

## Background and Approach

### Background:

- The PMUI application was created to keep track of a user's idle time on their desktop computer
- Research shows on average, computer users do not have proper sleep settings enabled
- After user testing it was discovered that the Time Spent Idle page was hard to understand
- The PMUI 5.0 team was created to redesign this page for optimization and also add a new page

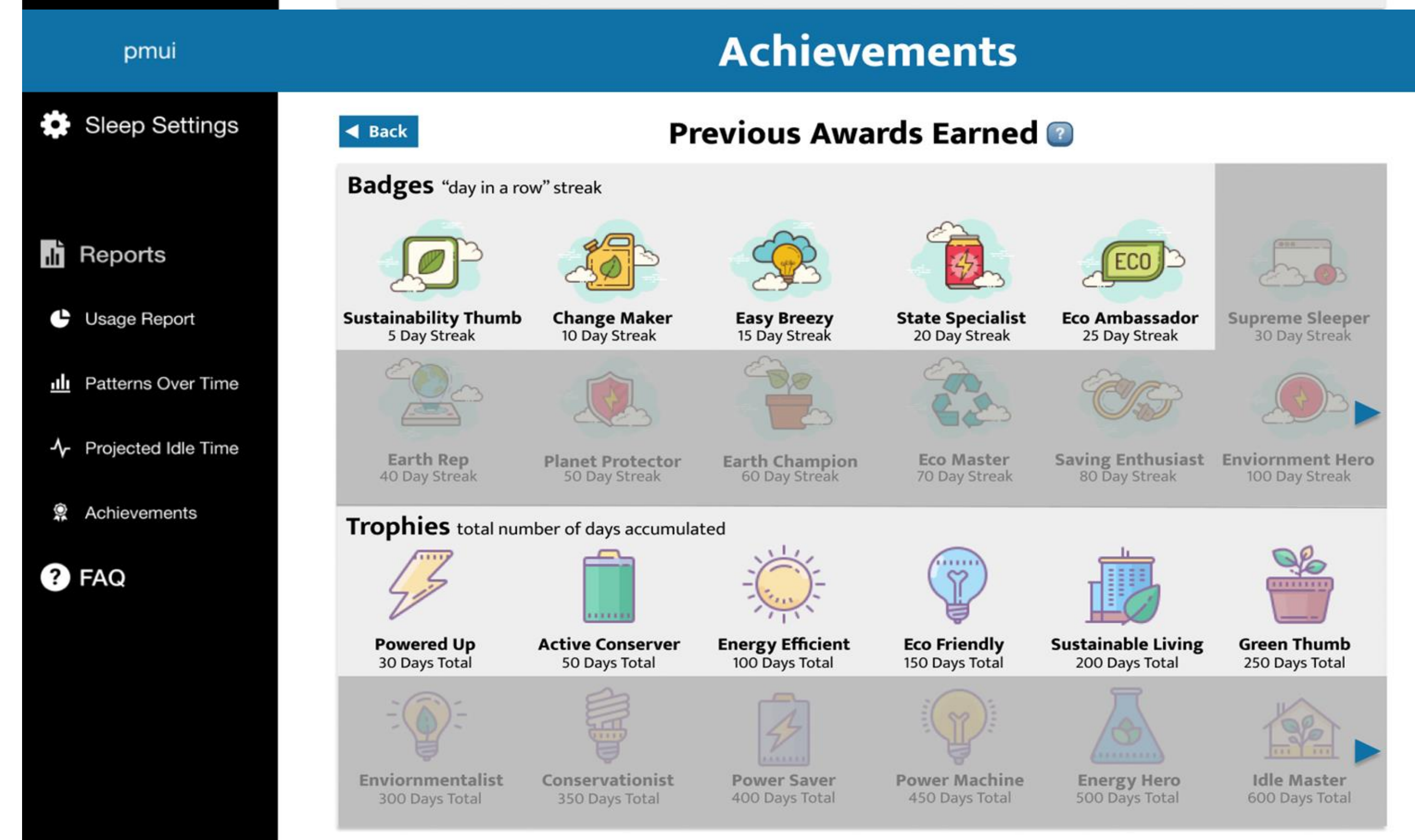
### Approach:

- The theme used for the redesign was norm activation, in order to better engage the user
- The intention was to create a correlation of having proper sleep settings with saving the destruction of our environment
- The Time Spent Idle page became the Achievements page and we added the Predicted Idle Time page

