

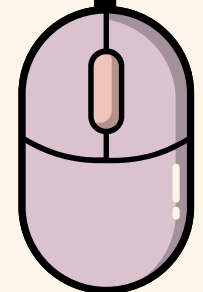
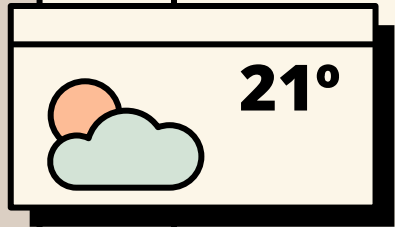
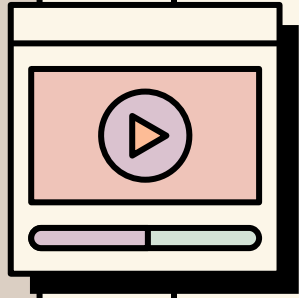
# Team Hoosiers

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INFO | 403/590 - Mobile HCI

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# Problem we address



College students experience a significant amount of stress and struggle with maintaining focus, and there is a noticeable lack of specialized tools or apps dedicated to addressing these specific challenges. But, realizing this gap, we have developed prototype called the 'Focus Boosting Glasses', a solution designed to reduce stress and enhance concentration specifically for students. Then, by utilizing these glasses, students can not only alleviate their stress but also improve their focus, leading to better academic performance and overall well-being



# Target Audience



## College Students

Undergraduate and Graduate Students

## Goals

- Enhance their focus
- Managing stress



# Problem of existing solutions



**01**

Lack of actual tool  
that focuses on  
students

**02**

Not hugely  
effective

**03**

Do not help  
students to get  
more focused

# Multiple Prototypes

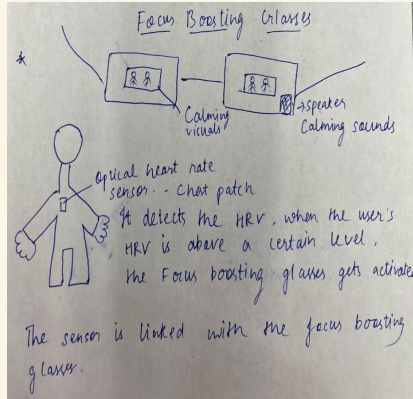
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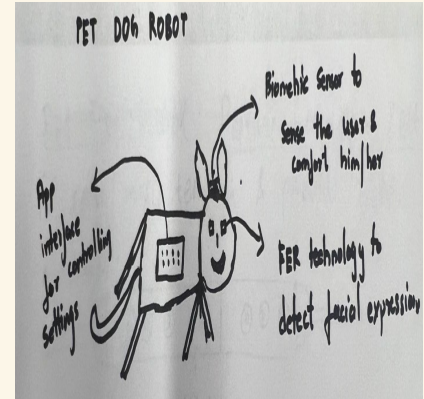
## Stress Status Ring



## Focus Boosting Glasses



## Pet Dog Robot



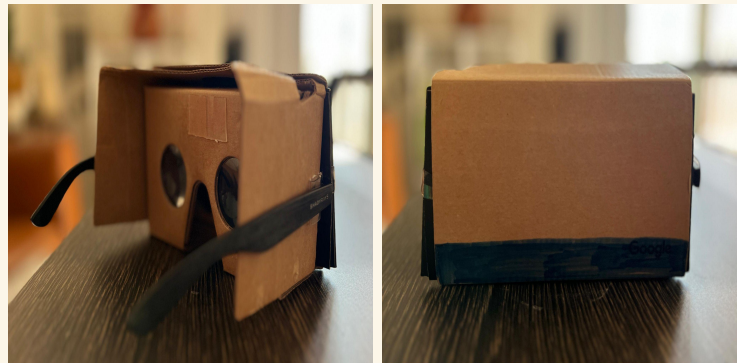


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# Our Prototype Focus Boosting Glasses



