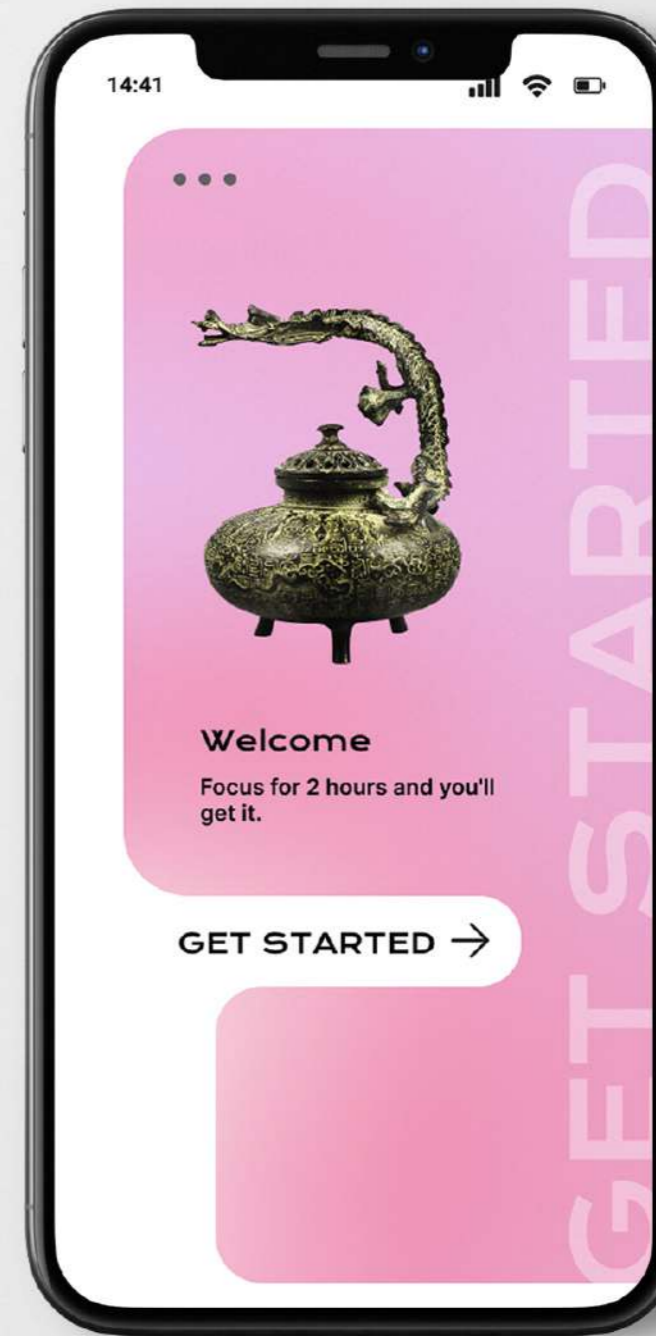
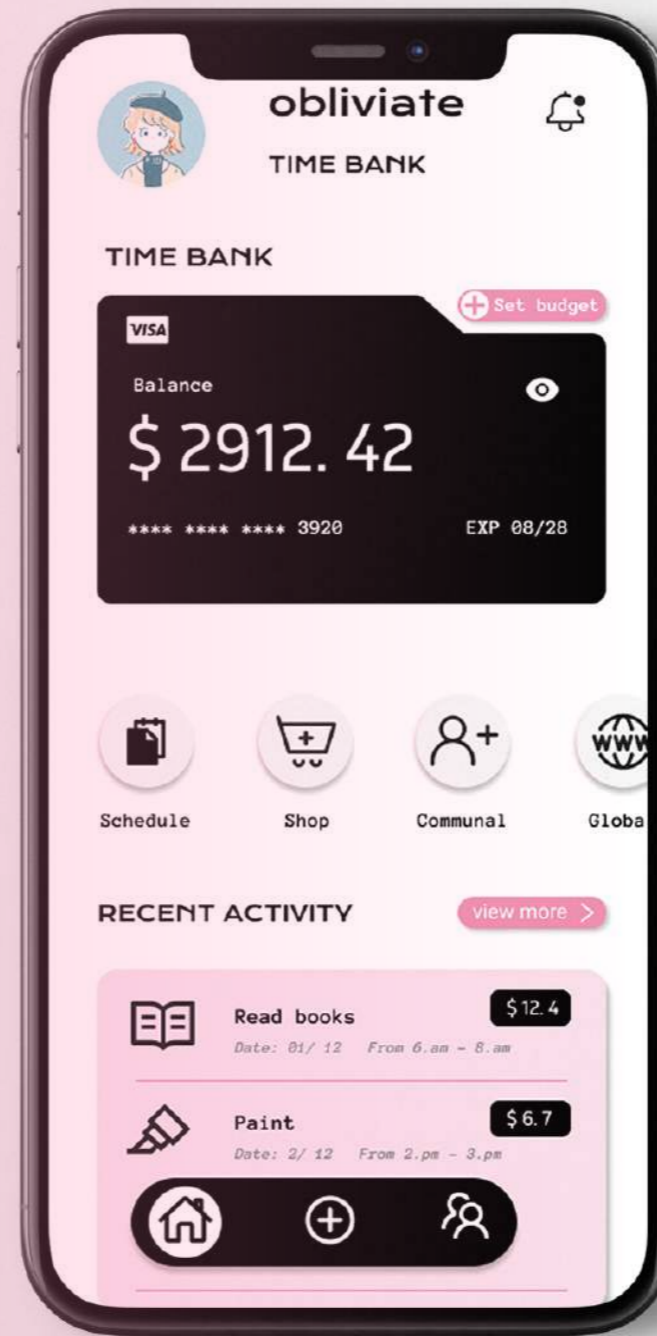


