

# AWEARNESS

A MOOD TRACKING WEARABLE+ MOBILE APPLICATION

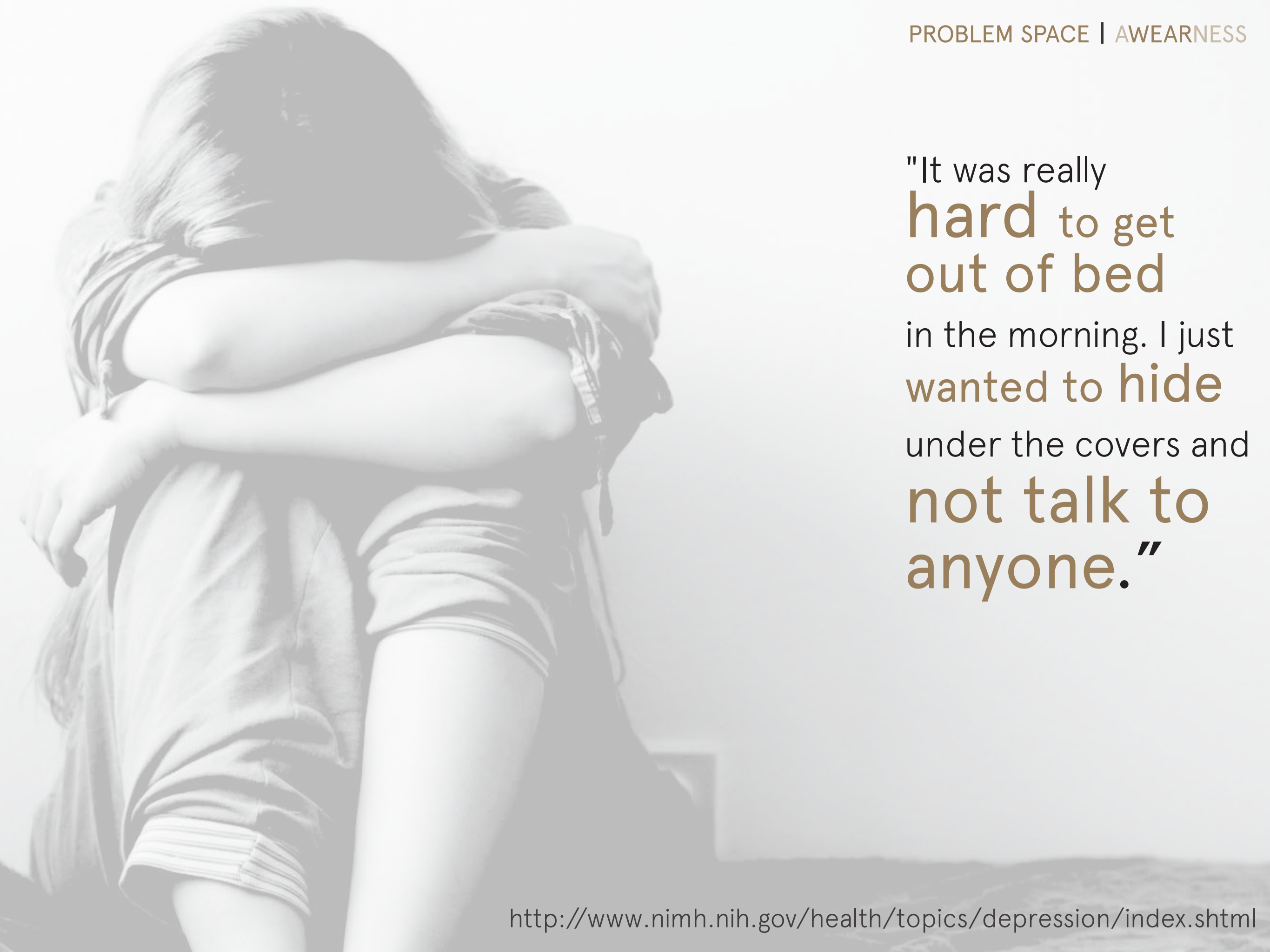
John Allen /PROJECT MANAGEMENT

Viktor Farkas /UX DESIGN

