H.O.W Y.O.U D.O.I.N.'?

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https://docs.google.com/presentation/d/1QcX_GhjTniroOTe3ywyFo4hjCUihEzJax0ZbiL21ork/edit#slide=id.g58bba8eef5_0_891

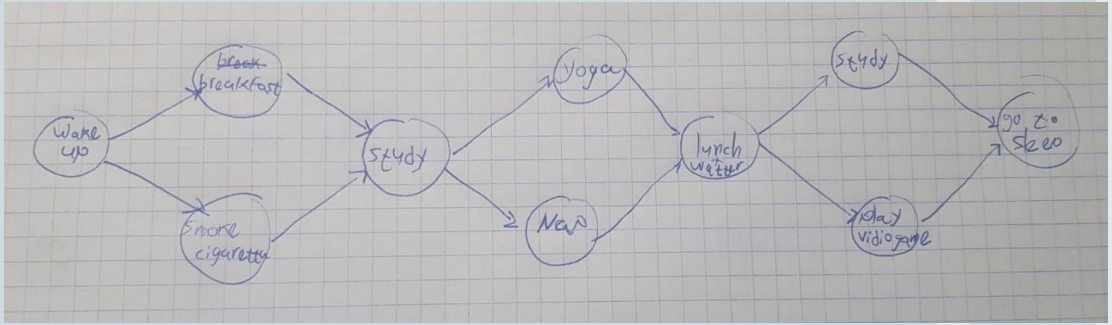
Proposition and overview

“ENCOURAGING HEALTHY LIFESTYLE AVATAR”

the user should take care after an avatar that reflect an optional users lifestyle.

in order to keep the avatar healthy the user should make right choices about everyday routine.

