

Timer User Testing Feedback

From Kemi Ukadike

1. Biggest distraction is her family and playing with her phone (social media: Instagram, FB)
2. Swiping to switch mode is not intuitive enough → add navigation button
3. Home: task list should be shown without any click
4. A bit weird to track time at home
5. Not enough fun

From Su Hyun Kim

1. Change hamburger menu to setting, and put it on top right or bottom
2. GMAT tag looks like clickable button, change “WORK” to “GMAT” and remove the light blue background
3. TASK → Specific task like Wireframe Design and add cursor
4. Check your progress by Date
5. Legend of what the color means, and change red to gray

From Yuantao Ye

1. Blocklist feature useful
2. Make Cancel more complicated like a small quiz
3. Home multitask making less sense
4. multi-timer is useful (iPhone timer can only set one timer at one time)
5. How much time you spent on playing or housework is less important and users do not need to set the timer to play/ do housework; only how much time on study is important and it is necessary to turn on this App when study, so report only need to show study time
6. Play also has block feature. Like set 20 minutes play and after 20 minutes the Apps in blacklist will be blocked. Sometimes people want to watch youtube videos for 20 minutes and cannot stop watching after 20 min. So the App can set youtube blocked after 20 min to stop you from continuing watching. But when to unblock???

From Leon Lee

1. Report by date 140 min/ 100 min confusing, don't know it means total time or study time
2. You can also study during housework time, like laundry and drying machine, you don't need to be physical there to wait.
3. Would be helpful if can take efficiency into consideration as well

From Renee Wang

Distraction: Mobile games

Understood what different colours on report page by date mean, but got confused with the red colour on report by task page

1. Reminder to play after 45 minutes to have a rest

2. "I am heavy-procrastinated so not useful to me, but should be useful to average procrastination"
3. Not entertaining enough. Maybe like "Forest", or have a small person studying together with you and when you want to play with your phone, it says "You really wanna give up me?"
4. Self-explanatory enough
5. Home-multitasking useful
6. Block after play timer ends would be useful