Mallika Mathur /USER RESEARCH

Lauren Rakusin /INTERACTION DESIGN





"It was really **hard** to get out of bed in the morning. I just wanted to **hide** under the covers and **not talk to anyone.**"

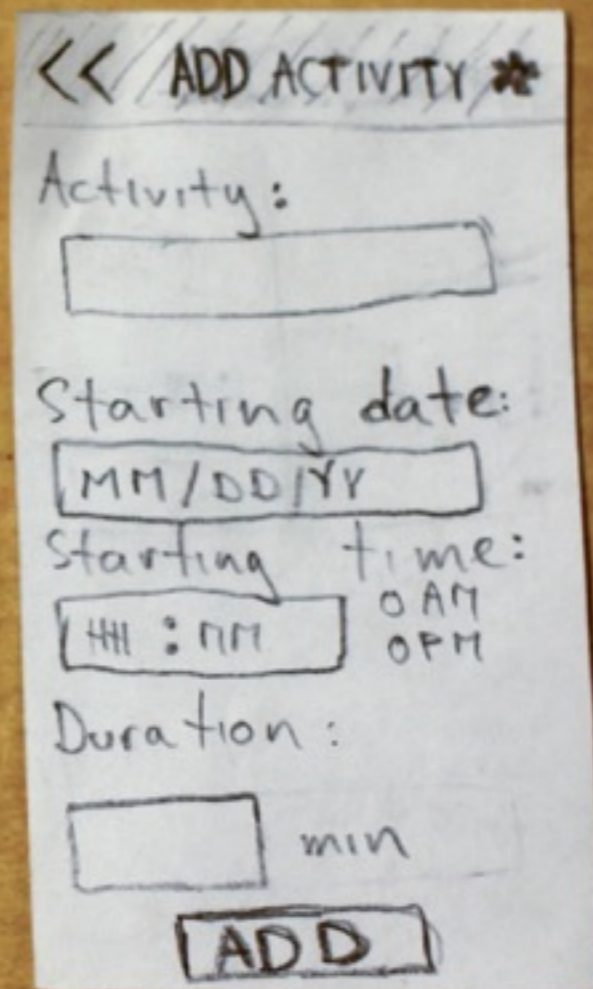
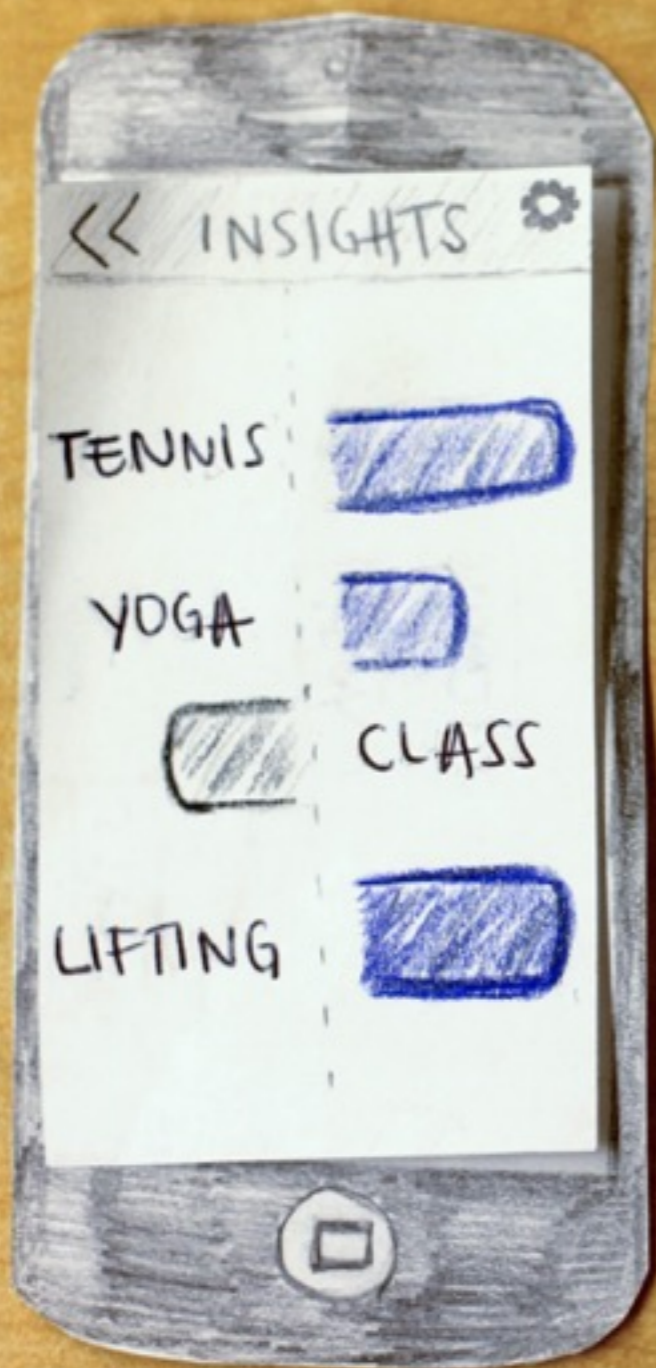
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