FOCUS - MUSEUM

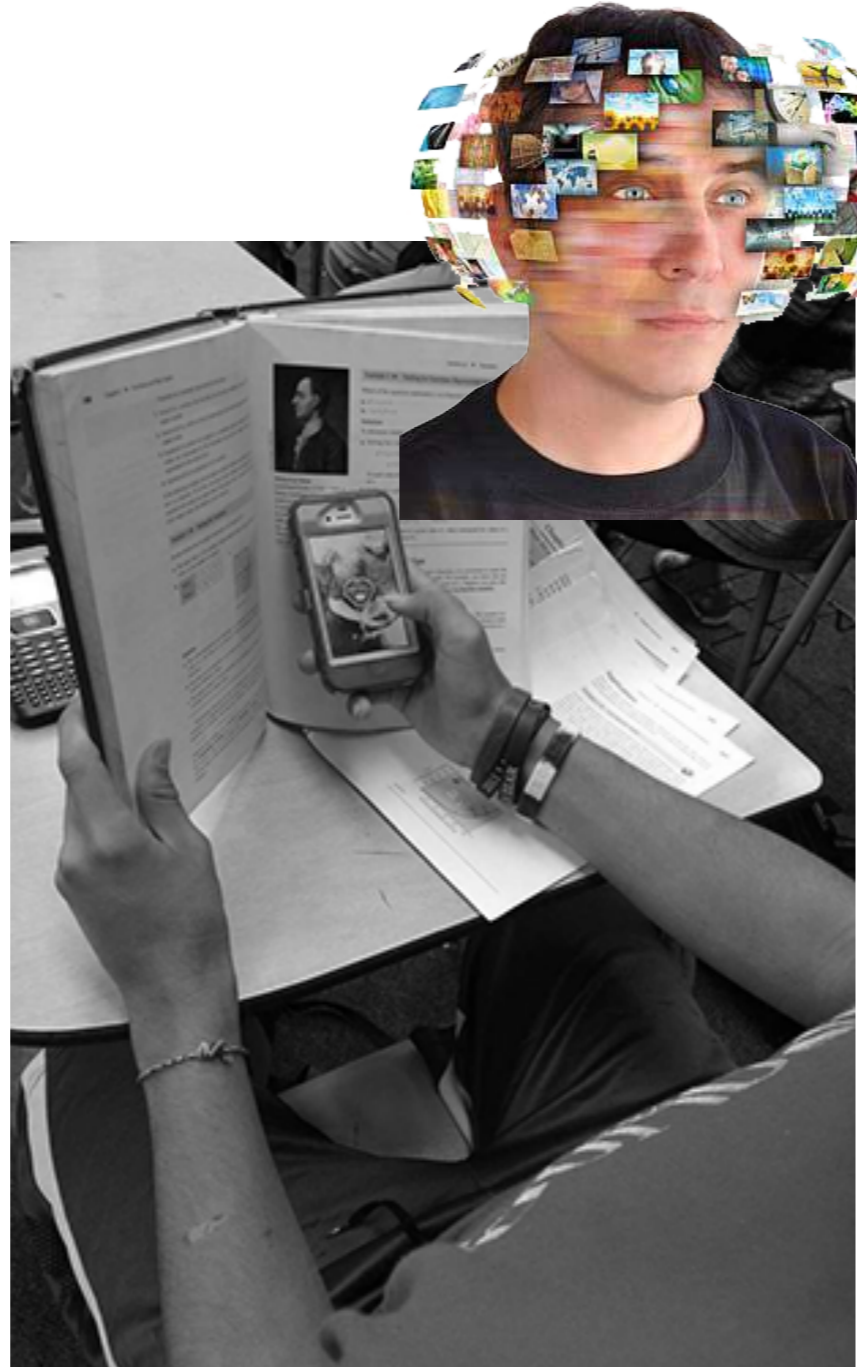
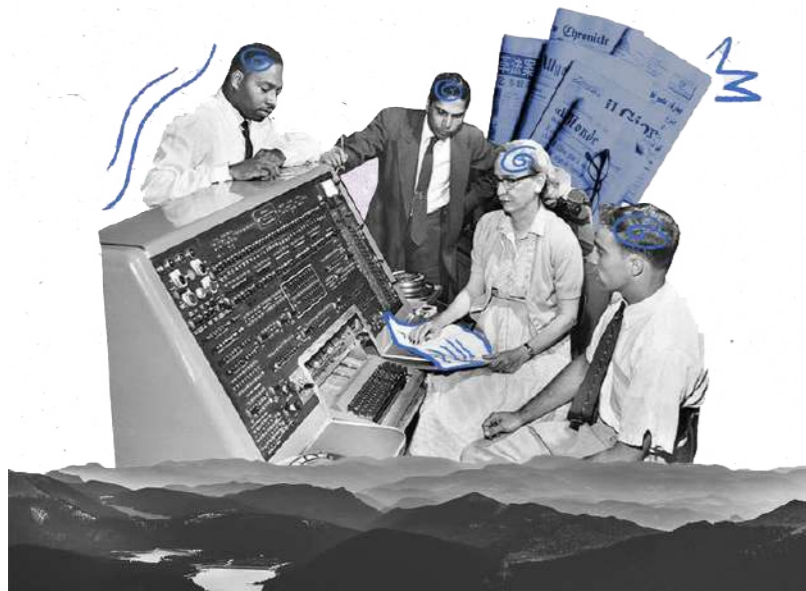
For Teenagers

I'm engaging young people to focus on their lives in an innovative way: they can earn time currency by locking their phones and focusing on accomplishing other things, which in turn can be exchanged for digital artefacts to create their own virtual museum. This design caters to the keen interest of today's youth in collecting, whether it's stamps or photographs, digital artefacts will be their new target.



INSPIRATION

With the advancement of technology, the rise of short videos has fragmented people's time. Especially for teenagers, over-reliance on cell phones can cause young people to be lazy and unmotivated



BACKGROUND

I found some data in my research while realizing that there are benefits and drawbacks to cell phone use

