

brain storming  
observation  
open discussion  
research  
opening video

# INITIATION



# WORK IN THE FUTURE?

+ *green*  
renewable  
recycle

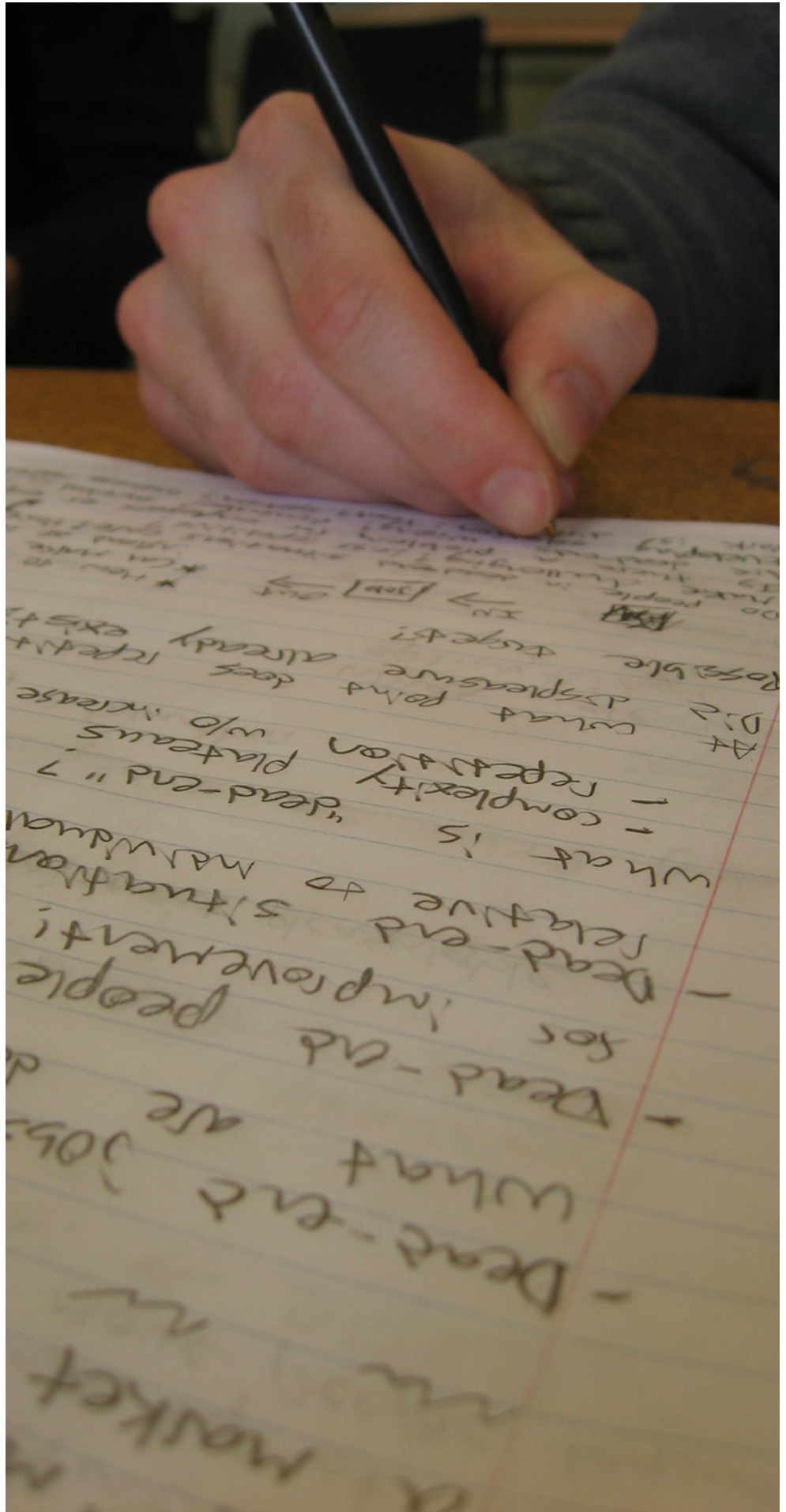
+ *decision making*  
intuition

+ *global*  
closer proximity  
time constraint  
accessibility  
(movement)  
instant communication  
fast

+ *enjoyment*  
**hobby**  
leisure  
challenge  
family life  
less work

+ *technology*  
convenience  
(simplicity, fluid,  
automatic)  
machines  
computers  
algorithms  
(artificial intelligence)