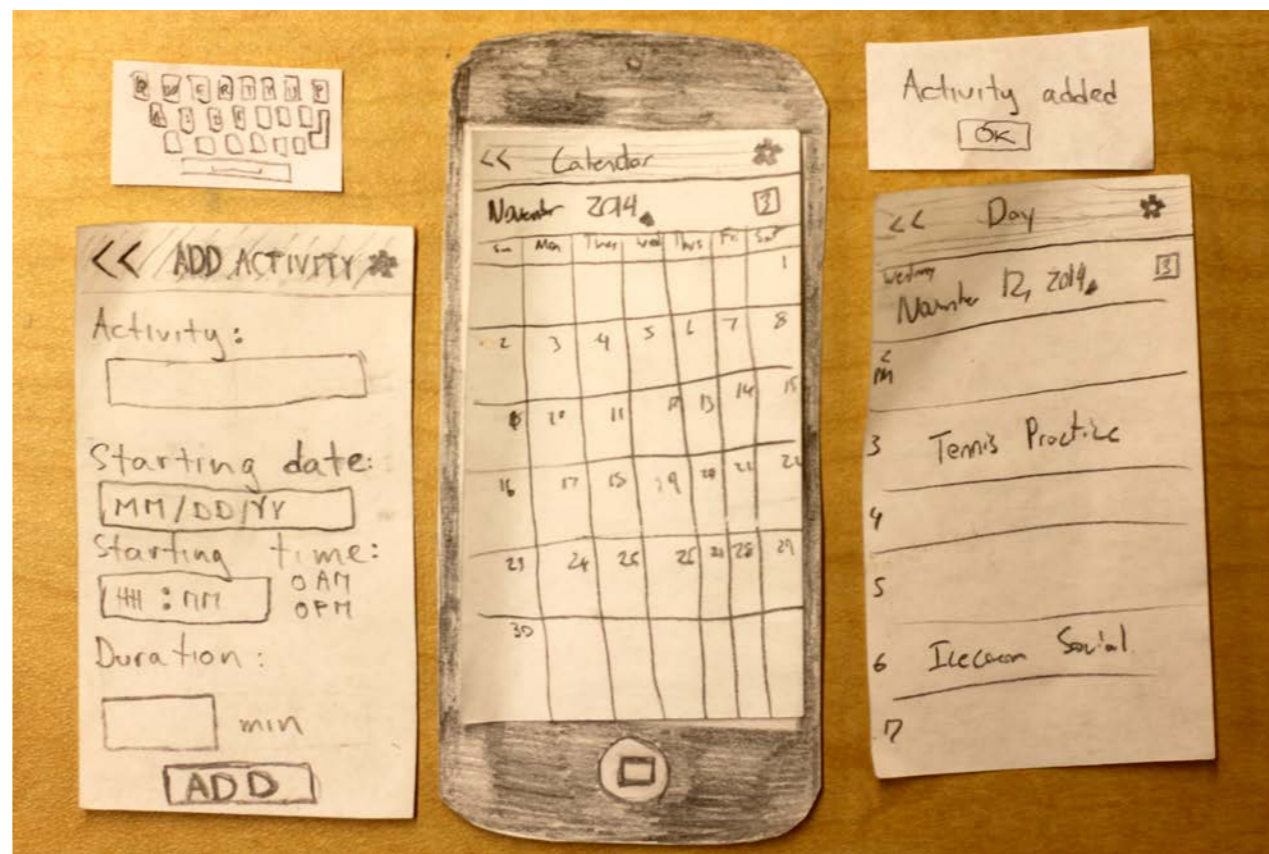
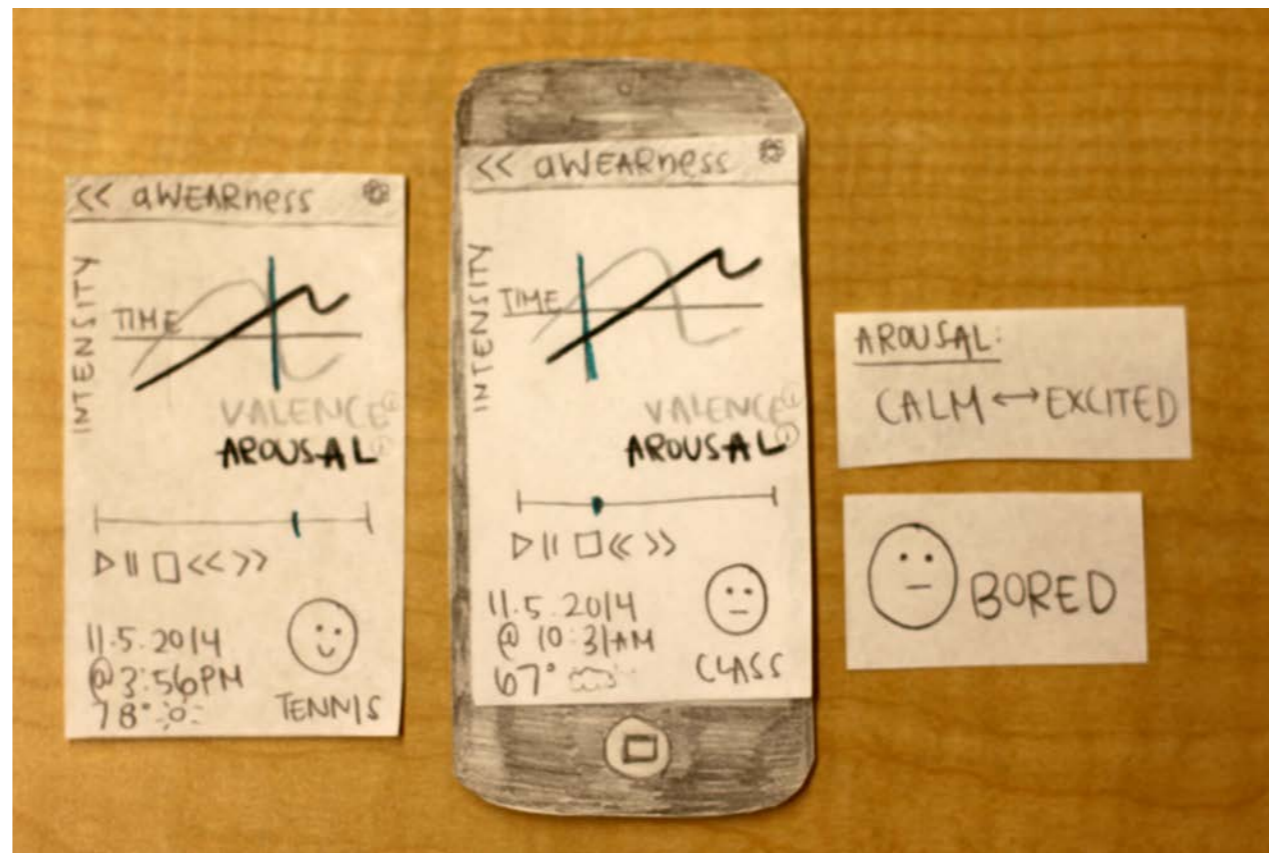
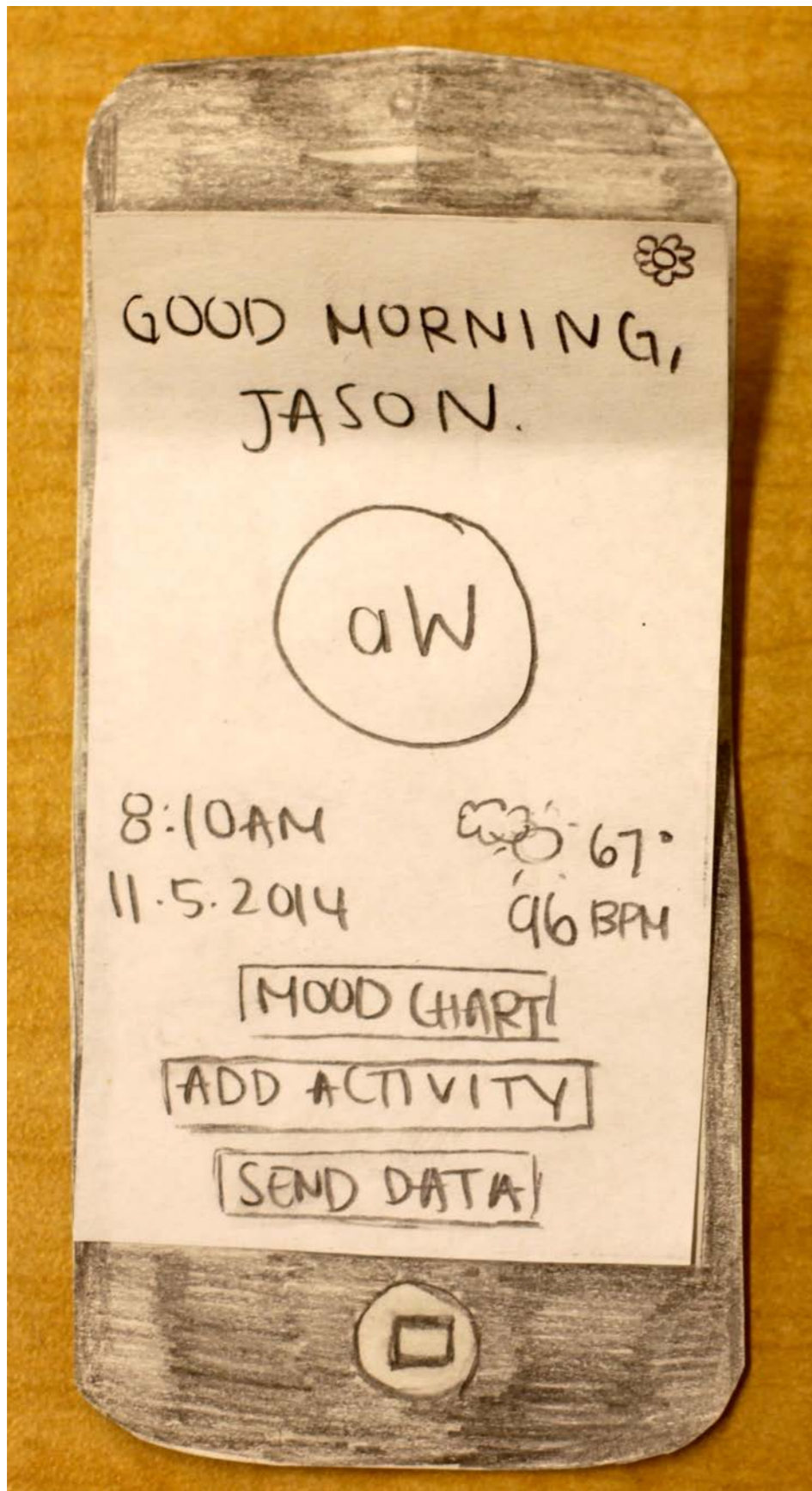
Send data to your mental health professional.

