

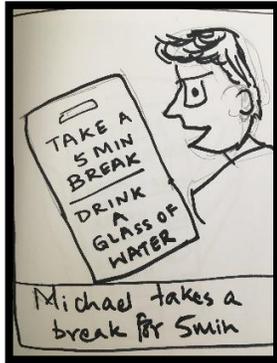
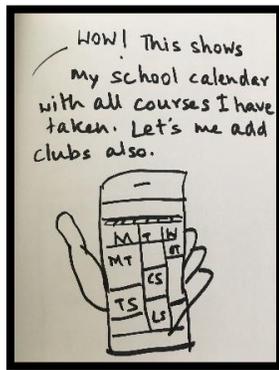
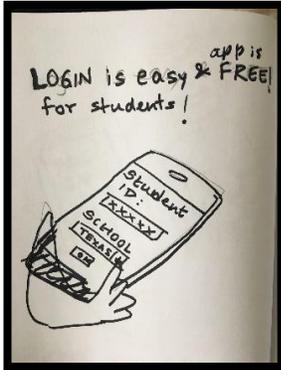
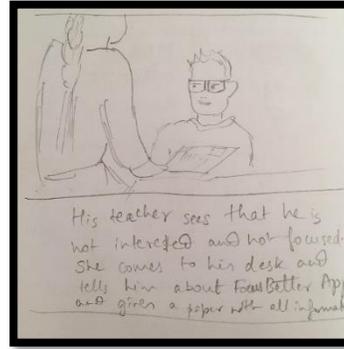
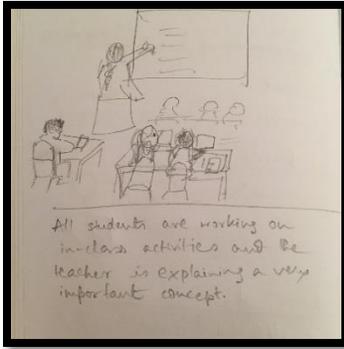
Primary Task: Doing a 2-hour long homework assignment like Reading articles for a research project. For this task, the student will allocate 2 hrs. and start the timer, take breaks, resume work and end the reading, then get a reward for reaching goal. This task should be done undistracted.

Scenario: Michael is sitting alone and is looking down and completely disinterested in what his teacher is teaching in the class. All students have come prepared to this class which has a requirement for certain readings before coming to class. The whole class is engaged in the in-class activity and having fun doing it, except for Michael. While all are busy working on the activity, the teacher comes to Michael's desk and starts talking to him. She finds that Michael has never been on time for any of his assignments and was lagging back in the readings so was not able to keep up with anything taught by her. She quickly pulls out information about an app called FocusBetter which is free for undergraduate students and has helped many students to be productive and get better grades.

I have assumed this scenario as the starting setting for all the 3 versions of my storyboards. The versions will differ in features to accomplish the above-mentioned task.

Version 1:

STORYBOARD TITLE: How to make completion of a 2-hr. long homework assignment of Reading articles, easier and fun to do again?



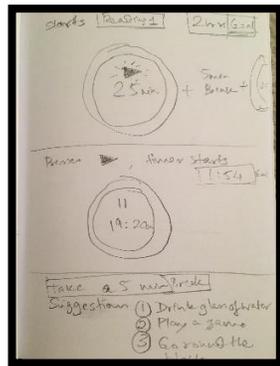
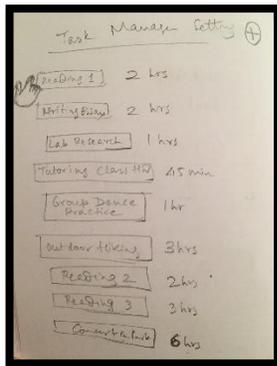
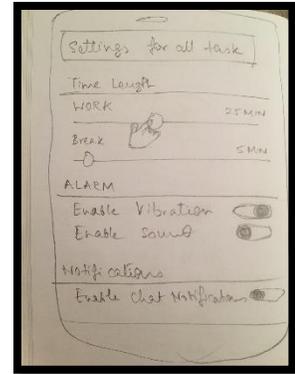
Michael downloads the app and Signs up using his Student ID. Based on the school's current semester he can see the whole planner downloaded. This makes it easier to mark blocks of time for individual study to finish assignments and prepare for exams without feeling overwhelmed.