+ *diverse*  
specialized  
patterns  
variables  
equality





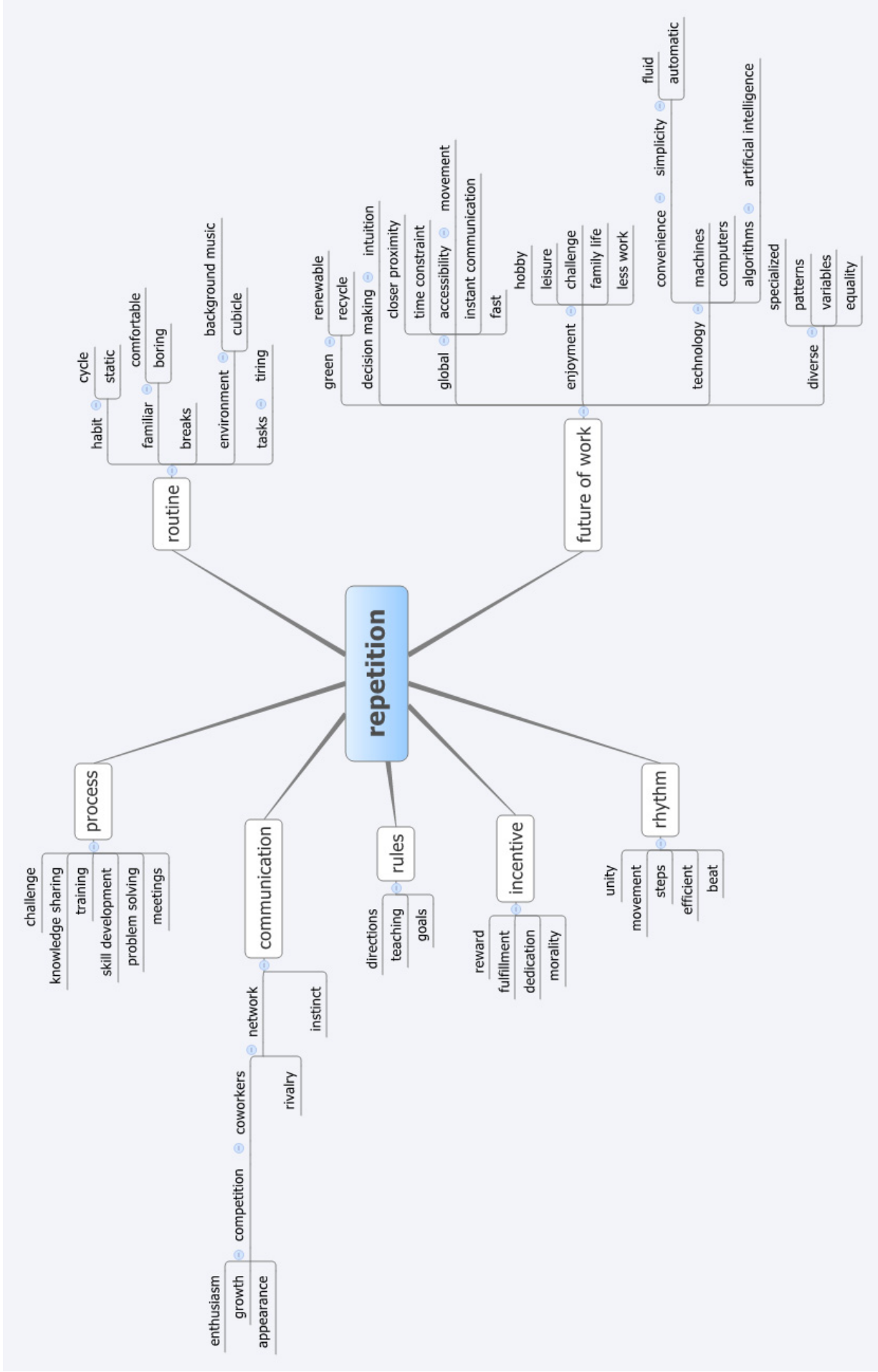
video story boarding^

## HOBBY VS. WORK?

Among all the things we do, in both work and leisure, REPETITION is a constant presence in our actions.

***If people are able to enjoyably do repetitive things in hobbies, why do repetitive things at work make jobs boring?***

Our first observation / exploration video touched on this comparison, with a focus on how repetition comes into play in our lives.







concept-mapping  
product formation  
user scenarios  
exploration

# IDEATION



# INITIAL CONCEPTS

## + 3D Progress Visualization

(Use 3D puzzles projected on a screen being built as various tasks by different members of the project reached completion.)

## + Playlist Personal Incentive

(Short-term simple rewards for the completion of small, individual tasks)

## + Mobile Workspaces

(Break daily environmental repetition by making personal workspaces mobile)

## + "Coworker Pong"

(Use personal tasks as a competition between coworkers. Infusing the idea of "challenge")

## + Feedback Workspace

(Set themes to individual workspaces that give users feedback based on work efficiency.)



## CONCEPT EXPANSION

*"We are what we repeatedly do. Excellence, then, is not an act, but a habit."*



People in their daily lives, especially those who are working in dynamic and ever-changing work settings, do not plan their days by habit. In order to make daily performances better, it is suggested that planning in advance increases efficiency by 30-50%. However, the **devices / facilities offered for planning / scheduling today are relatively complex and take more precious time from a busy work day.**

Therefore, in order to make planning and scheduling a habitual and routine activity, Team Repeat will be designing **a device / application which will allow users to input schedules, goals, and last-minute planning in a simple and quick manner**, thereby increasing efficiency of workers and making everyday work appear less boring in the monotonous slew of activities.

## DECIDED CONCEPT

### ***Product***

Increases efficiency by providing a system that encourages frequent scheduling and planning habits.

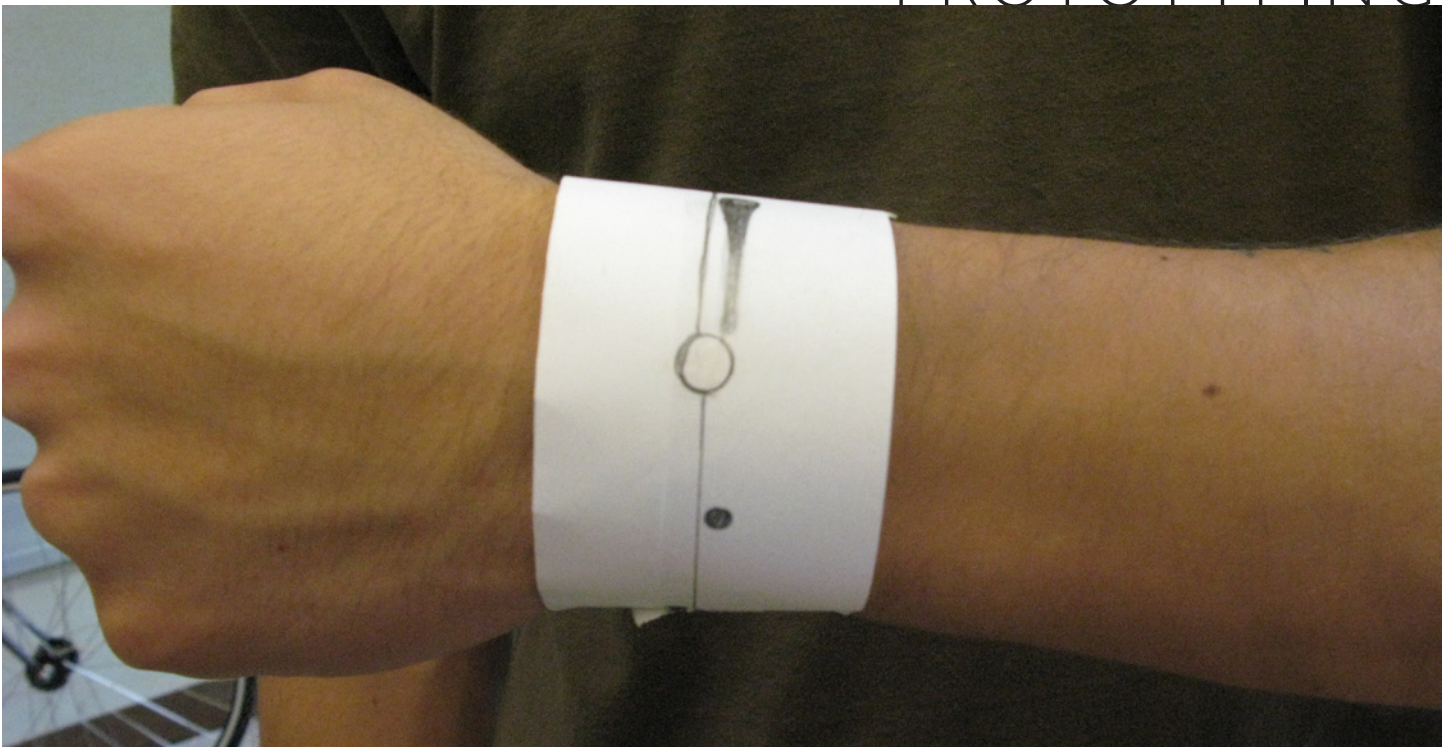
### ***Function***

A multi-platform widget that maps scheduled events to an easily accessible and interactive timeline.