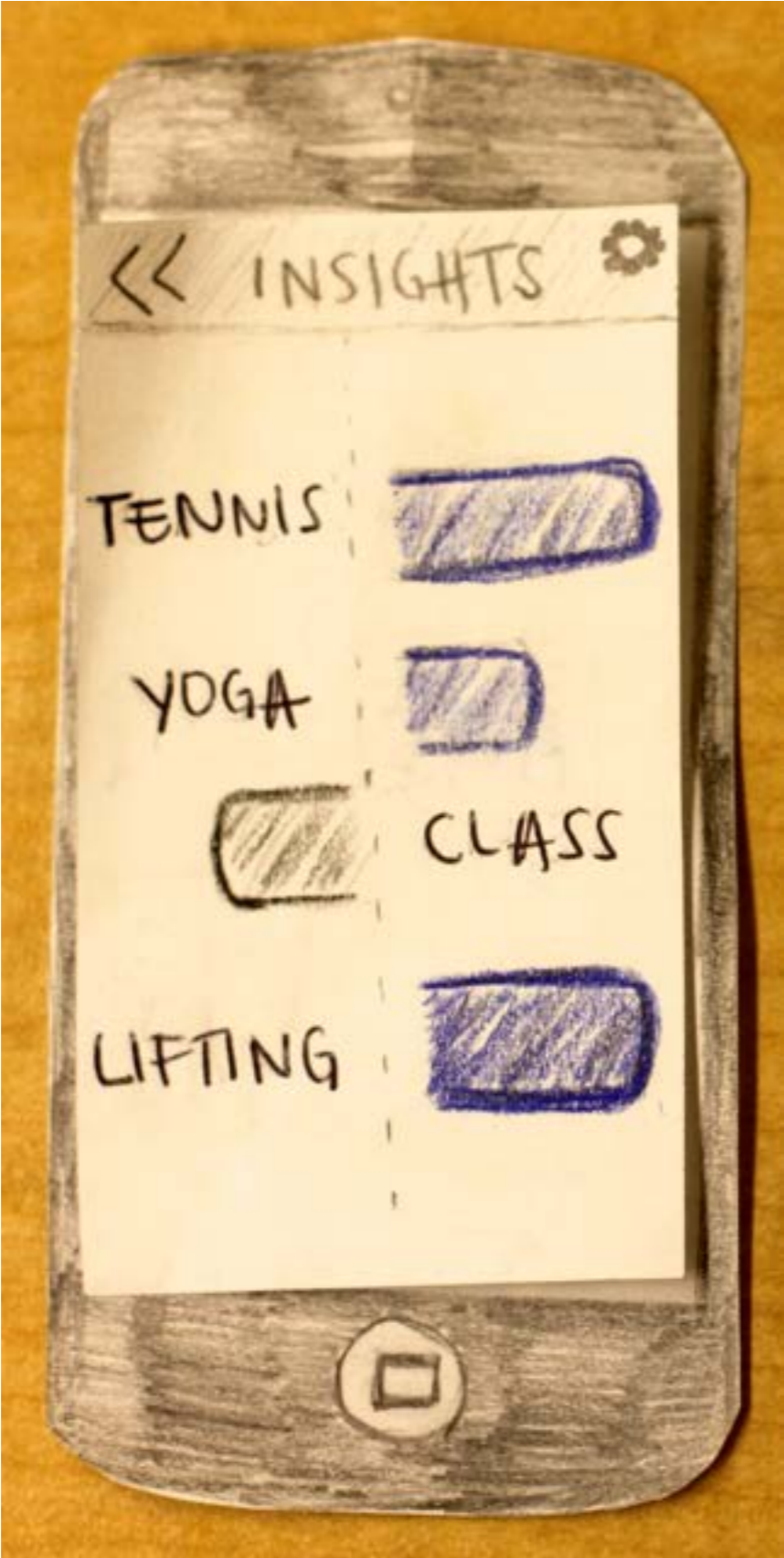
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Discover mood trends and patterns.

