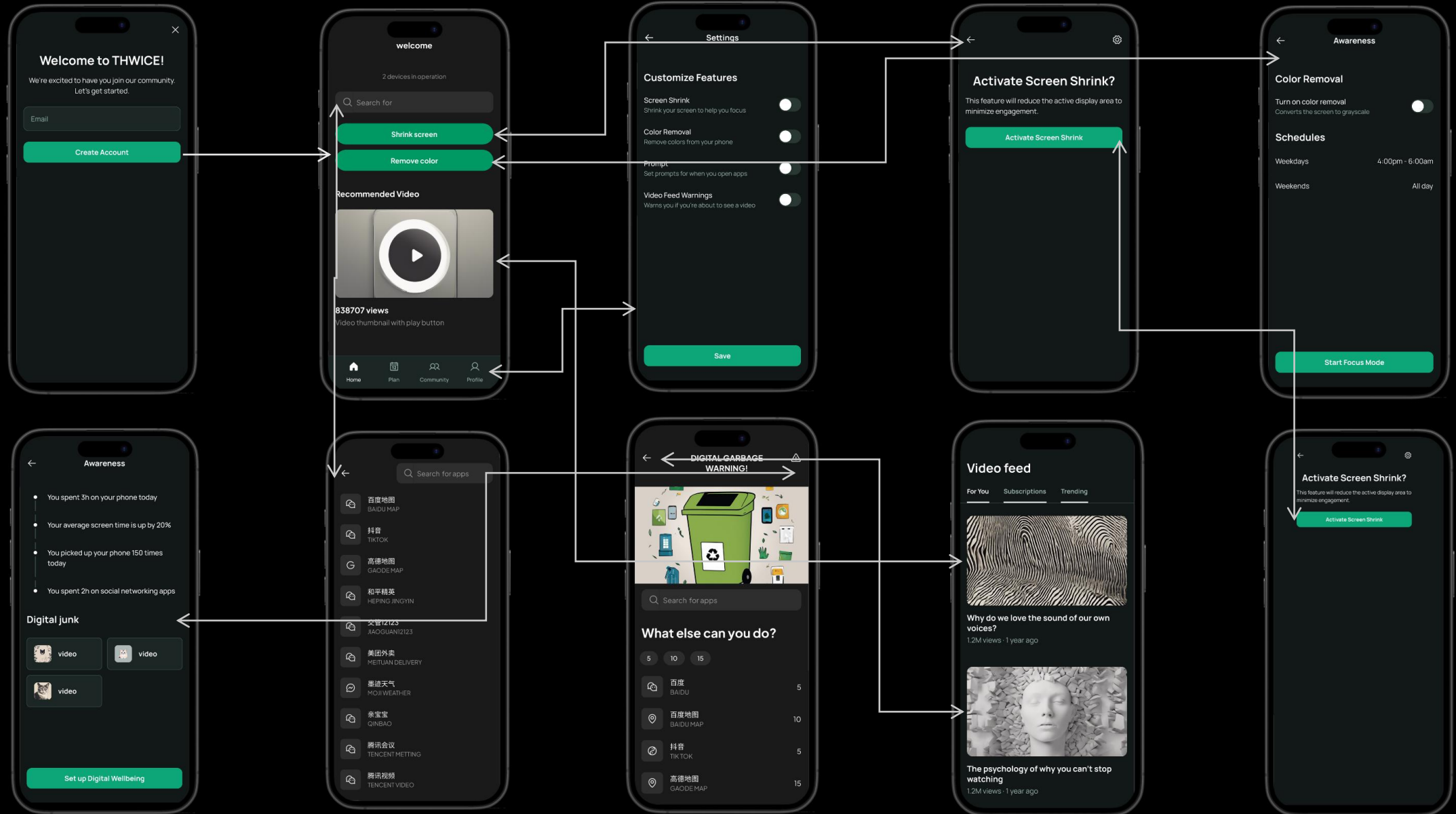
CLICK TO SHRUNK    CLICK TO REMOVE COLOR

TWO QUESTION WHEN SETTING THE APP LOCK

CLICK RECOMMEND VIDEO GET WARINING

ALLOCATE THE APP LOCK TIME RANGE

# Page Flow Display







**THANK YOU**