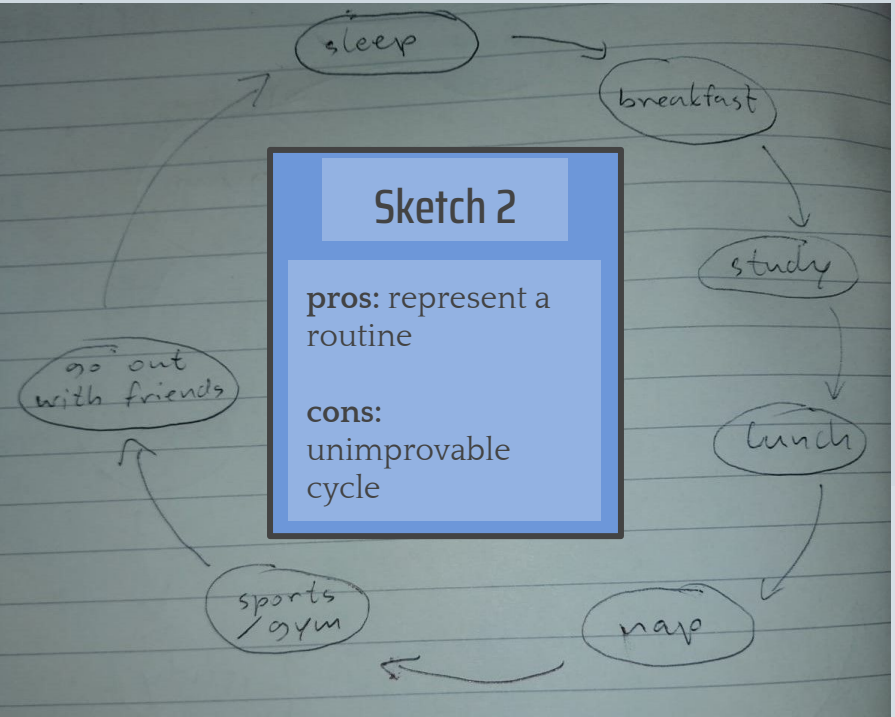
SKETCHES



Sketch 1

pros: multiple options

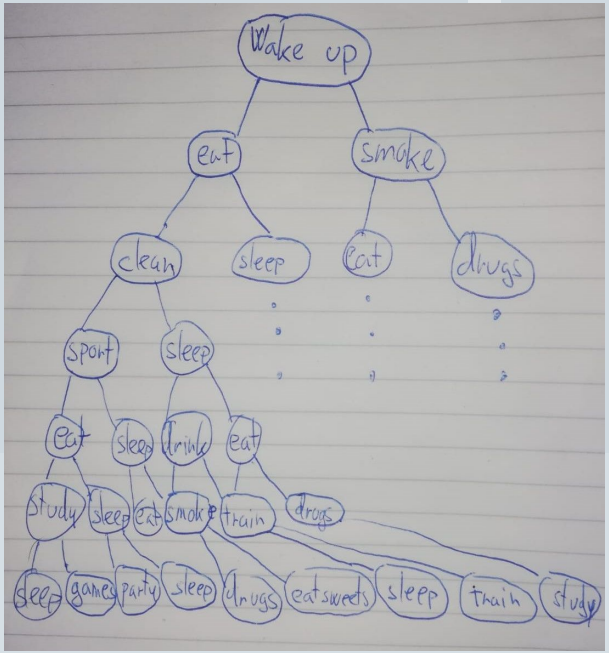
cons: same result



Sketch 2

pros: represent a routine

cons: unimprovable cycle



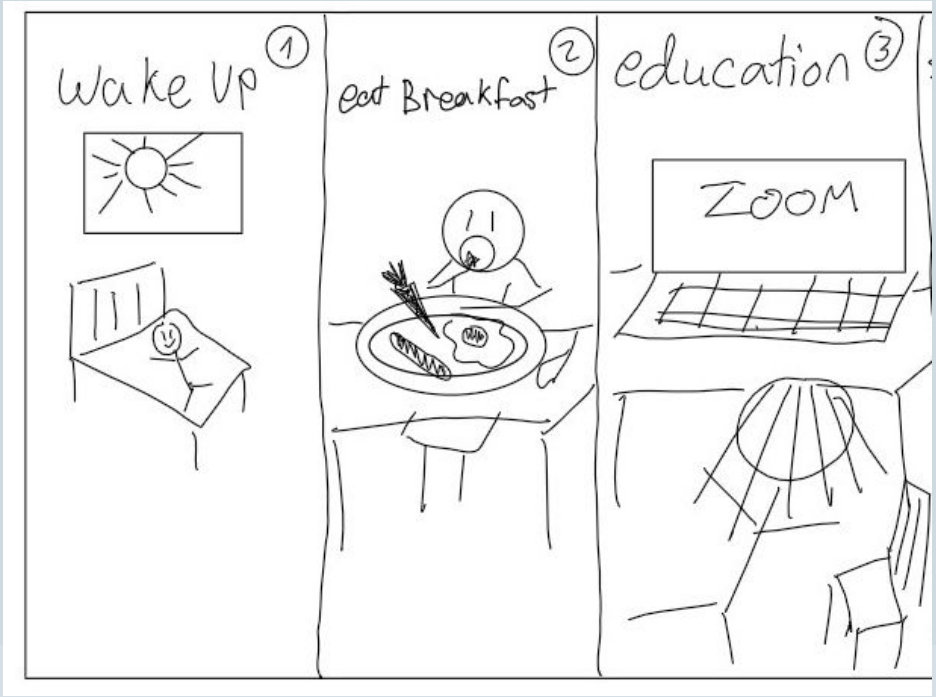
Sketch 3

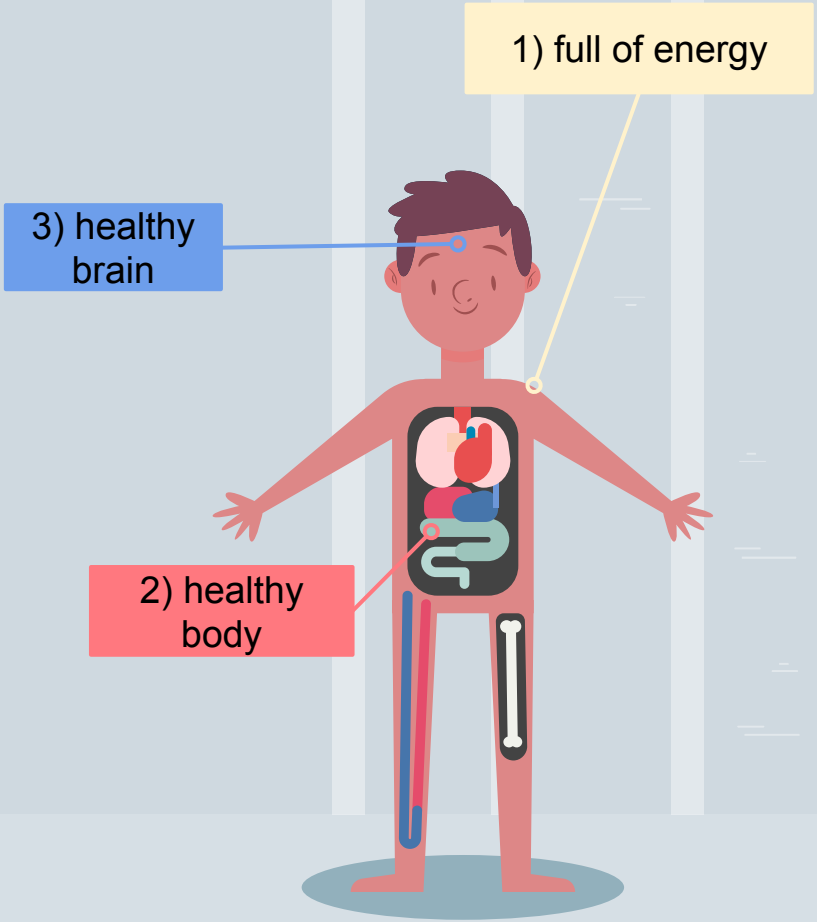
pros: improvable , multiple options

cons: hard to predict pattern

Storyline

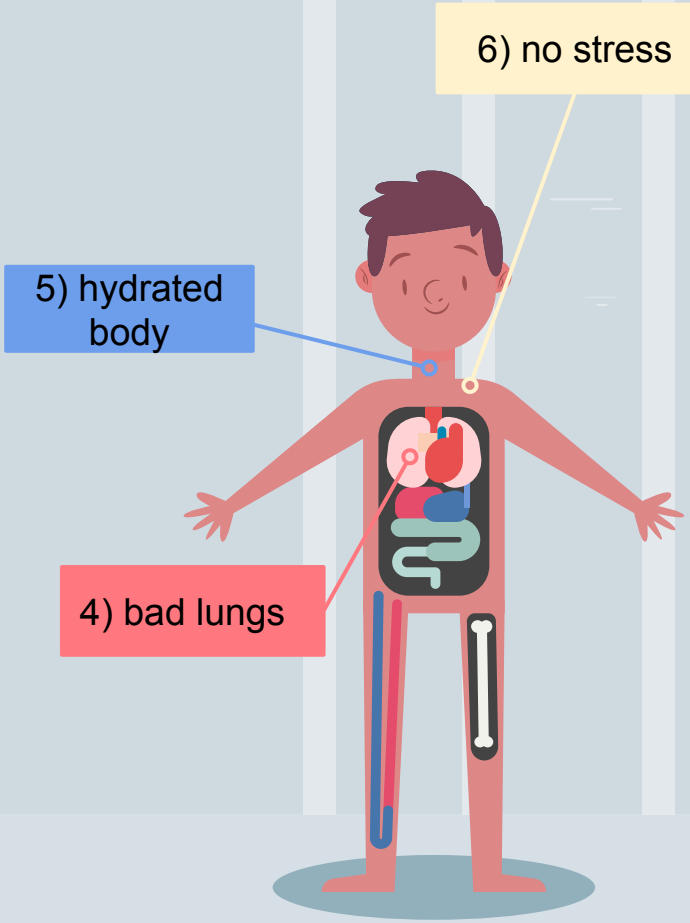
daily routine of a user