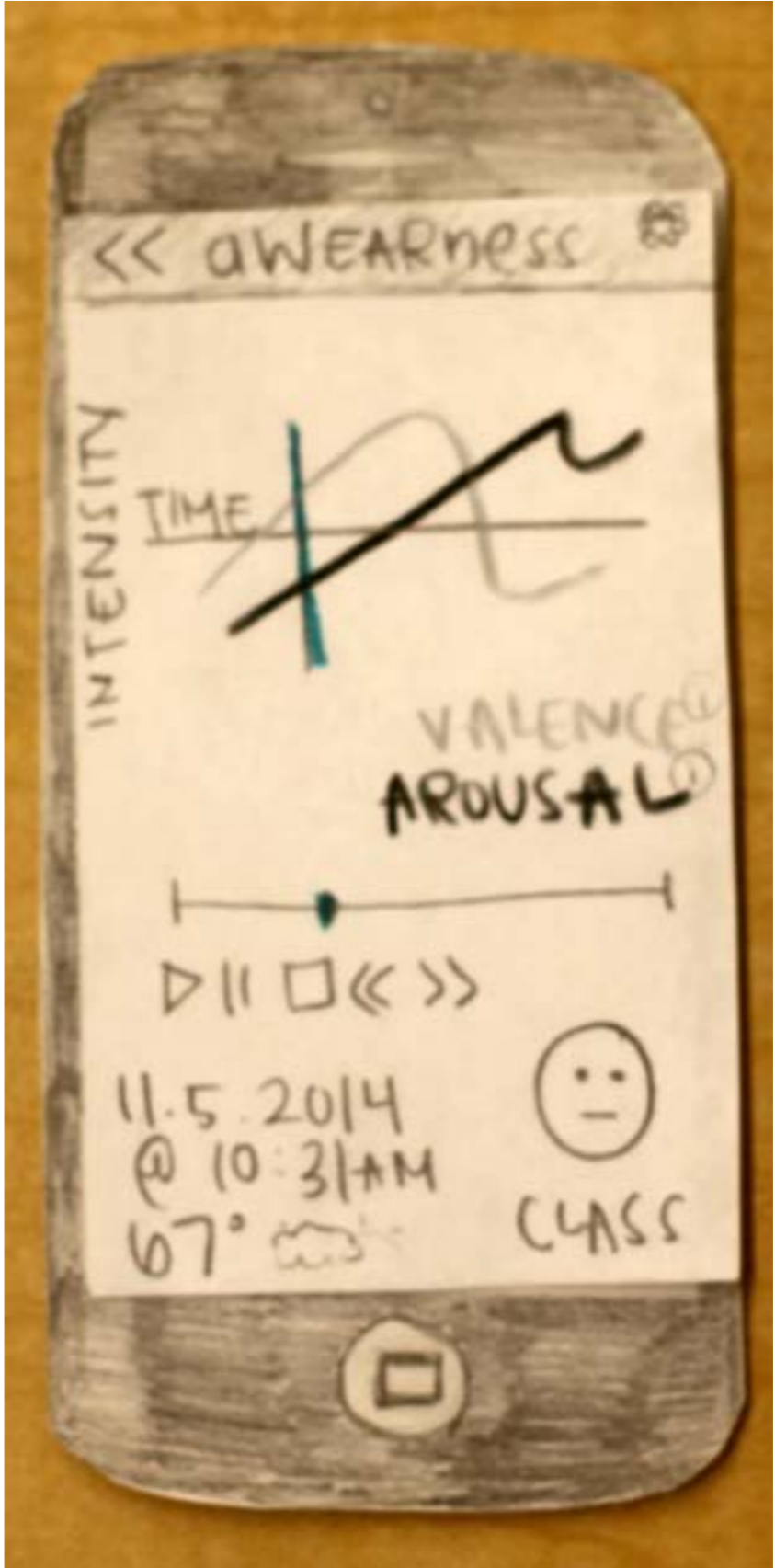








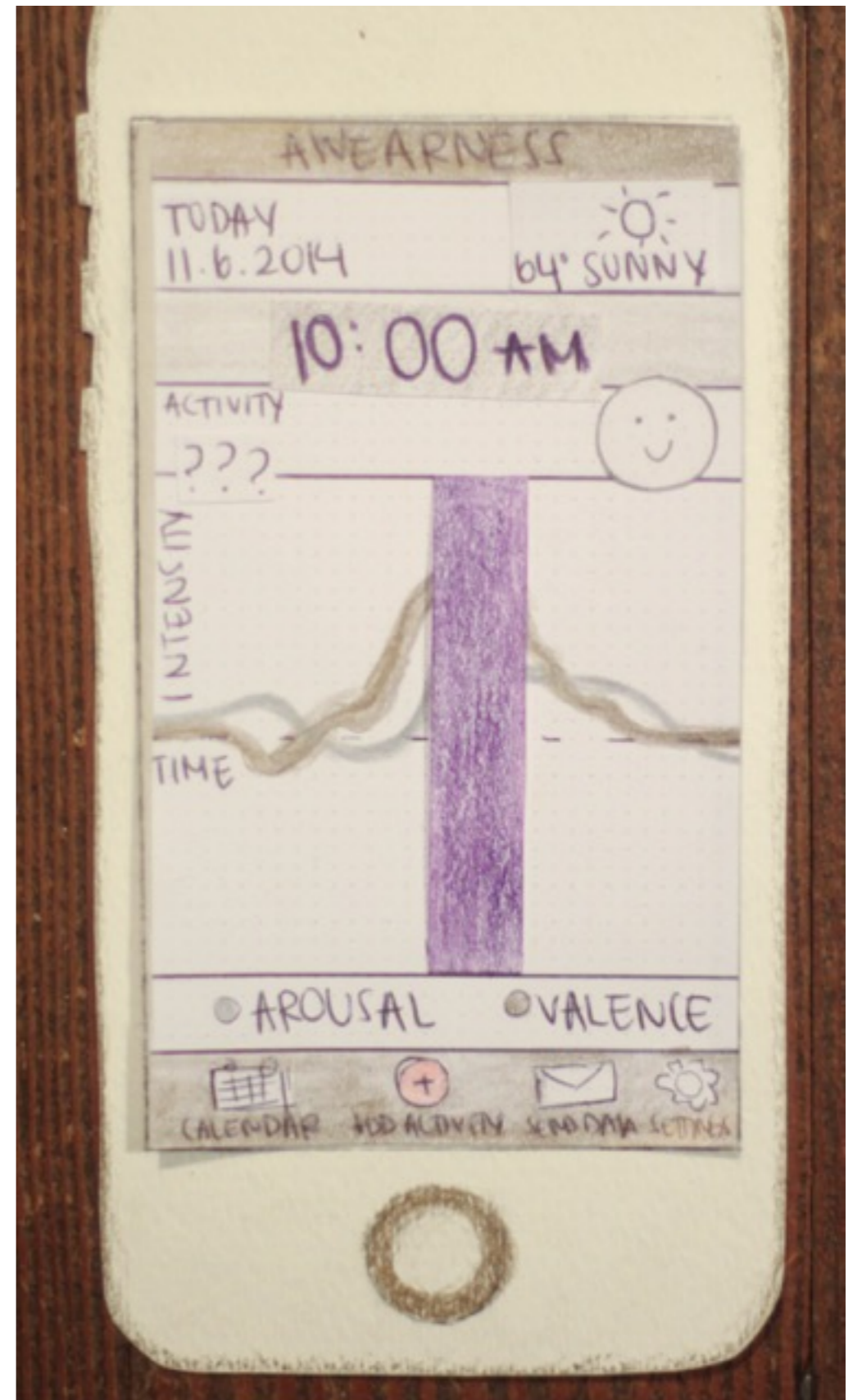
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