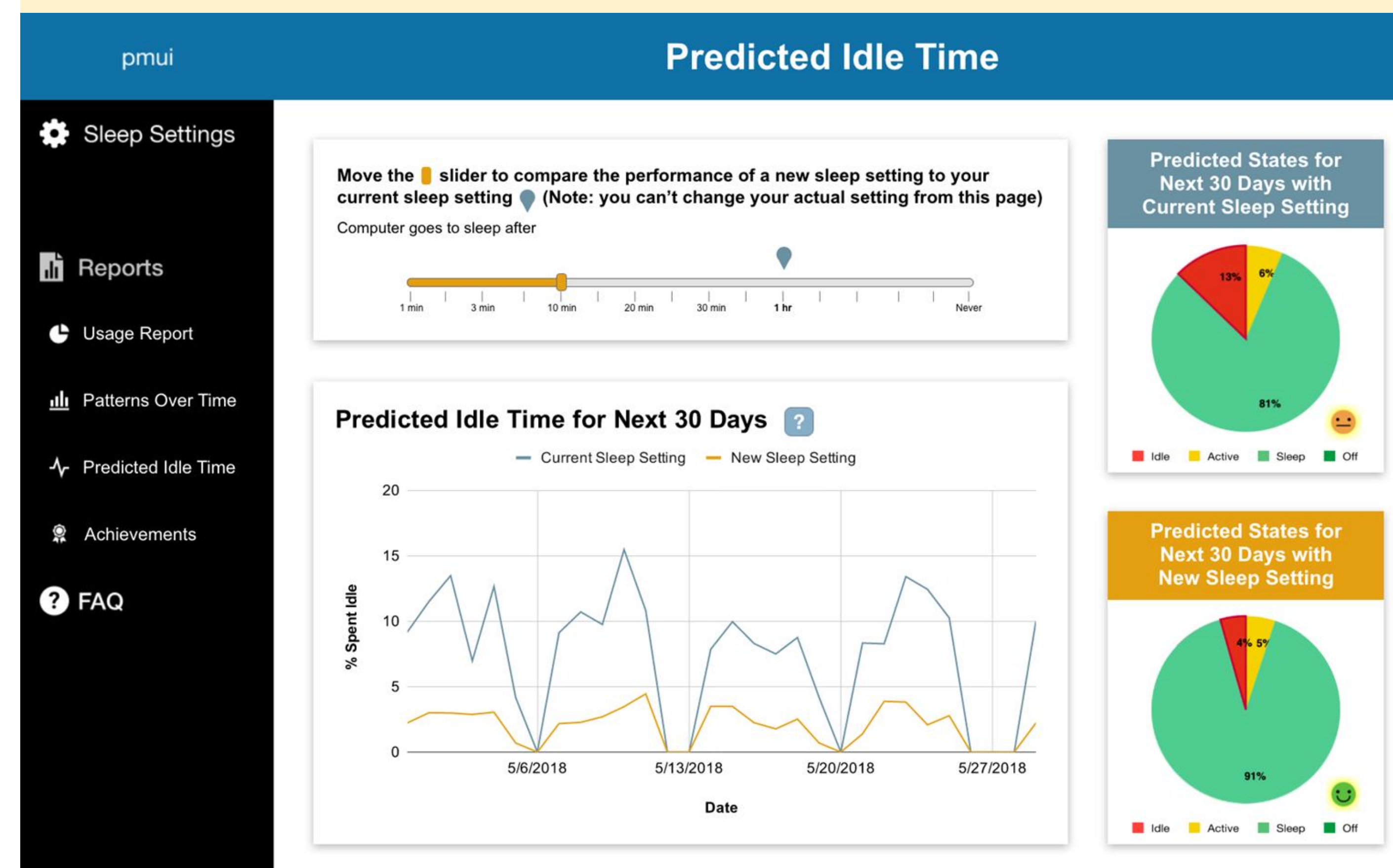
## Predicted Idle Time Page

- **Goal of page:** show user what their idle time could be for the next 30 days if they changed their sleep setting
- Has the following features:
  - A slider bar to test out a new sleep setting
  - Two pie charts: predicted states for next 30 days with current vs new sleep setting
  - A line graph contrasting % time spent idle for the next 30 days with current vs new sleep setting

## User Interface →



## ← User Interface



## Achievements Page

- **Goal of page:** rewarding users for performing good sleep schedules
- Top of the screen includes a calendar that keeps track of “good”, “bad”, and “ineligible” days
  - Determined by the sleep schedule the user has set (less idle time the better)
- Awards are split between trophies and badges
  - Trophies: awarded after user hits a certain number of days of “good” idle time, not continuous but rather the total days accumulated
    - Example: 100 days (not necessarily continuous) of “good” idle time
  - Badges: awarded when the user hits a certain “days in a row” streak
    - Example: 7 days of “good” idle time in a row
- Badges and Trophies are presented at the bottom of the screen, but the “view all” button takes users to a new screen with all awards with a short description of how to win them

## Current Status and Next Steps

- Finalize and send mockups to designer
- Prepare script for usability tests
- Bring in participants for our study
  - Set up experiment and recruit subjects
  - Obtain and analyze data
  - If needed: redesign the prototypes and continue testing