### ***Difference***

Simple and intuitive method of input and manipulation of tasks.

## PROTOTYPING





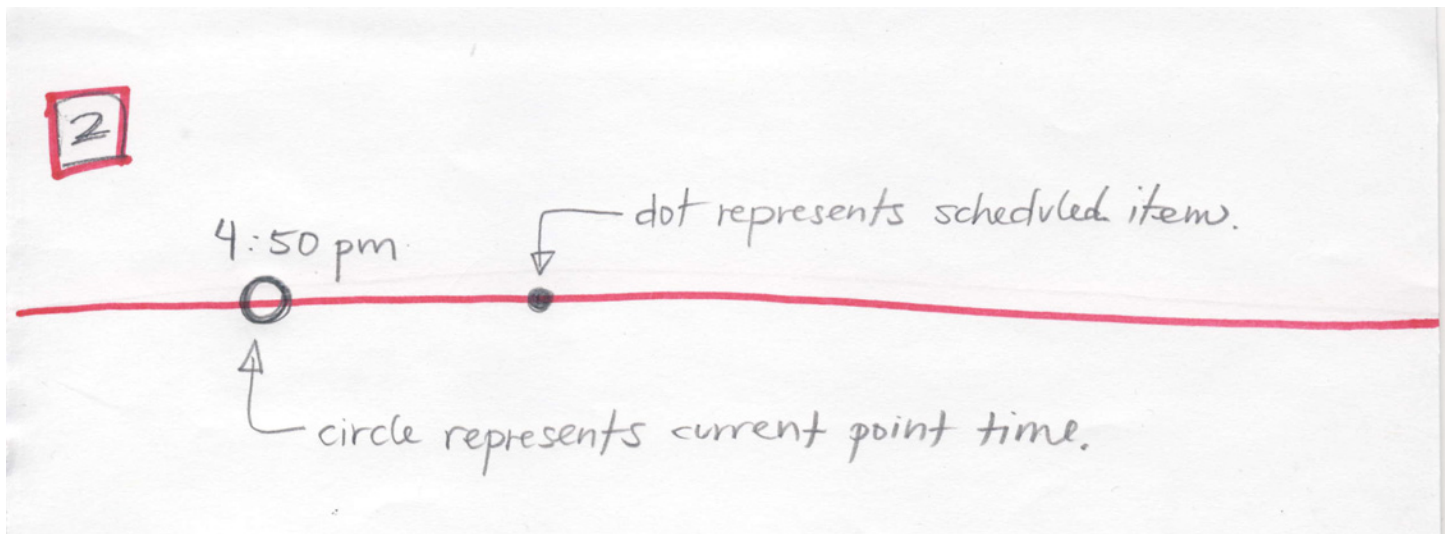
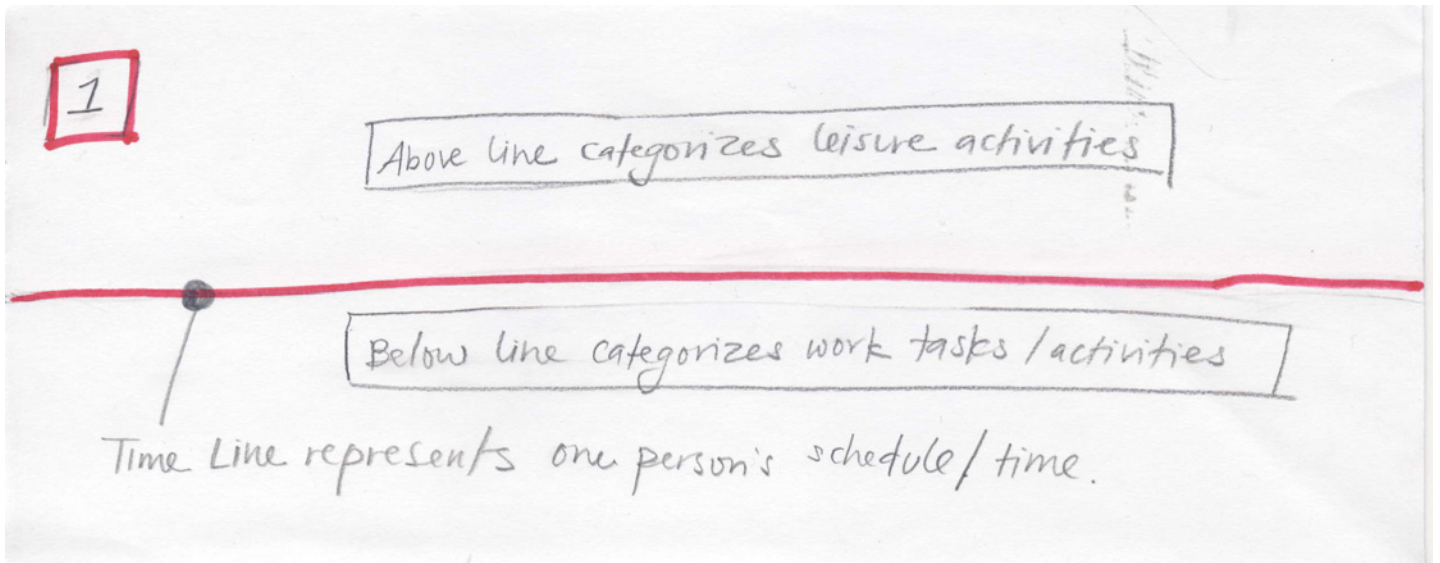