Michael uses the app settings which allows him to choose chunks of times of work with intermittent breaks. He can choose sound, vibrate and chat notifications to be enabled or disabled. This app allows user to disable chat notifications to show on the smart phone (and smartwatch).

Michael set's the task such that he can work for 25 min, take a break of 5 min, then go to the next 25 min work and continue in this pattern for all tasks. For a 2-hr. assignment, he will go through 4 rounds of this pattern. We are using Pomodoro activity timer concept here.

Then Michael is given a To-Do list style Tasks adding feature to add all tasks like Reading Articles, Writing Essay, Doing Lab work etc.

He sets all tasks for 1 whole month. This can be **tedious** but if one sets out to do it at one time and never have to look at it again, it can save a lot of hassle.



App suggests constructive breaks to rejuvenate mind. This helps students to get a fresh start for the next timed interval and helps one focused on the goal of completing the 2hour assignment. For example, chug a glass of water OR Go around a block and comeback OR Put your clothes for laundry OR Clean your apartment etc. are some Break suggestions that the app will offer.

Michael starts the timer of 25 min, finishes 25 min worth of work, then chooses to drink a glass of water as Break, takes the break and starts the next 25 min timer, this way he goes through all 4 rounds and earns 1 Free game to play on his app. He loves this app and would never feel bored to do a similar 2 hr. long assignment ever again.

Version 2:

STORYBOARD TITLE: How to make completion of a 2-hr. long homework assignment of Reading articles, easier and fun to do again?

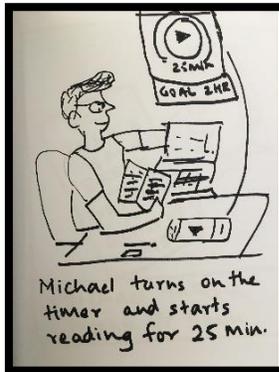
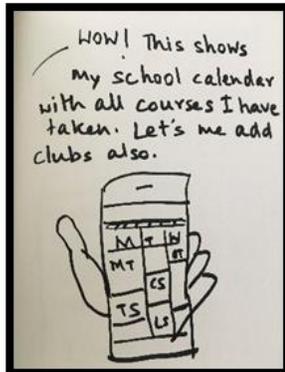
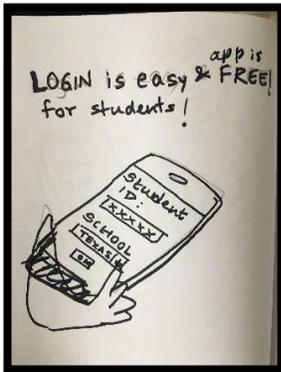


This version allows to make setting tasks easier to manage and motivating to complete.

1. Over time mode kicks in when Michael does not finish any small interval session of his Reading work of 25 min. The alarm starts to ring and counting the extra time he is taking.

Michael completes all 4 rounds and get Achieved rank with 2:15 min as overall time to accomplish his task. He is motivated to try the app again next week.

2. Next week, Michael sets out to create a task for Reading again, Task Manager presents him with the timing information from last time. The app helps him in taking steps to accomplish and be an achiever.



Version 3:

STORYBOARD TITLE: How to make completion of a 2-hr. long homework assignment of Reading articles, easier and fun to do again?

This version Michael gets distracted and takes more than the time he required to finish the task. He gets 50 Negative points but still achieves a rank of Achievement. He is motivated to do the Reading again.