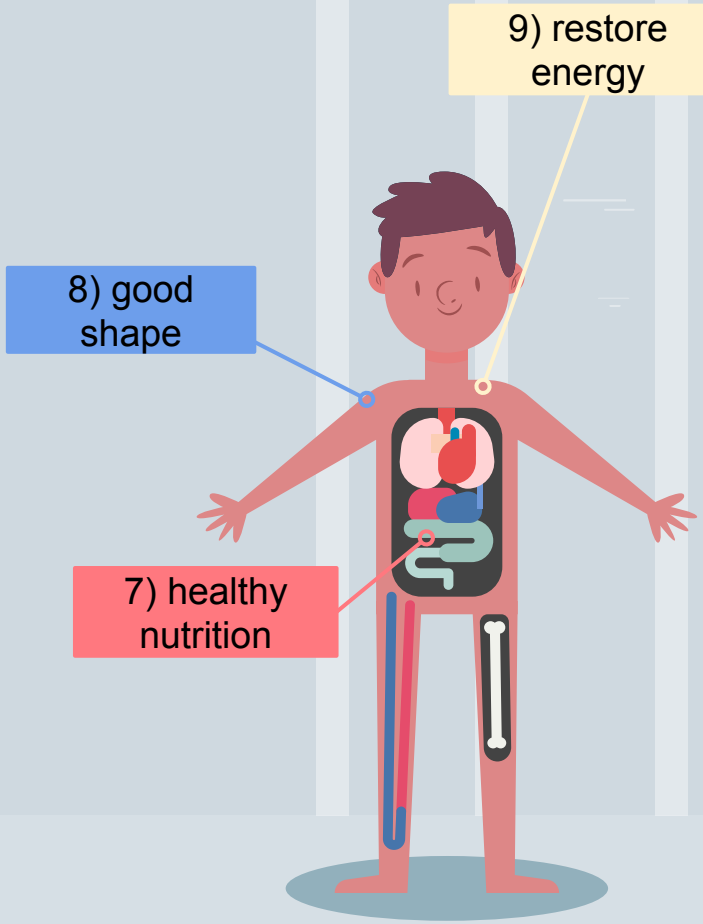
Storyline

daily routine of a user

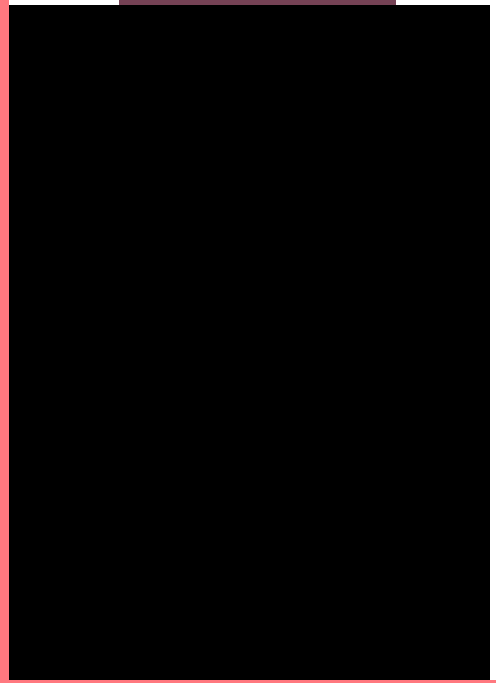


Storyline

daily routine of a user

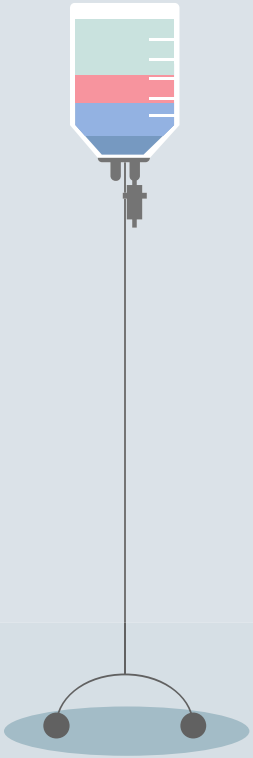


BALSAMIQ VIDEO



Take care of the avatar as you take care of yourself

TESTING



METHODOLOGY

DEMOGRAPHICS & RECRUITMENT

Young adults- friends & family

PROCEDURE

- Explain the goal of the app
- Question the user about their experience