wireframe  
form generation  
interface design

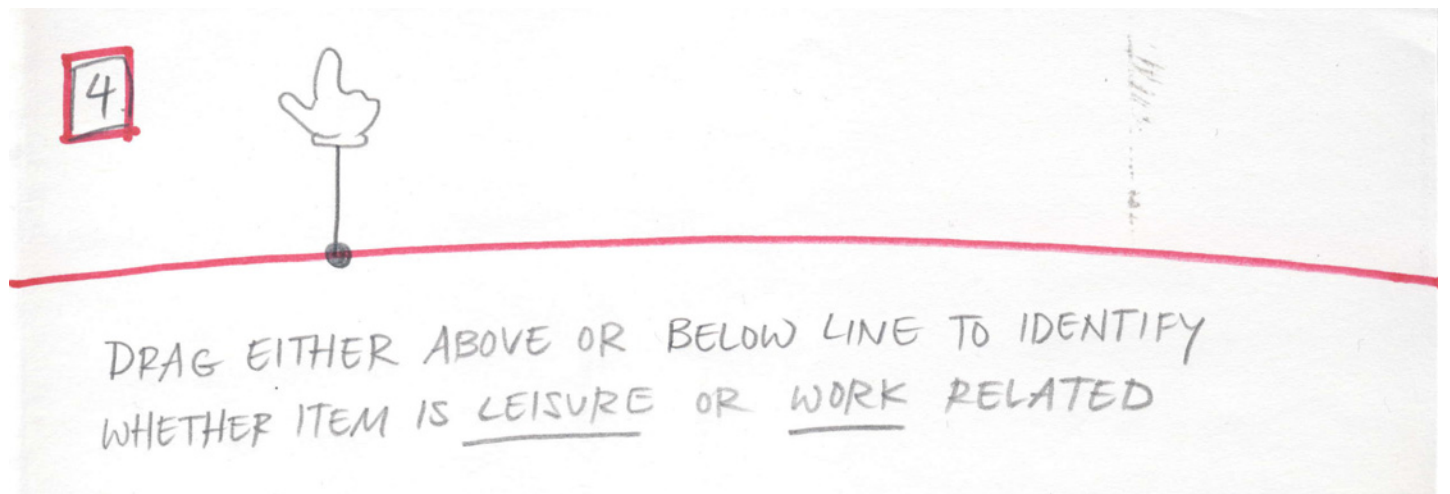
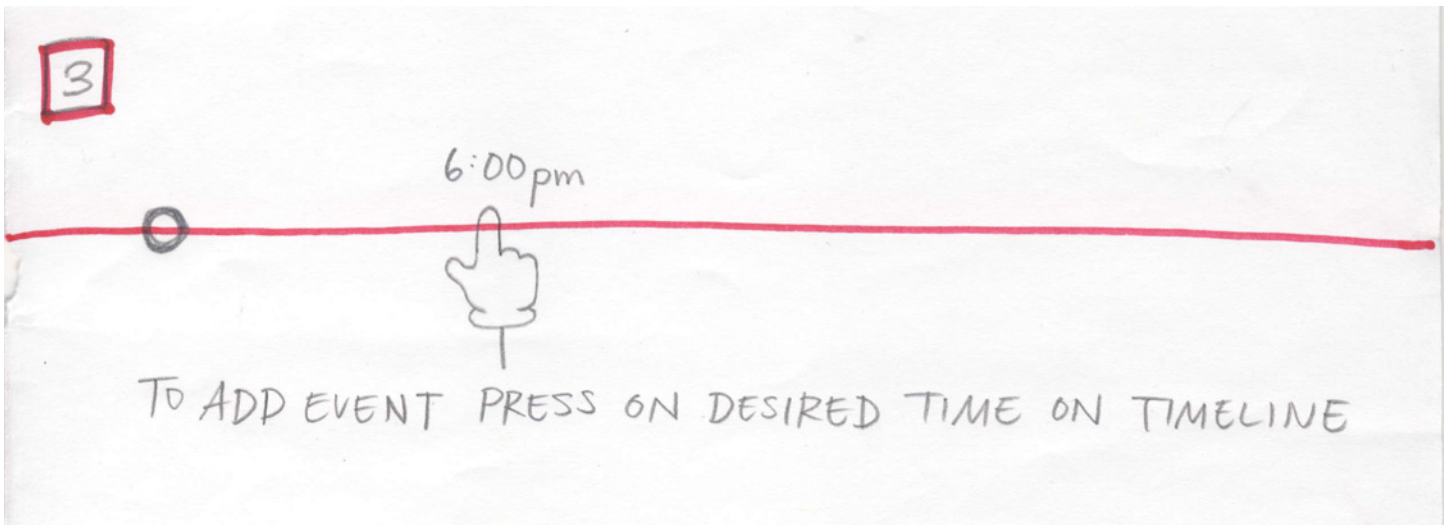
# DEVELOPMENT

# INTERACTION FLOW

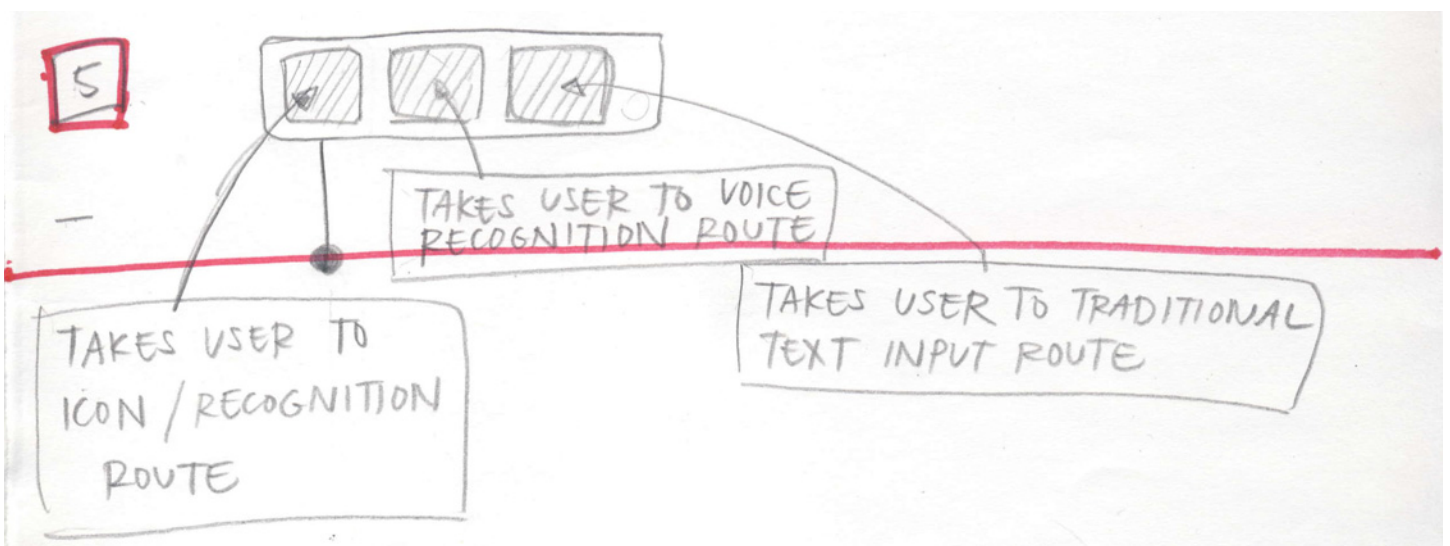
the timeline:



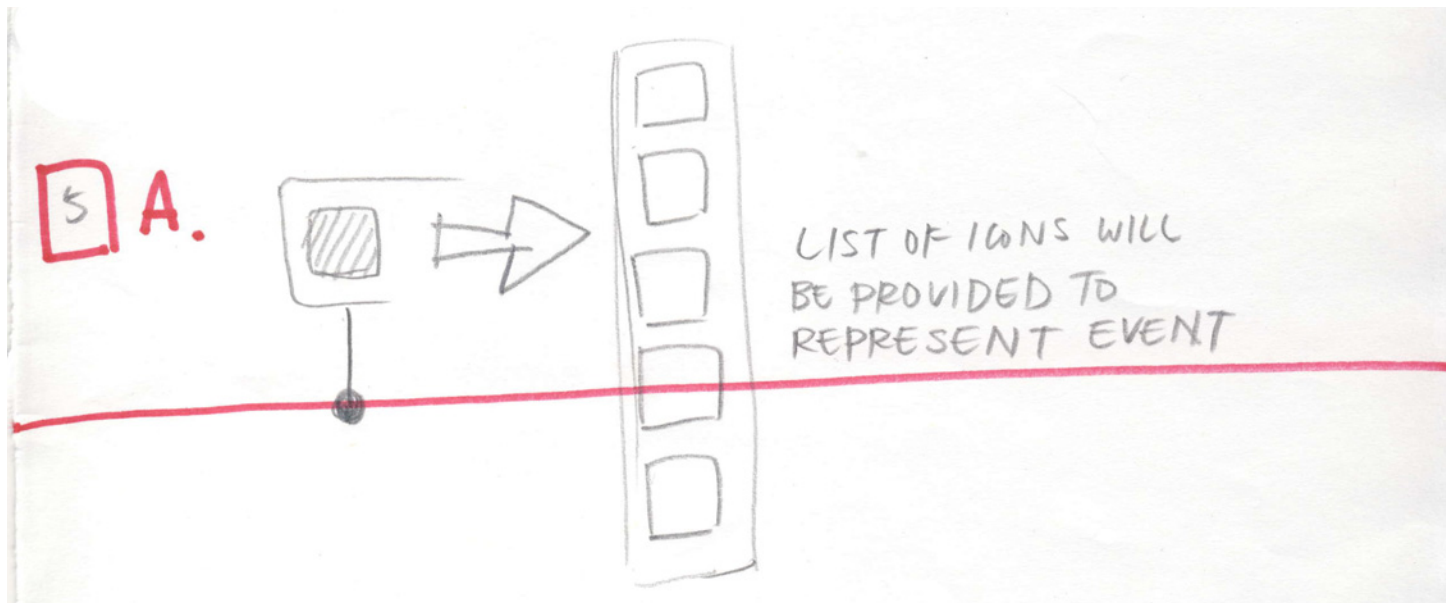
adding an event:



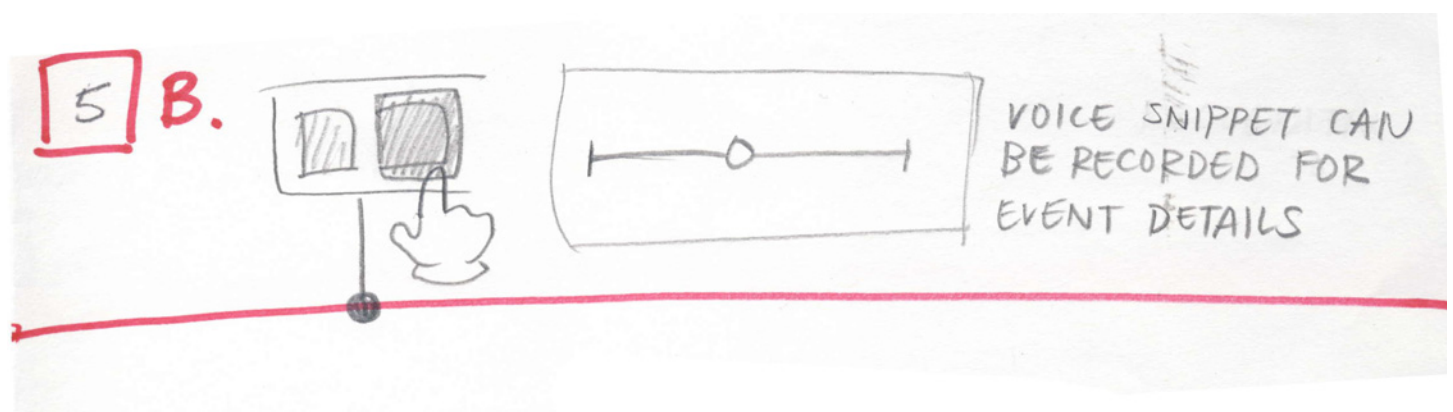
the options:



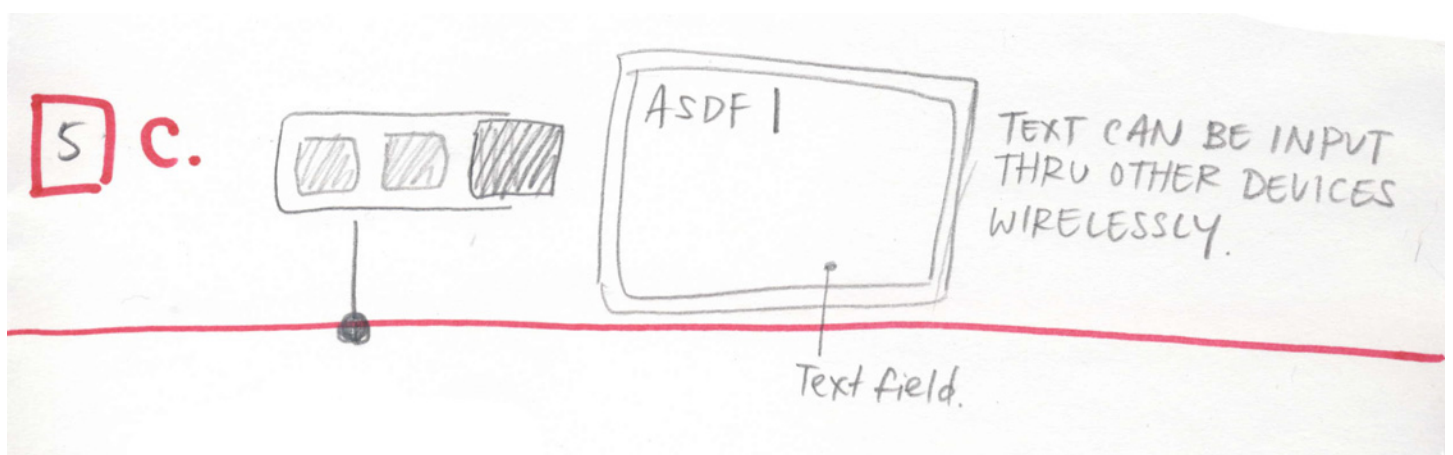
icon recognition route:



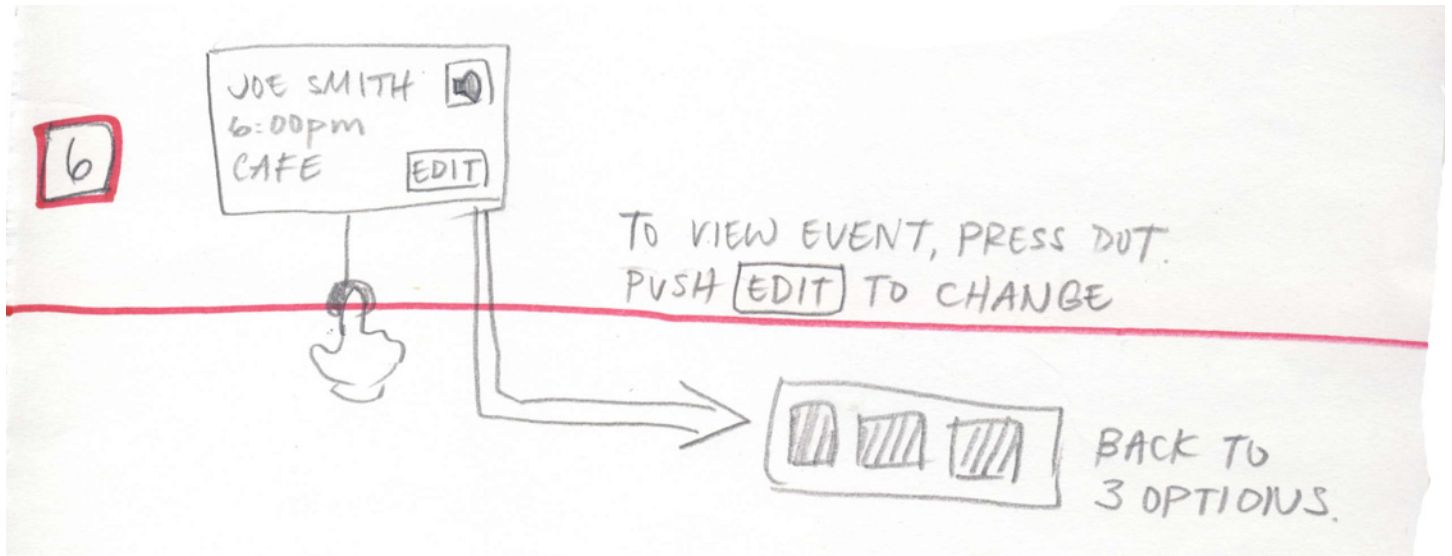
voice recognition route:



text input route:



reviewing / editing info:



Our main goal was to keep the interface as **simple and minimal** as possible so that it can fit on a very compact device, as shown on our prototype previously.

The functions that we chose also keep in mind the "on-the-go" aspect of our product, thus the processes are fast and functional while workers are in transit.

# POSSIBLE USERS AND PLATFORMS

Students  
Commuters  
Gadget Owners

## platform: MOBILE DEVICE

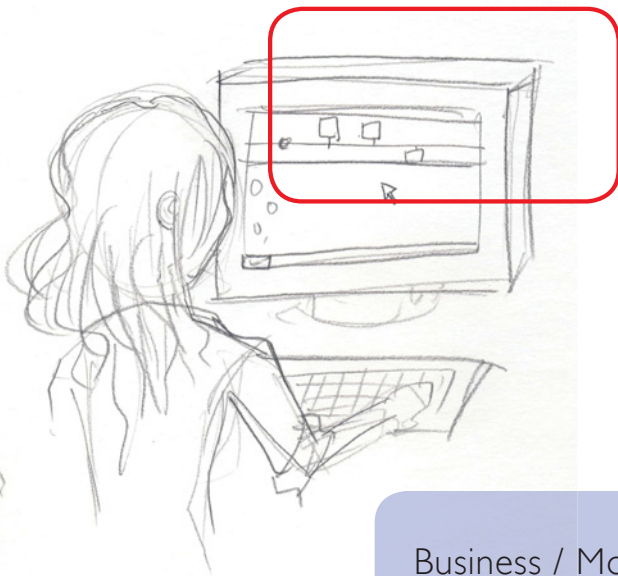
An application best suited for multi-touch interfaces. Easy to use when semi-stationary.



Office Workers  
Web Developers  
Secretaries

## platform: DESKTOP APPLICATION

Provides a stationary timeline for stationary workers. Integrates as a lightweight widget.

