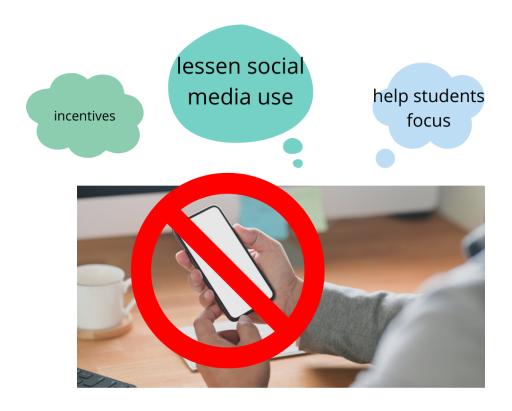
- **Project Team**: Social Media Addicts Anonymous- Jessie Bart, Josie Light, Claire O'Brien, Austin White
- What I Did: I acted as the team manager, scheduling meetings, facilitating brainstorming, submitting deliverables, and communicating during a virtual semester. The group ideating was a collaborative process, evenly split between us.
- Timeline: January 2021 April 2021



\*Motivation: I am a self-identifying social media addict, so this design was largely inspired by something I would find useful. It was reassuring to hear my group members relate.

• **How Might We**: Given the fact that students and teachers are feeling aware and concerned by the amount of time students spend on social media, how might we

motivate students to be more attentive during Zoom class with little to no effort from them?

User Research Summary: We found that students in general go on social
media fairly regularly during class, and recognize it might not be a good
habit. Students do not typically monitor their social media screen time
currently, but seem to respond well to positive reinforcement and many
students would be motivated to log off social media for a reward such as
discounts on items of particular interest. We also found that some students
find social media useful for connecting with classmates during a Zoom
learning semester such as this one.

In particular with interviews, we had some insight on how there are both disadvantages and advantages to online learning and in particular, phone usage through screen time. Students seem to have some common agreement that social networking is extremely useful when using their phone, that they cannot 100% confidently say that using their phone with zoom is a disadvantage. The disadvantage they brought up about their phone usage was that during class is the time they go on their socials, rather than using it for networking. They came to the conclusion that online learning gives them the ability to reach out to people easier, but at the same time, if there was a way to implement positive and motivating notifications to get them off their phones, that it would be useful. By doing this, both interviewees said that if there was a point system or tracking system of how many hours you spent on your phone lead to claiming a prize or gi® card at the end of the week or month, that it would slowly start the habit of getting them off their phone in their daily lives.

## • Key Takeaways:

- Many students feel they are on social media a lot or too much during Zoom class.
- Students reported to be motivated by positive reinforcement and potential discounts/ free handouts
- We found a teacher who said they were willing to promote this product, as they have noticed students being more active on social media/absent from participation during class.

## • Personas and/or Infographics:

### PERSONA + SCENARIO WORKSHEET

NAME Social Media Sarah

Pick a name that is easy to remember.

DESCRIPTION

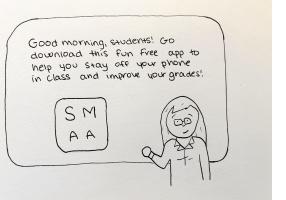
CU student with all remote classes and 3 different social media accounts

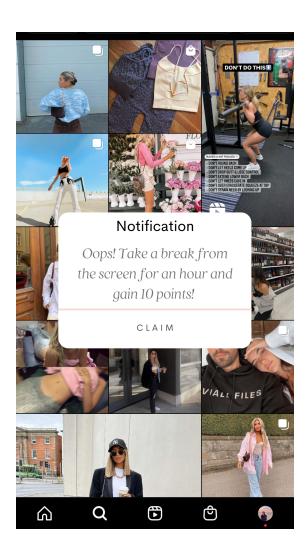
Name a trait, such as The Hoarder, The Explorer, or The Maker. Sarah has always used Instagram, Snapchat, and Twitter for fun in between classes and after school. Once classes went remote, Sarah naturally left it was more tempting to use these apps during class since no one could see her. Sarah acknowledges this as an unproductive habit, but no one is holding her accountable in an isolated learning environment. She's a comm major and enjoys doling art and hiking. RESOURCES

Sarah is a junior at CU, and is very active on Instagram and Snapchat. She always has access to her phone, making the distraction so accessible. She does not have any classes on campus, but if she add, she feets Zoom has permanently changed her behavior during class, and staying off her phone would be a challenge in person too. is the persona an expert or a novice? What abilities or resources do they have, and what obstacles do they face? EMOTIONS Sarah is not up at night because of her bad habit, but she finds herself frustrated with her behavior and it feels uncontrollable at this point. It's just one more thing to work on and it is upsetting How does the persona feel about the challenge? Anxious or confident, excited or bored? Sarah wants an effective but realistic solution that will be free of charge and not impact other aspects of her stressful pandemic lifestyle. She wants to break the habit but is not looking to put effort into it. What action does the persona want to complete? Sarah takes three minutes to download the app we created and enters her preferences and class schedule. The next day 20 minutes into her first class at 10 am, Sarah picks up her phone to popen instagram, clearly bored. As soon as she enters her password, a pop-up with a picture of Sarah's favortie at supply store appears and reads 'heely Your's class and the provided at supply store appears and reads 'heely Your's class and the lecture for 30 more minutes, you'll earn 10% off at Johnson Craft Supplies. Enjoy your class and dive into the learning- you got this''. Sarah rolls her eyes and smiles as she puts down her phone and turnsback to lecture. **SCENARIO** 

PERSONA WORKSHEET Inspired by "The Persona Core Poster," Creative Companion (May 5, 2011), https://creativecompanion.wordpress.com/2011/05/05/the-persona-core-poster/. Creative Commons Attribution Share-Alike.