The average Chinese person uses the Internet for 5 h

helps people to broaden horizons

In 2023, the world will use smartphones for about 4 hours

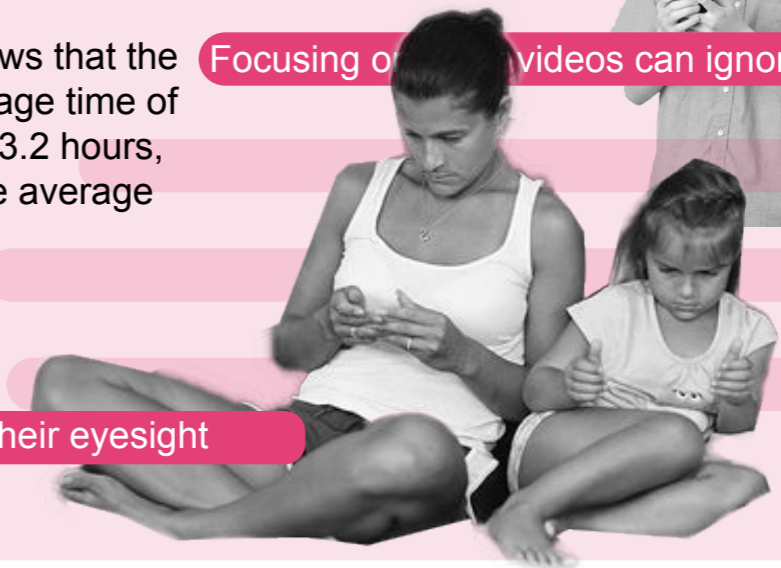
Easier to contact others

43% of respondents reported symptoms of whiplash

Data from March 2023 shows that the monthly per capita APP usage time of post-00s users reached 173.2 hours, significantly higher than the average level of the whole network

Focusing on videos can ignore those around you

damage their eyesight



RESEARCH

Disadvantage

- Vision Loss
- Sleep disorders
- Cervical spine problems
- Time Wasting

Advantage

- Access to Information
- Social Connections
- Entertainment
- Enhancement of efficiency

The use of cell phones has both benefits and drawbacks, the key lies in how they are used and guided

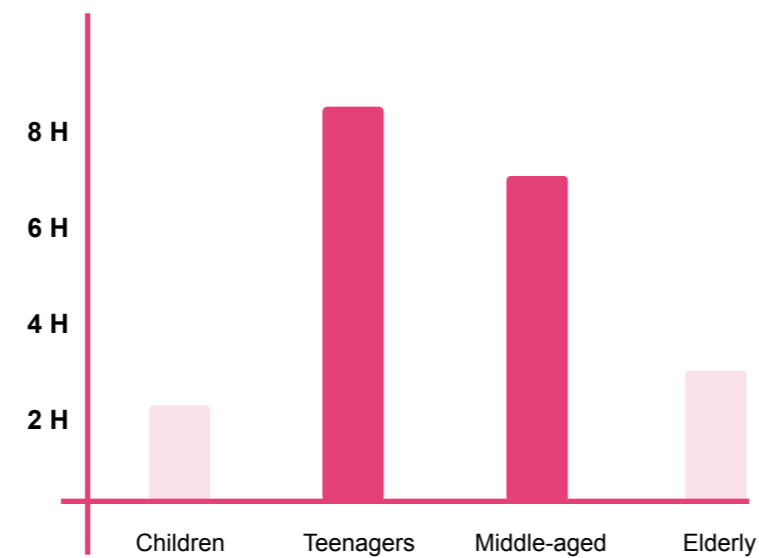
47% said they would feel panic or anxiety if their battery fell below 20%

88.6% of Americans admit they check their phone within 10 minutes of waking up

The data highlights that **Asian** countries have the highest rates of smart-phone addiction.

75.3% admit they use their phone even in the bathroom

Average daily phone usage by age groups



Studies show that teens and middle-aged adults spend the most time using cell phones daily. Young people have less self-control, and addiction to cell phones can also have negative consequences

INTERVIEW

I don't use my cell phone much, basically I just talk to my friends on the phone and watch short videos when I'm not doing anything, but my grandchildren love to watch it and watch it for a while before they go to bed

I don't know how to use a cell phone, it's my daughter who helped me install a few apps so I can play mahjong during the week

I often had planned to open my phone to look up information, but I end up opening tiktok out of habit and become addicted to short videos



I don't think cell phones are all bad I guess, the biggest problem is that people don't have the self-control to control the amount of time they spend playing with them. Cell phones can be convenient for people in many times