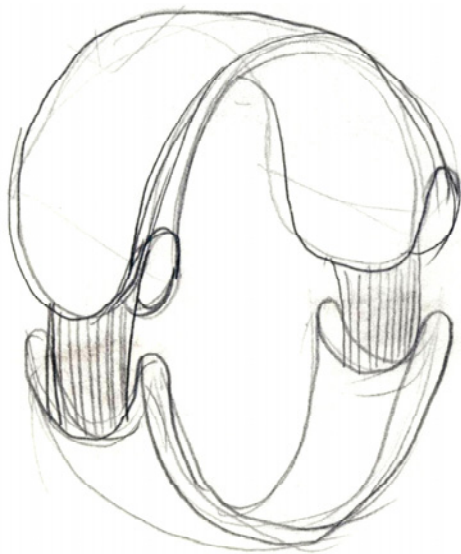
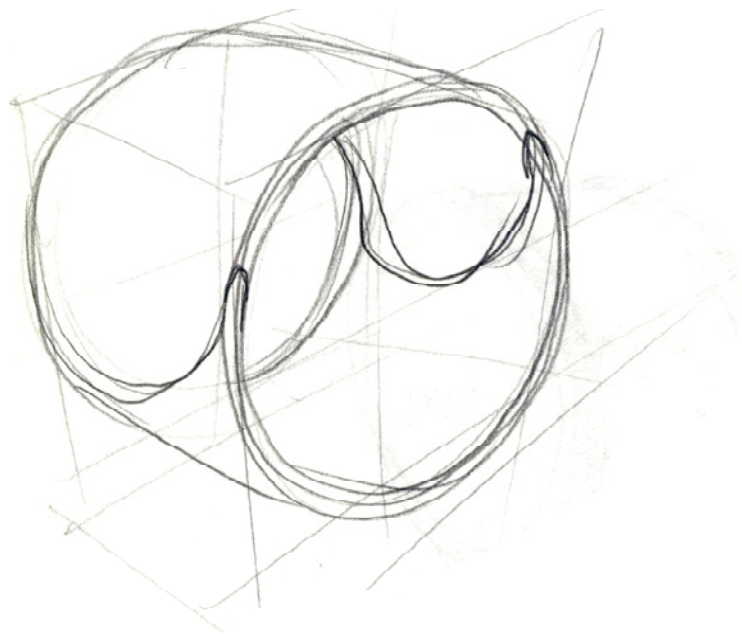
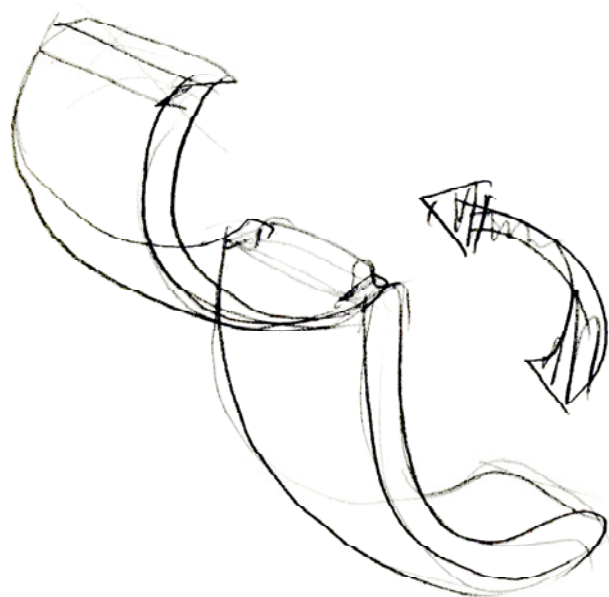
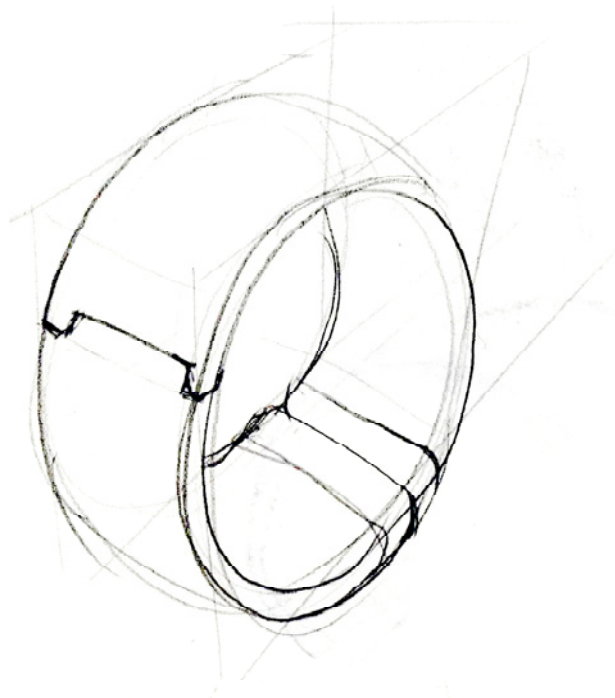


Business / Mobile Workers  
Parents  
Doctors / Nurses

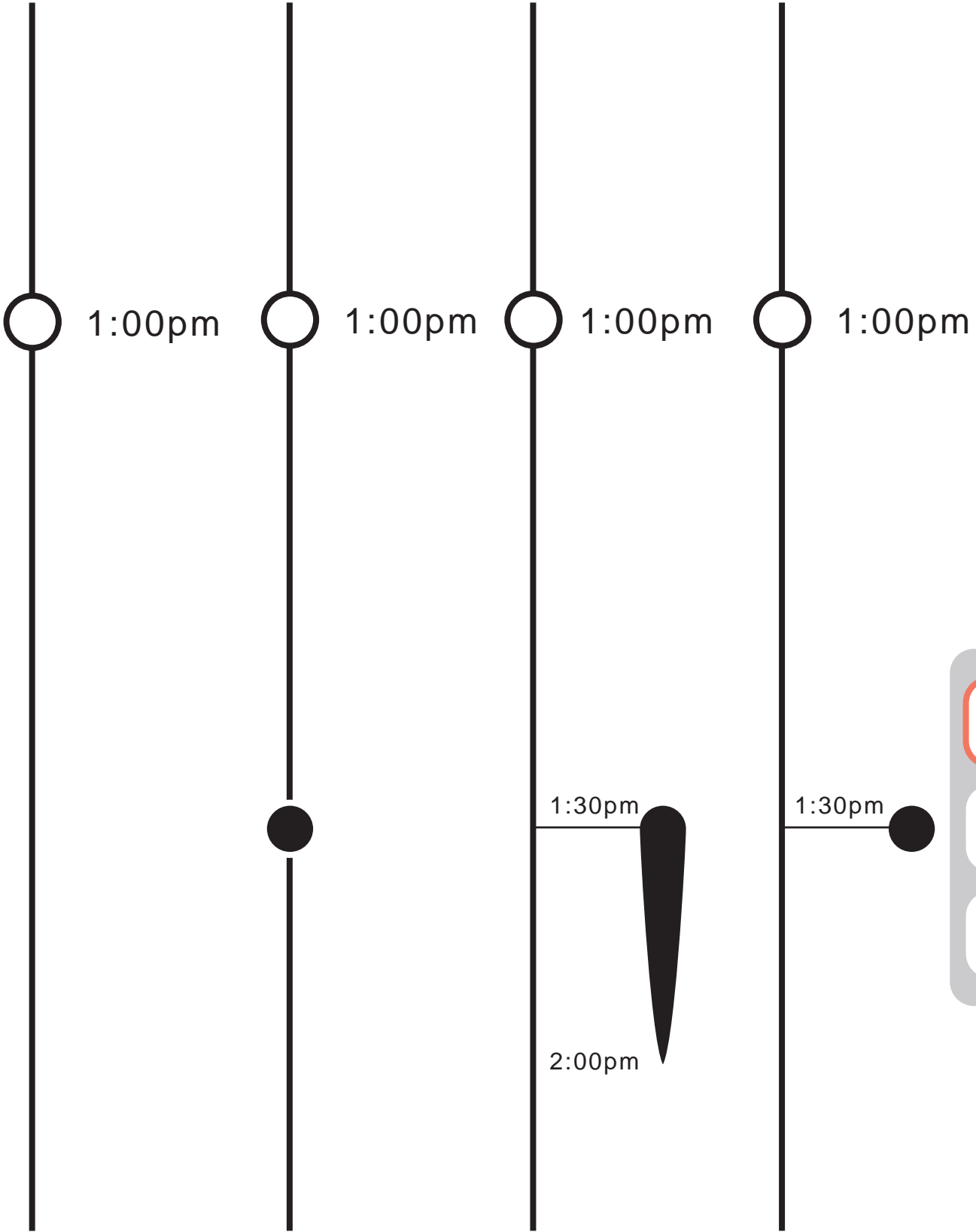
## platform: WATCH

Allows for on-the-go access to schedules; interact w/ multiple people's timelines; sync w/ mobile device input.