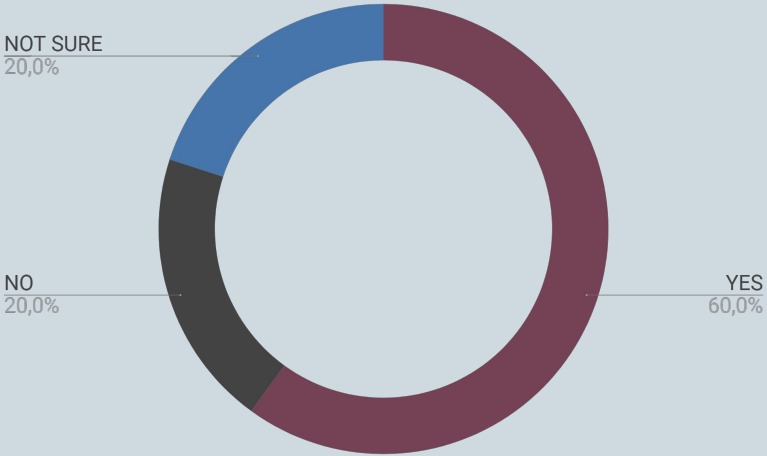
LEARN → CHANGE

- user like the relatable avatar
- user want to have feedback
- user don't want to read long texts

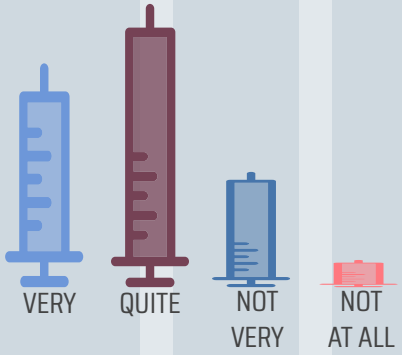
- shorter feedback
- added more everyday actions
- added images that illustrate objects that you see on a daily basis

FINDINGS

DID THE APP MADE THE PARTICIPANTS FEEL MORE CONSCIOUS ABOUT THEIR HEALTH?



DID THE APP CONVINCE THE PARTICIPANTS TO MAKE AN ACT AND CHANGE SOMETHING IN THEIR DAILY ROUTINE?