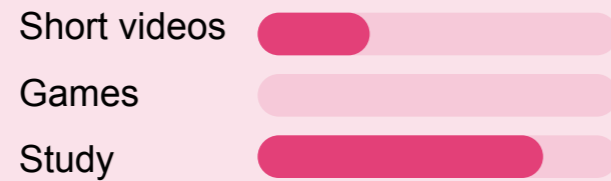
My mom only lets me play games for an hour a day, but for the holidays I can go to my grandparents and play games on their phones. I use my cell phone basically to play games

USER PROFILE

Teenagers have poor self-control and are more addicted to cell phones, so I chose teenagers as the users of my program in order to help young people to be able to control the time they spend playing cell phones

Jake

AGE: 14
GENDER: M

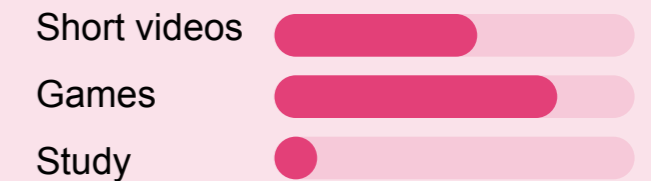


Uses his cell phone more than 8 hours/day, with about 50% of that time spent on entertainment
Cell phone is his main tool for **getting information** and **completing tasks** (e.g., scheduling, online learning).
Has some interest in learning management tools, but tends to **give up halfway**.



Sophia

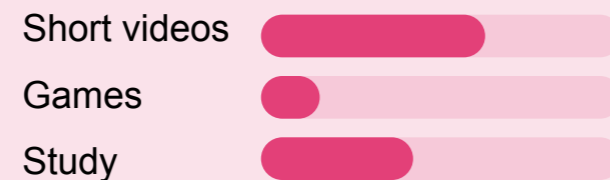
AGE: 19
GENDER: F



Often stay up late at night **playing games**, resulting in poor concentration in class during the day.
Enthusiastic about **short-term reward** mechanisms, such as quickly moving up the rankings or getting virtual rewards.

Emma

AGE: 14
GENDER: F



Often spend a lot of time on cell phones without realizing it. Parents constantly **remind** to put down the cell phone, feel annoyed but no improvement. Wish to reduce the time spent on cell phone, but **don't want to lose the social connection** with friends.