**Initial**



**Final**



# Prototype Functions



**Detects heart rate via  
sensor**

**Sends alert to app when  
high heart rate is  
detected**

**Companion App with  
relaxing/focusing  
functions connected to  
VR Glasses**



# User Testing



## Participants

Current IUB Undergraduate/Graduate Students from different majors

## Methods

One-on one in-person user testing

Testing with physical prototype, which is VR glass

Used test script

## Process

Introduction

5 different tasks

Observe/Ask to rate each tasks

|                       | User 1                                                                                                                                                  | User 2                                                     | User 3                                                      |
|-----------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------|-------------------------------------------------------------|
| Task Description      | We asked the participant to wear the VR glasses and immerse themselves in the virtual environment to evaluate their comfort level with the device.      |                                                            |                                                             |
| Task:                 | How comfortable did you find wearing the focus-enhancing glasses on a scale of 1-5? (1 being extremely uncomfortable and 5 being extremely comfortable) |                                                            |                                                             |
| Value to be measured: | Participant had to hold the glass with hand                                                                                                             | The size didn't fit participant so he had to use his hands | Was not too bad for participant but said it could be better |
| Glass Comfort Level   | Score: 2                                                                                                                                                | Score: 2                                                   | Score: 3                                                    |

|                  | User 1                                                                                                                                                        | User 2 | User 3 |
|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|--------|
| Task Description | We instructed the participant to engage with the companion app, exploring its various features and functionalities as they would in a regular usage scenario. |        |        |
| Task             | How happy are you with the overall experience of the companion app on a scale of 1-5? (1 being completely dissatisfied and 5 being completely satisfied)      |        |        |

|                                      |                                  |                                                                                           |                |
|--------------------------------------|----------------------------------|-------------------------------------------------------------------------------------------|----------------|
| Value to be measured:                | Straight forward and comfortable | Overall, participant liked the app but he told us it could be better with more categories | Very satisfied |
| User Satisfaction with Companion App | Score: 5                         | Score: 4                                                                                  | Score: 5       |

|                       | User 1                                                                                                                                                                                               | User 2                                                     | User 3                             |
|-----------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------|------------------------------------|
| Task Description      | Explain to the participant that the goal of this task is to determine how long they can sustain focused attention without becoming significantly distracted while using the focus-enhancing glasses. |                                                            |                                    |
| Task                  | How long were you able to sustain continuous attention while wearing the focus-enhancing glasses?                                                                                                    |                                                            |                                    |
| Value to be measured: | Participant was able to focus well                                                                                                                                                                   | Participant was somewhat distracted but was ok on focusing | Participant was able to focus well |
| Focus Duration:       | Time: About 5 minutes                                                                                                                                                                                | Time: About 3 minutes                                      | Time: About 7 minutes              |

|                                     | User 1                                                                                                                                                             | User 2                                                                                 | User 3                                                                              |
|-------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------|
| Task Description                    | We asked the participant to wear the VR glasses and immerse themselves in the virtual environment                                                                  |                                                                                        |                                                                                     |
| Task                                | How happy are you with the overall experience of the focus boosting glasses, on a scale of 1-5? (1 being completely dissatisfied and 5 being completely satisfied) |                                                                                        |                                                                                     |
| Value to be measured:               | Somewhat satisfied. It definitely made participant feel better but not in dramatic way                                                                             | Somewhat satisfied. It definitely made participant feel better but not in dramatic way | Didn't really change anything. Participant wasn't really satisfied but said it's ok |
| Overall Satisfaction of the Glasses | Score: 4                                                                                                                                                           | Score: 4                                                                               | Score: 2                                                                            |





# User Testing



1. We asked the participant to wear the VR glasses and immerse themselves in the virtual environment to evaluate their comfort level with the device.
2. We instructed the participant to engage with the companion app, exploring its various features and functionalities as they would in a regular usage scenario.
3. Explain to the participant that the goal of this task is to determine how long they can sustain focused attention without becoming significantly
4. We asked the participant to wear the VR glasses and immerse themselves in the virtual environment
5. To evaluate the change in participants' stress levels before and after interacting with the prototype using a 1-5 scale.





# Our Result



**Comfort Level of  
Glasses**



**Satisfaction  
for the App**



**Focus  
Duration**



**Overall  
Satisfaction**



**Stress  
Level**

# Our Result

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Stress Level Before&After Using Prototype

