

Perfect Timing

The Impastas

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Andrew Emrazian - Testing
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Problem

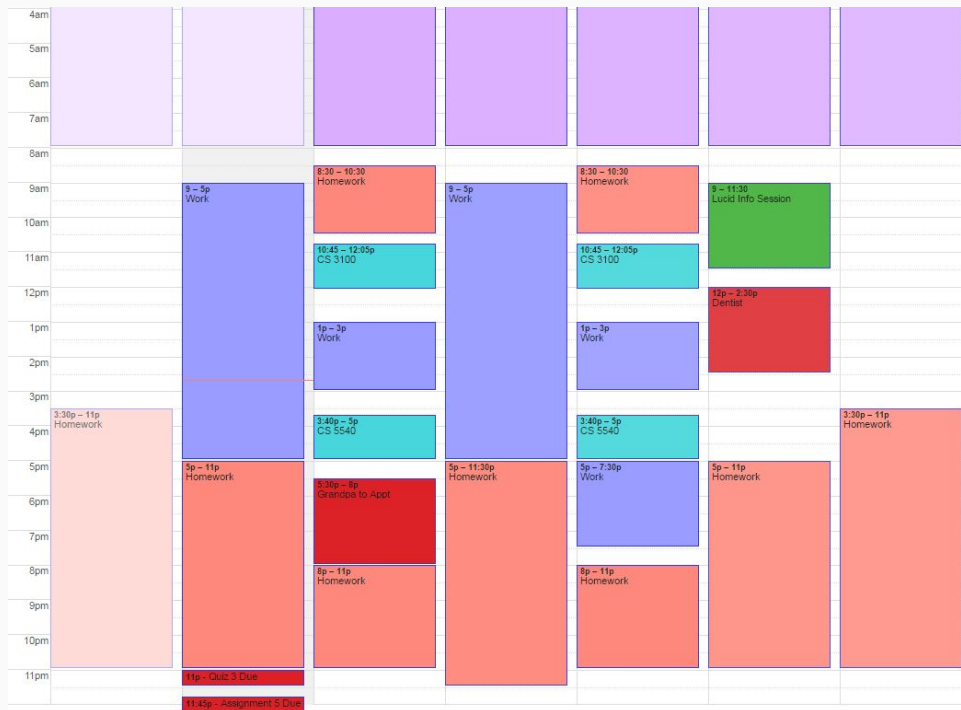
- Honest attempts at scheduling continue to fail
- Existing solutions rely on already being good at time management
- Difficult to gauge time allotment
- Time consuming

Contextual Inquiries

- Students most affected since they only have partial control of their schedule
- Participants not wandering off task as much as speculated