Lucy

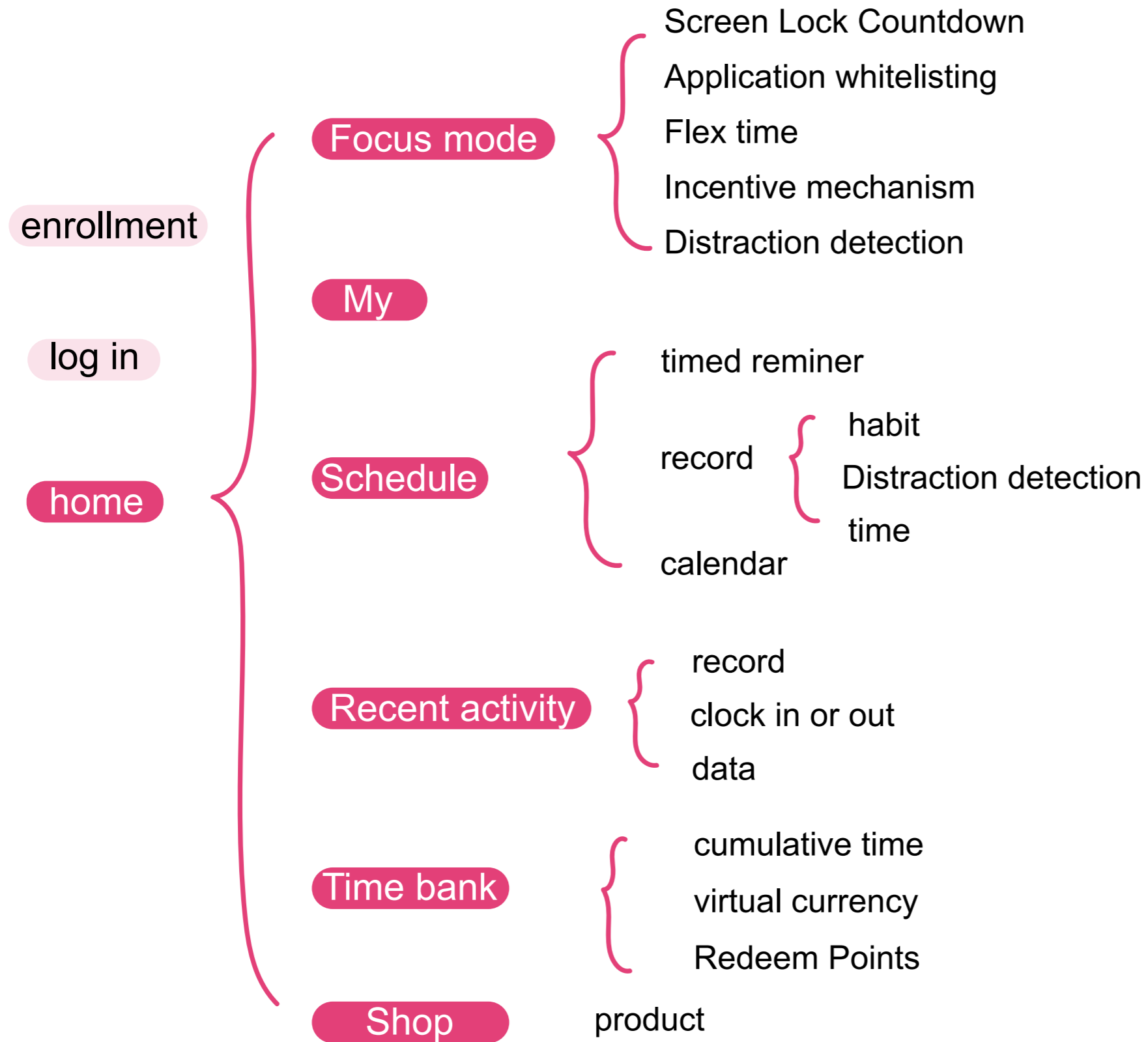
AGE: 17
GENDER: F



I want to reduce the time spent on my cell phone for entertainment and increase the time spent on studying.
Desire for a tool that combines "**efficiency**" and "**entertainment**" at the same time.
Don't like mandatory interventions and prefer more **freedom in reminders**.