Write and/or sketch a scenario about how the persona accomplishes their goal.







Students are feeling more and more tempted to be on their phones during online learning than ever. It is ever so easy to get some quick phone checks in during a class. We are trying to design an app to help manage phone usage.

#### Online Schoo

During this age of school via zoom, students are way less motivated to pay attention. They feel more inclined to be on their phones because they feel they are not learning nearly as much.

#### Why the lack of motivation?

Online school is far less motivating because students feel as if it doesn't matter as much as in person. They aren't learning much, so they put in less effort. And lower effort leads to lack of motivation in completing assignments and passing attention in clare.

#### How to help with th

We think an app that uses positive reinforcement to encourage students to be o their phones during class could be helpful fo many.

# Students would feel less inclined to be on their phones with this app

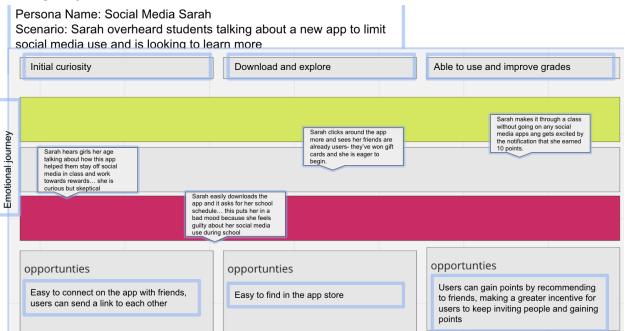
According to survey results from our research 66% of students feel more motivated by positive reinforcement. This app would offer enticing awards for staying off your phone

#### This is a relevant problem

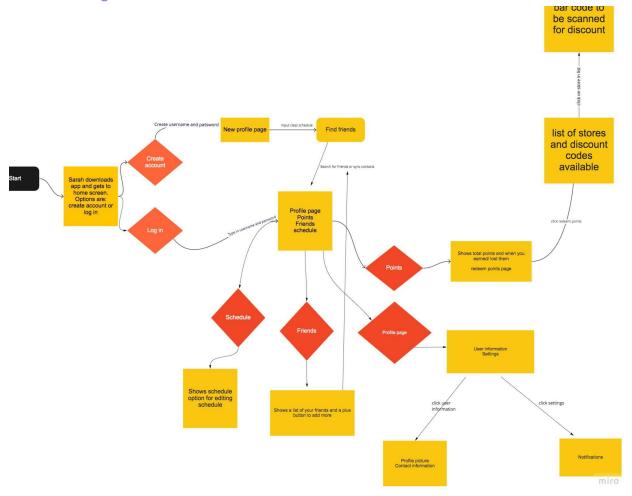
According to our survey, just over 40% of students are unhappy with their social media usage, but have no motivation to change their habits. This app could be the key to providing students the motivation they need to change their habits.

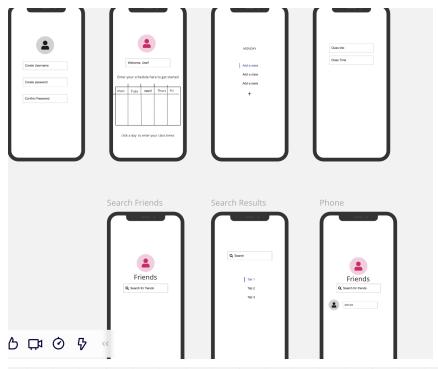
Prepared by the students from
UNIVERSITY OF COLORADO BOULDER

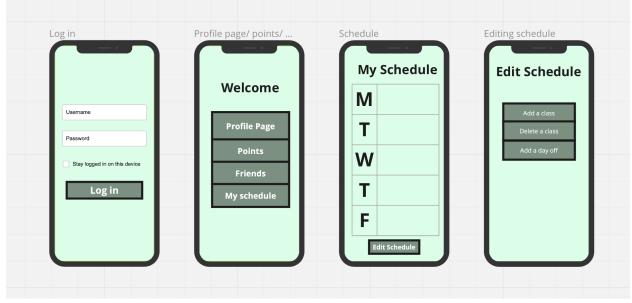
# Journey Map:

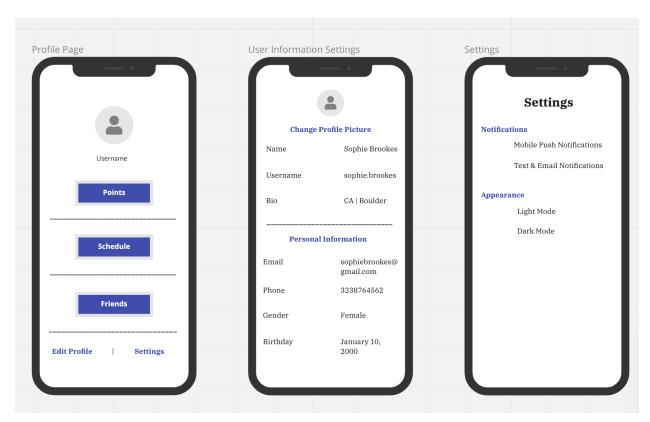


# • User Flow Diagram:









- Pain Points:
- Searching for friends- confusion about whether to type in a username or full name
- Schedule could be more specific and aesthetically pleasing
- Tester feels like users should enter email address in order to have a backup way to secure account
- Doesn't have a back button, can't get back to main screen
- Schedule is kind of small, could make it so you can click on every day individually so it's bigger and easier to see
- There isn't a screw symbol for settings and personal information, but rather just a tab for each one
- Settings and editing profile are two separate things?