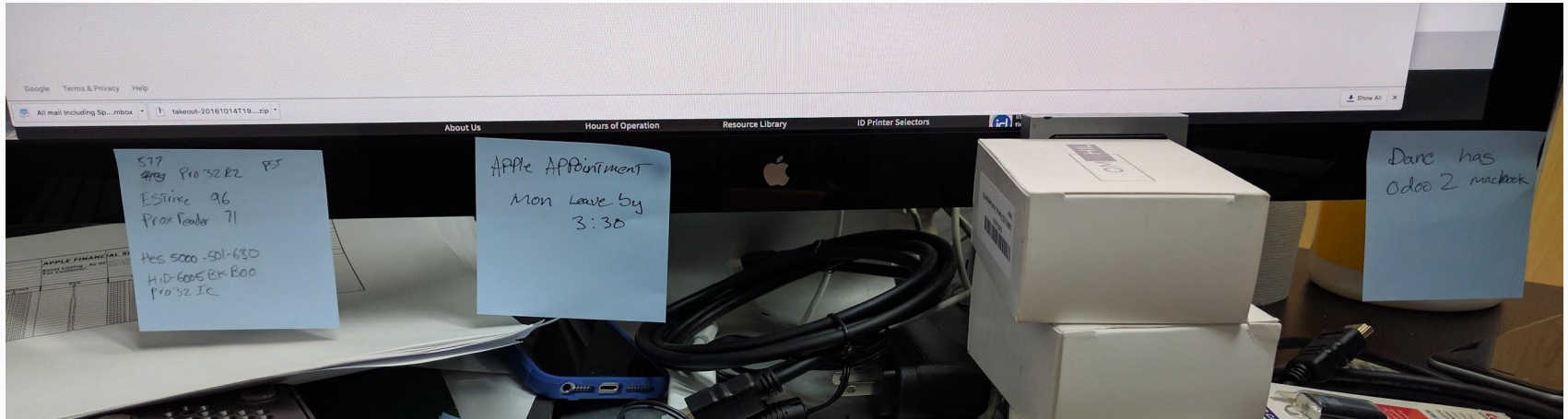
- Tools

- Google calendars
- Phone alarms
- Sticky notes



Contextual Inquiries

- Participants always had some sort of list
- List was inherently prioritized
- Just say NO to manual data entry



Tasks

- Setting the priority for an event (easy)
- Transition between tasks effectively (easy)
- Staying on task (medium)
- Quickly plan a schedule from a to do list (medium)
- Accurately track the time spent on a task (hard)
- Determine the time to allot for a task (hard)



Design 1: Outsourcing data

1

University of Utah
00123 456

CLASS 1
: ~~~~~

CLASS 2
: ~~~~~

Jane.Doe@gmail.com
Work
Gym

November

2

CLASS 1
assignment #

Stats Across Offerings	
min	~~~~~
Average	~~~~~
max	~~~~~

Stats for This Course	
min	~~~~~
Average	~~~~~
max	~~~~~

Stats for This Assignment	
min	~~~~~
Average	~~~~~
max	~~~~~

Priority	
% of grade	: 10 %
Assignment is	<input type="button" value="Change"/>
What priority do you consider this assignment	<input type="button" value=""/>

Recommendations	
X hours	
Y hours on [day 1], [day 2]	
Priority assigned	: medium

3

Reminder
CLASS 1 Assignment #
at 3:00 PM

Monday Nov 8

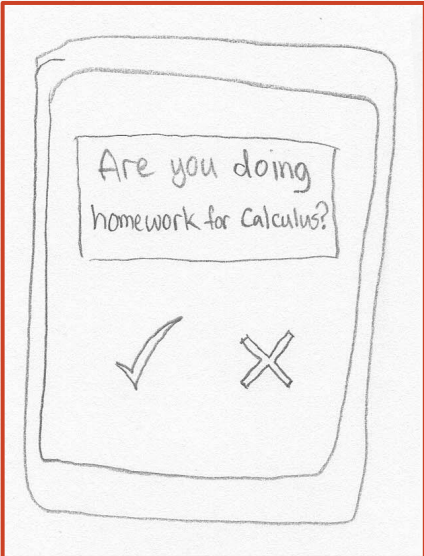
- ~~~~~
- ~~~~~
- CLASS 1 Assignment #

Details: 3-5 PM

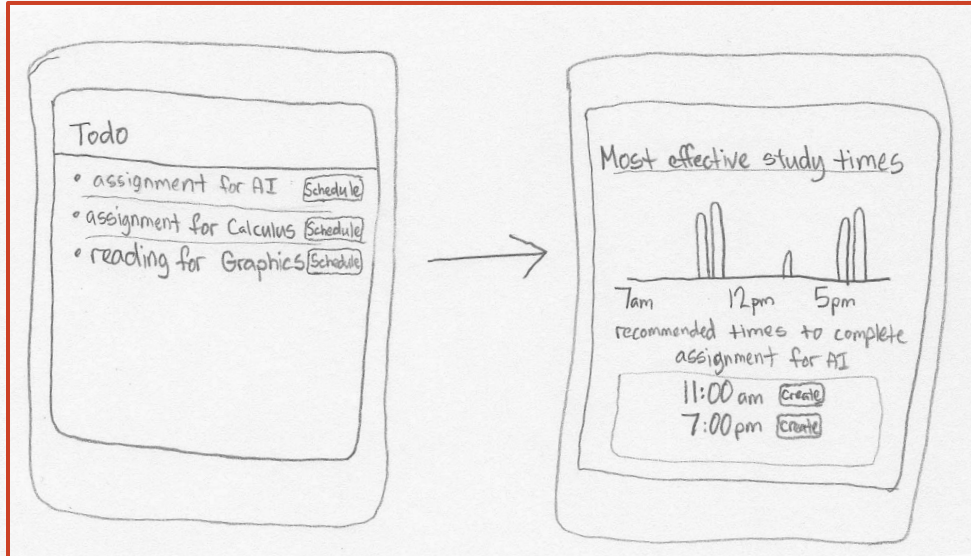
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Design 2: Personal analytics