INFORMATION STRUCTURE



DESIGN POINT

1. Create your museum
2. Collection of electronic artefacts
3. How to get it

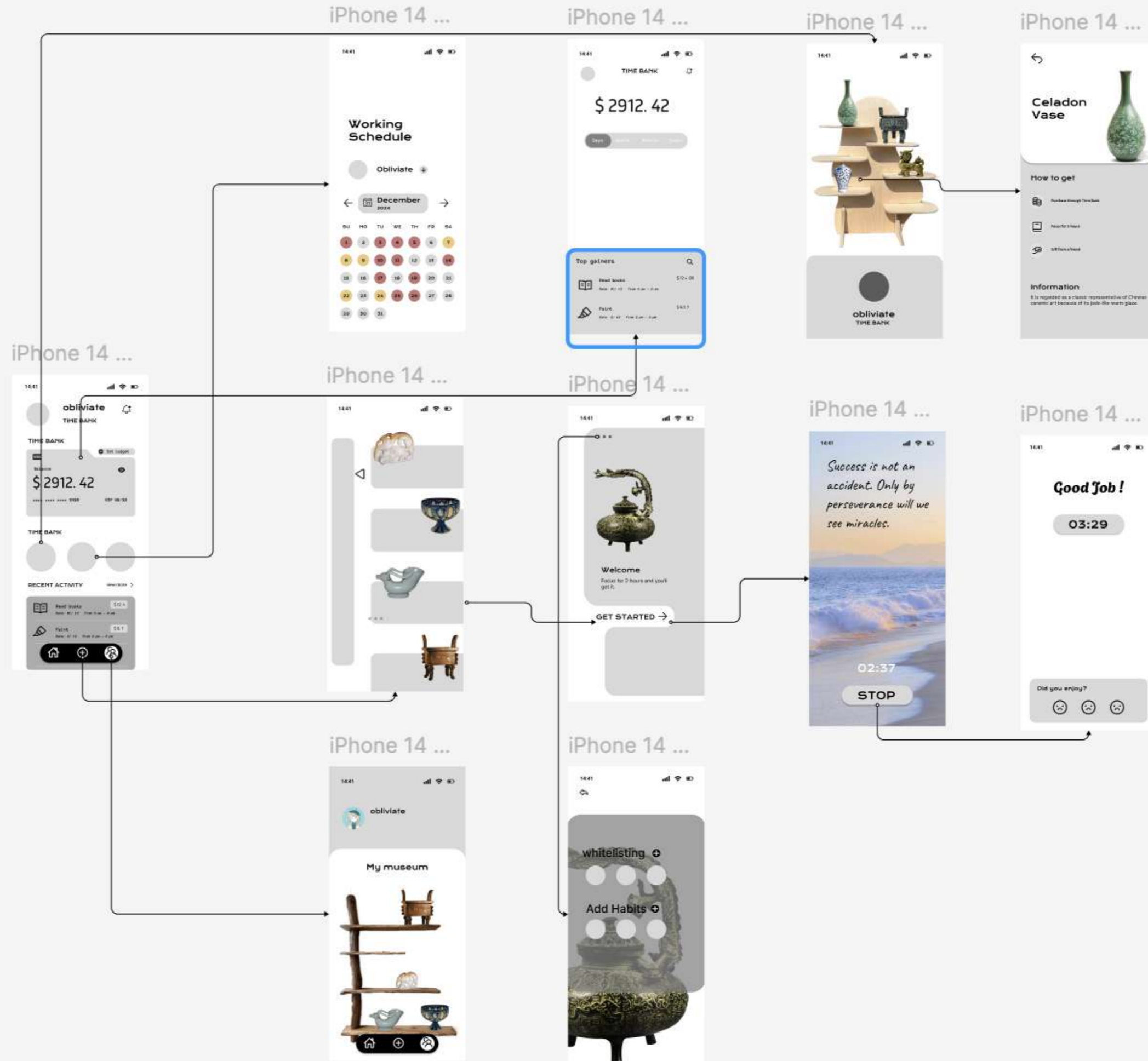
TIME BANK

Earn currency by locking your phone, then you can use the e-currency to buy the artefacts you want!

FOCUS MODE

Choose your favourite artifact and start the crafting journey. During the process of focused crafting, you need to put down your mobile phone and stick to the end of the time to get your own artefacts

WIREFRAME

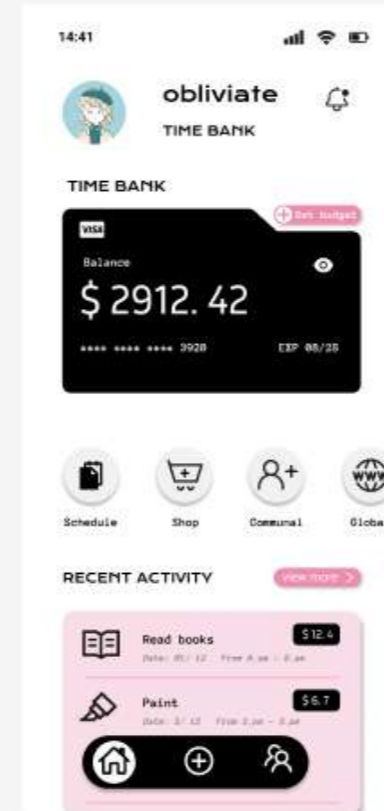


HIGH FIDELITY PROTOTYPE

- predominant
- predominant
- accent colour

Stylish pink as the main colour is not only on-trend, but also better at catching their attention, thus making concentration fun and rewarding!