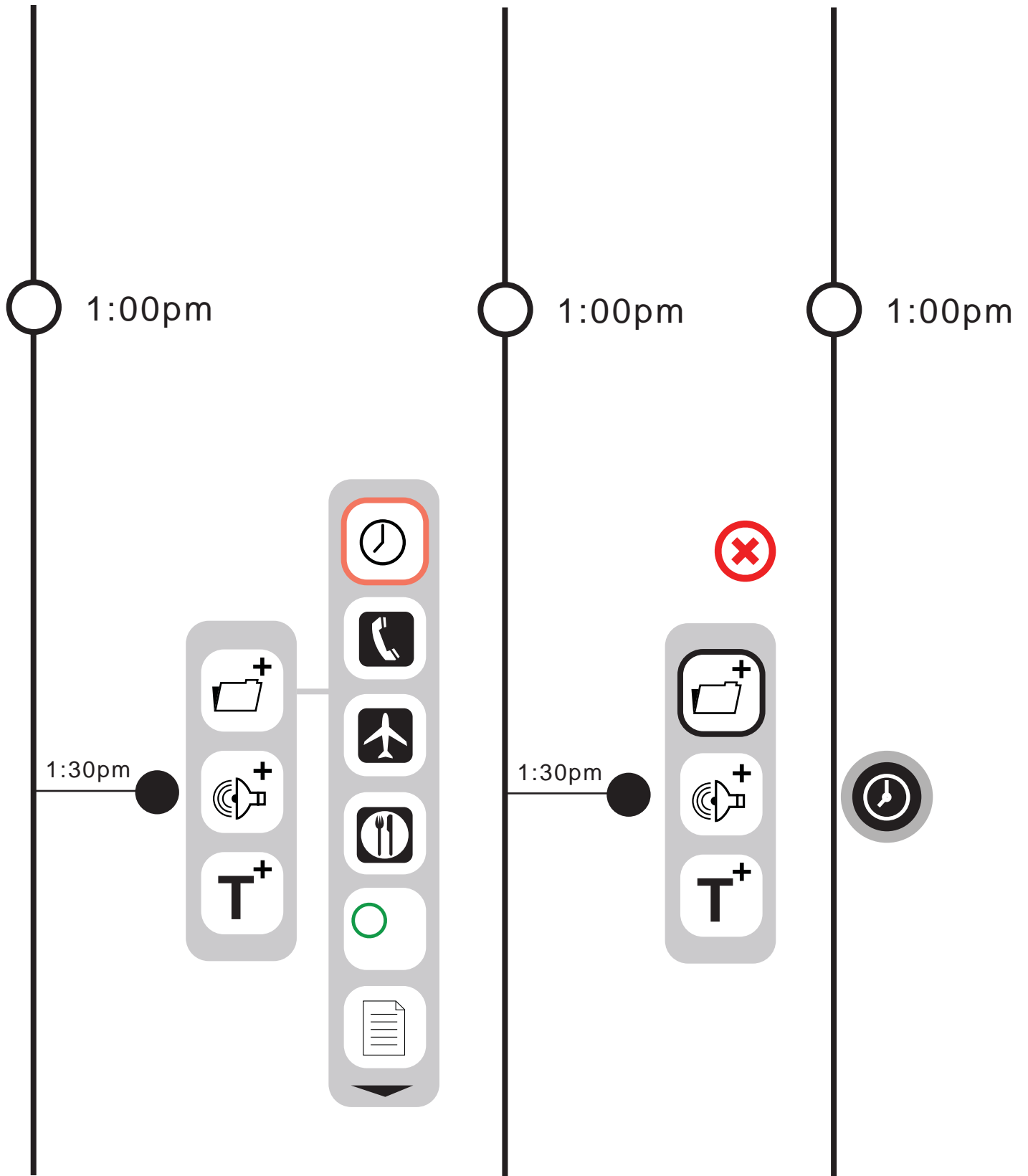




FORM GENERATION



- Folder icon with a plus sign
- Speaker icon with a plus sign
- T+ icon



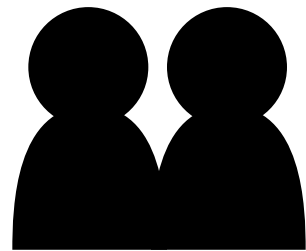
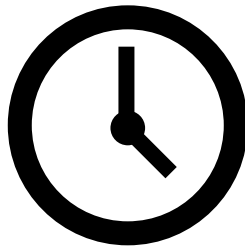
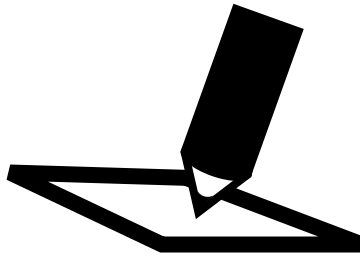
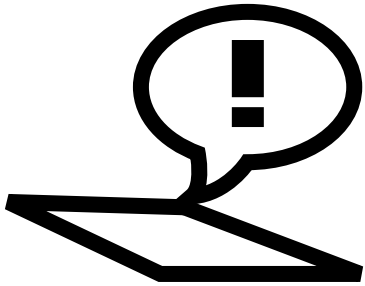




3D rendering  
user interface details  
logo generation  
presentation video

# FINAL CONCEPT

# SAMPLE ICON DEVELOPMENT



IDENTITY DEVELOPMENT

~~TEMPO~~

~~TEMPO~~

TEMP 

TEMP 



# ABOUT THE CONCEPT

## THE PRODUCT:

- An easily accessible interface that:
- simplifies** scheduling process
  - accommodates** change in routine
  - adds** visual to schedules

## THE FUNCTION:

- Allows the following interactions:
- map events to a continuous timeline
  - categorize events
  - track efficiency and time allocation
  - compare multiple timelines

## THE DIFFERENCE:

- Helps people **develop healthy habits** including:
- schedule activities frequently
  - balance between work and play
  - be active through the convenient quality of a watch



EXPERIENCE THE RHYTHM.