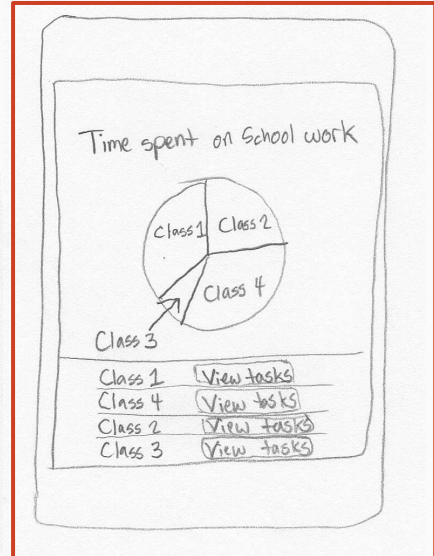
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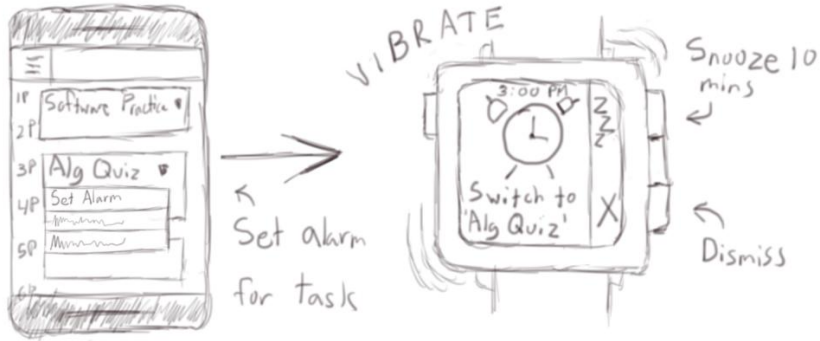


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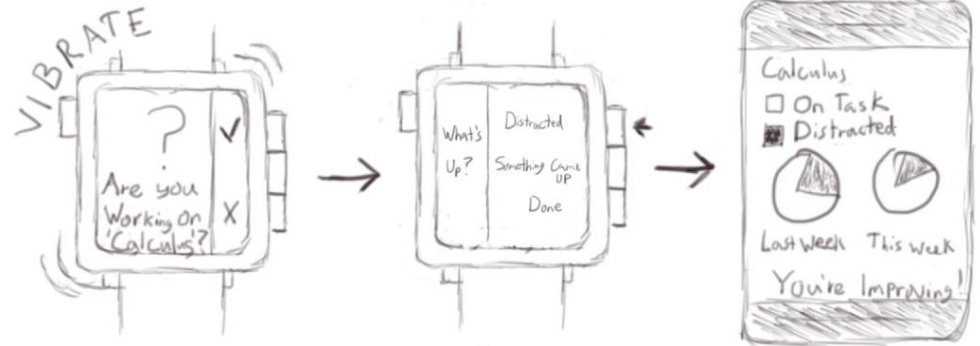