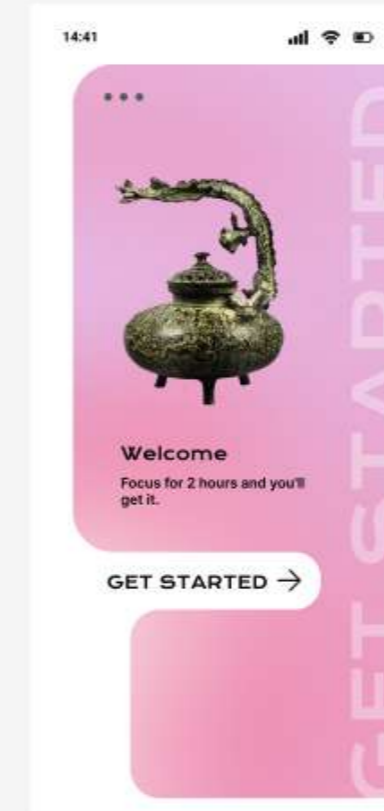
iPhone 14 & 15 Pr...



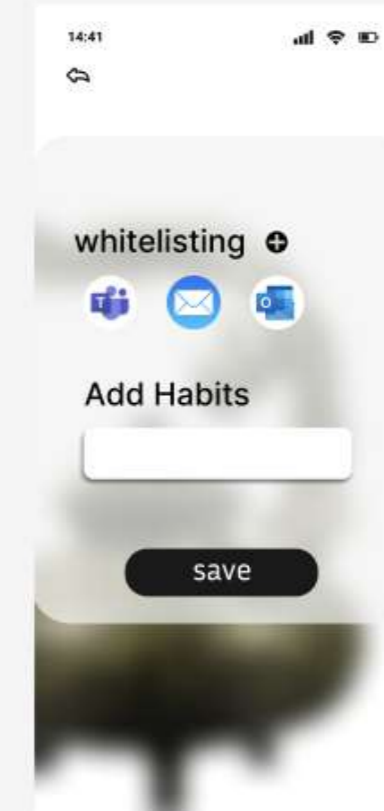
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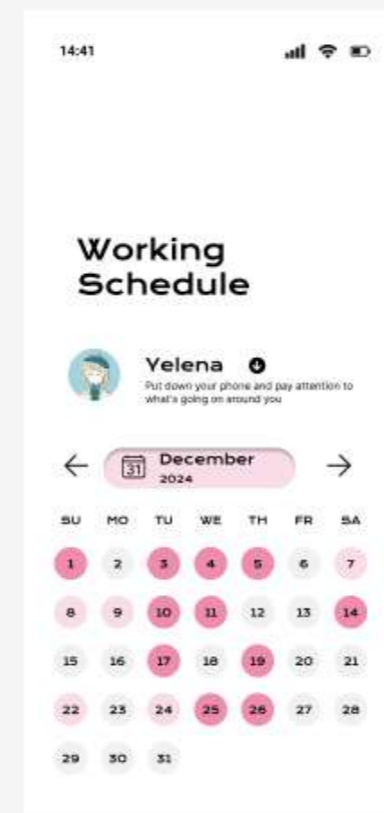
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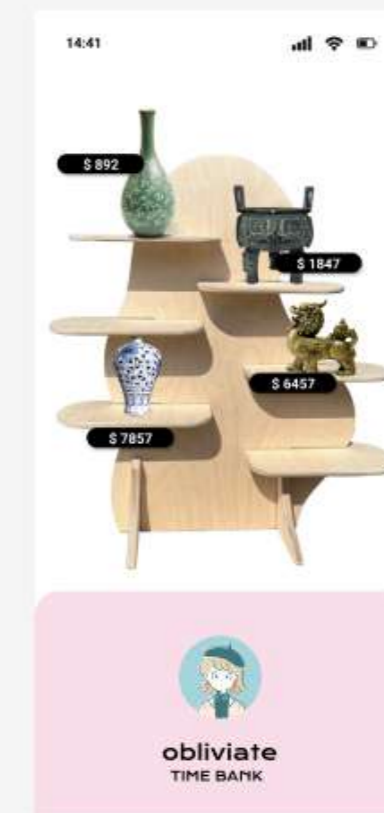
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DISPLAY