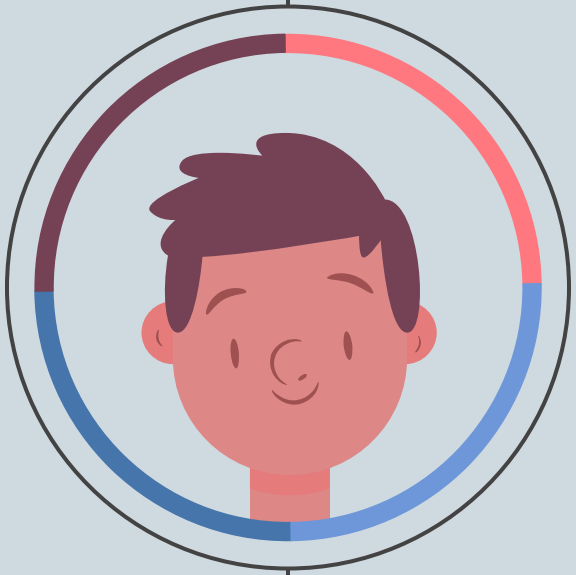
PROTOTYPE OVERVIEW

LIMITATIONS

WE CAN'T SHOW ALL THE SCENARIOS

NOT ENOUGH MEDICAL EXPERTISE

CAN'T FIND OR CUSTOMIZE ACCURATE PICTURES OF A SPECIFIC STATES OF THE AVATAR



TRADEOFFS

WE MADE WIZARD OF OZ AND CREATED ONE SCENARIO

WE USED COMMON SENSE WITH INTERNET INFO SUPPORT

WE COMBINED PICS WE FOUND ONLINE THAT REPRESENT THE IDEAS WE WANTED EVEN IF THEY ARE NOT PERFECT