Design 3: The smartwatch pairing

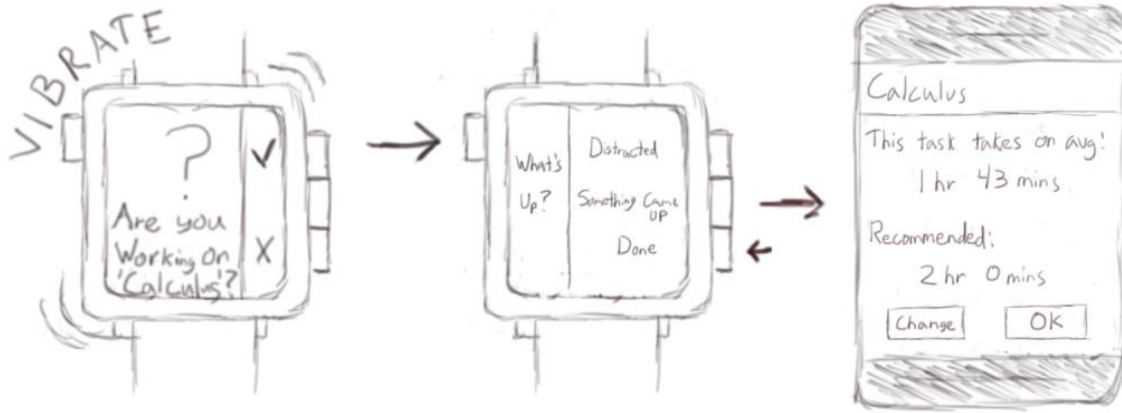
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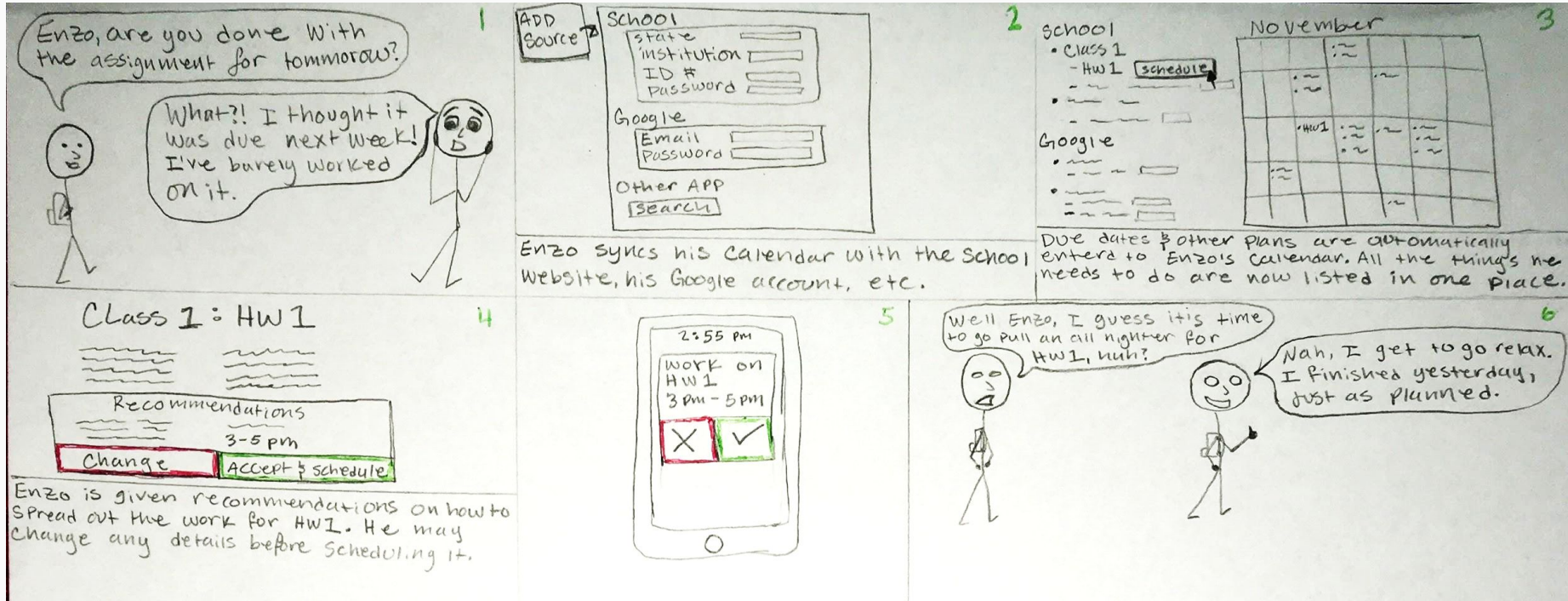
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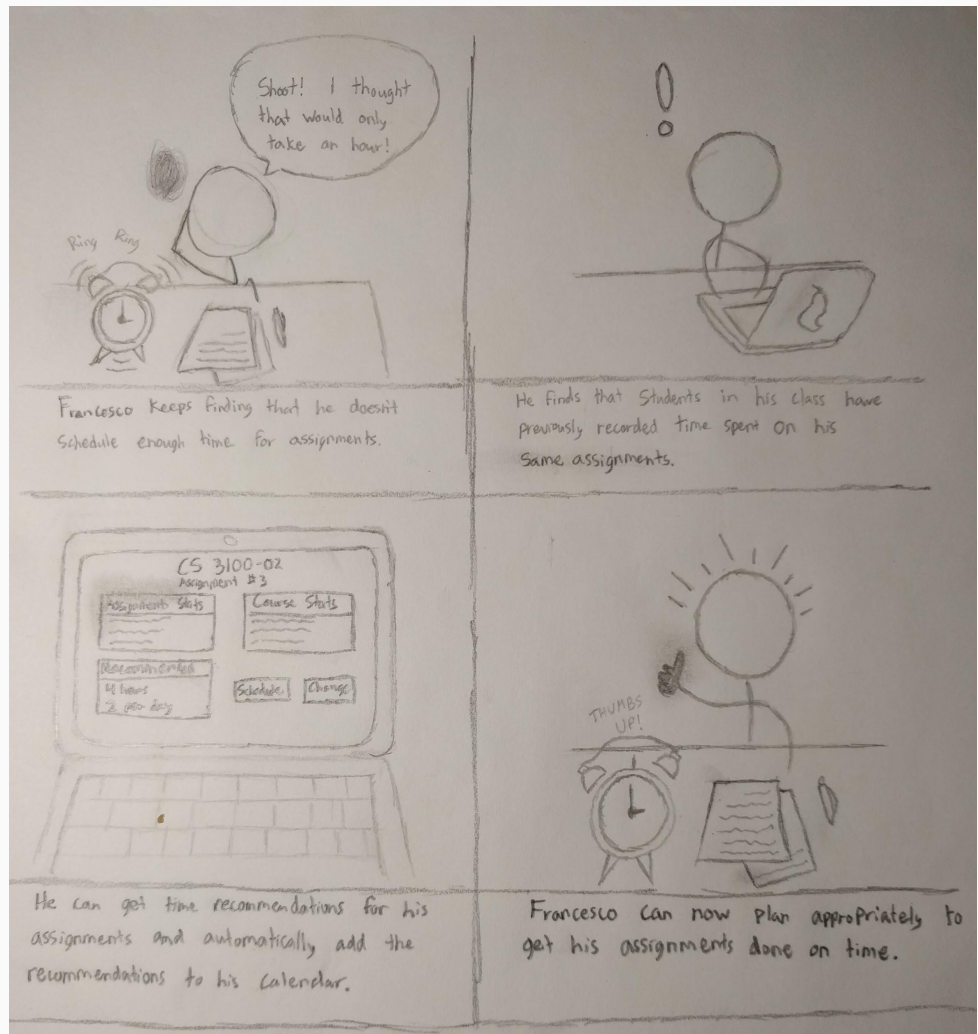
Selected design: Design 1

- Top two problems addressed
 - Manual data entry
 - Figuring out how much time to schedule for something
- Tasks covered
 - Quickly make a schedule from a list
 - Determine time to allot for an event
- Students can be motivated to provide data

Storyboard 1 : Quickly make a schedule from a list



Storyboard 2: Determine time to allot for a task



Summary

- Fail early and fail often
- Consider very different designs
- Understand the reasons for the user's actions
- Solutions need to be quick to use with minimal data entry
- Common prioritized to-do list