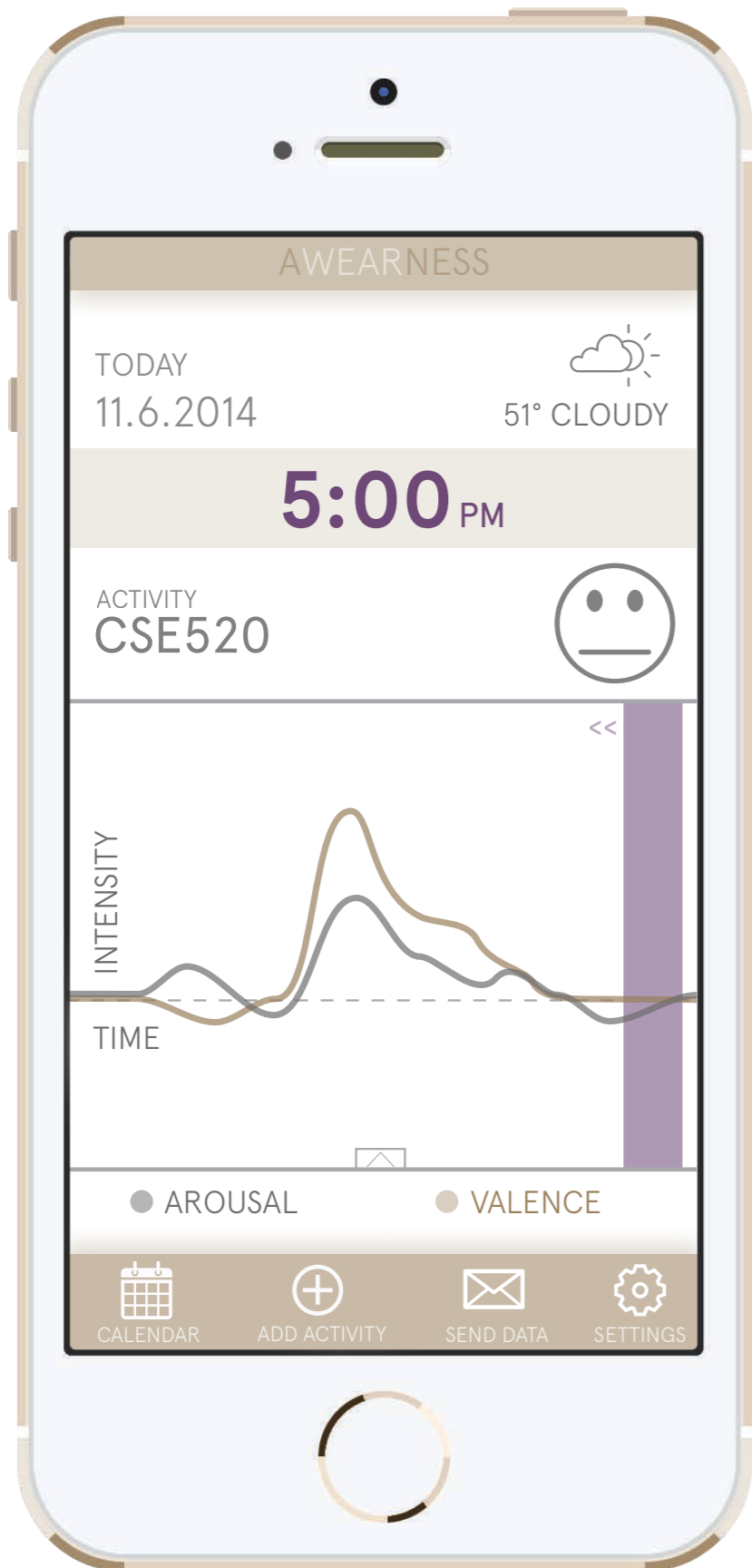
## TASK ONE

While bored in class you decide to **look over today's mood data.**

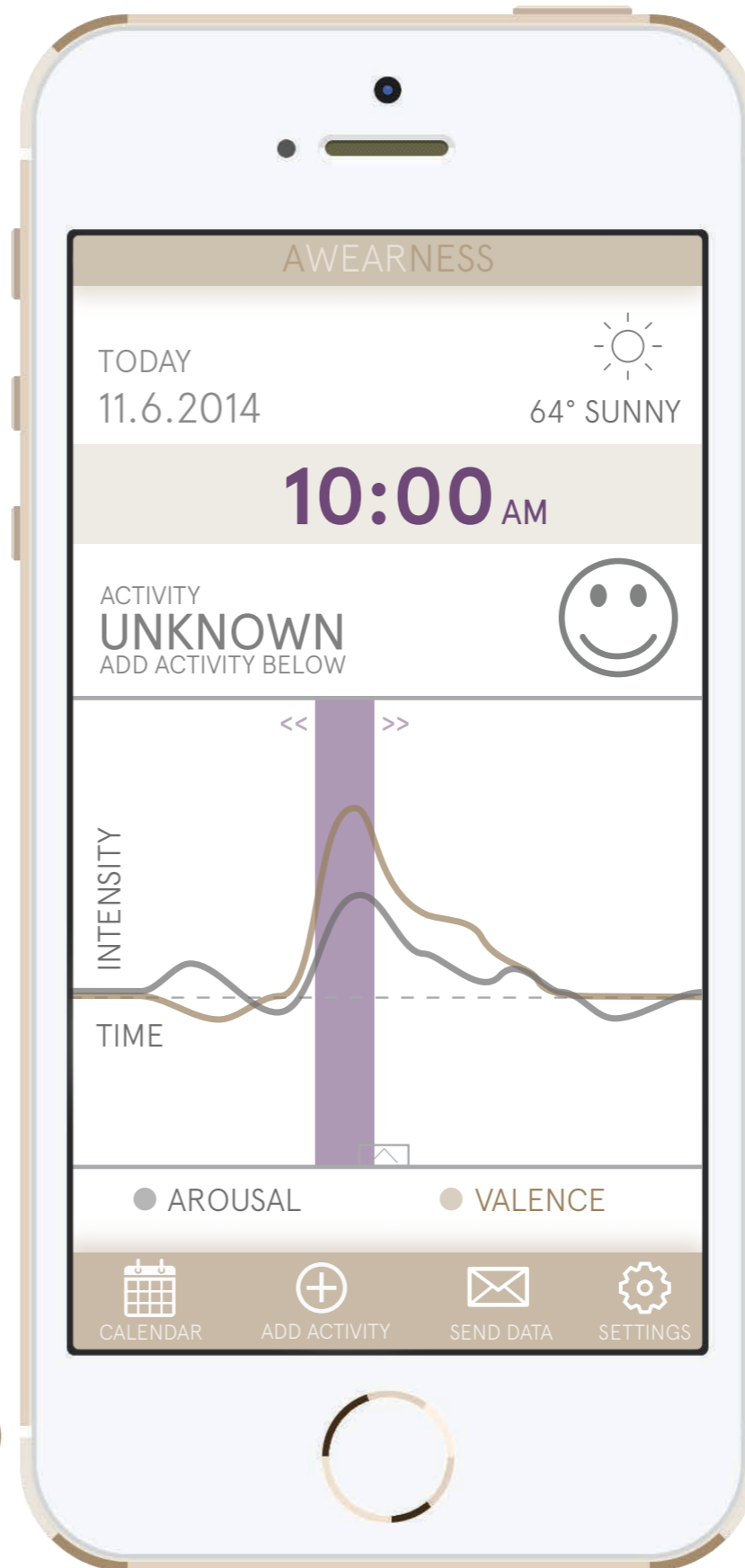
**Identify a time** when you experienced high valence and moderately high arousal (happiness).

**Fill in the missing activity** (ballet).

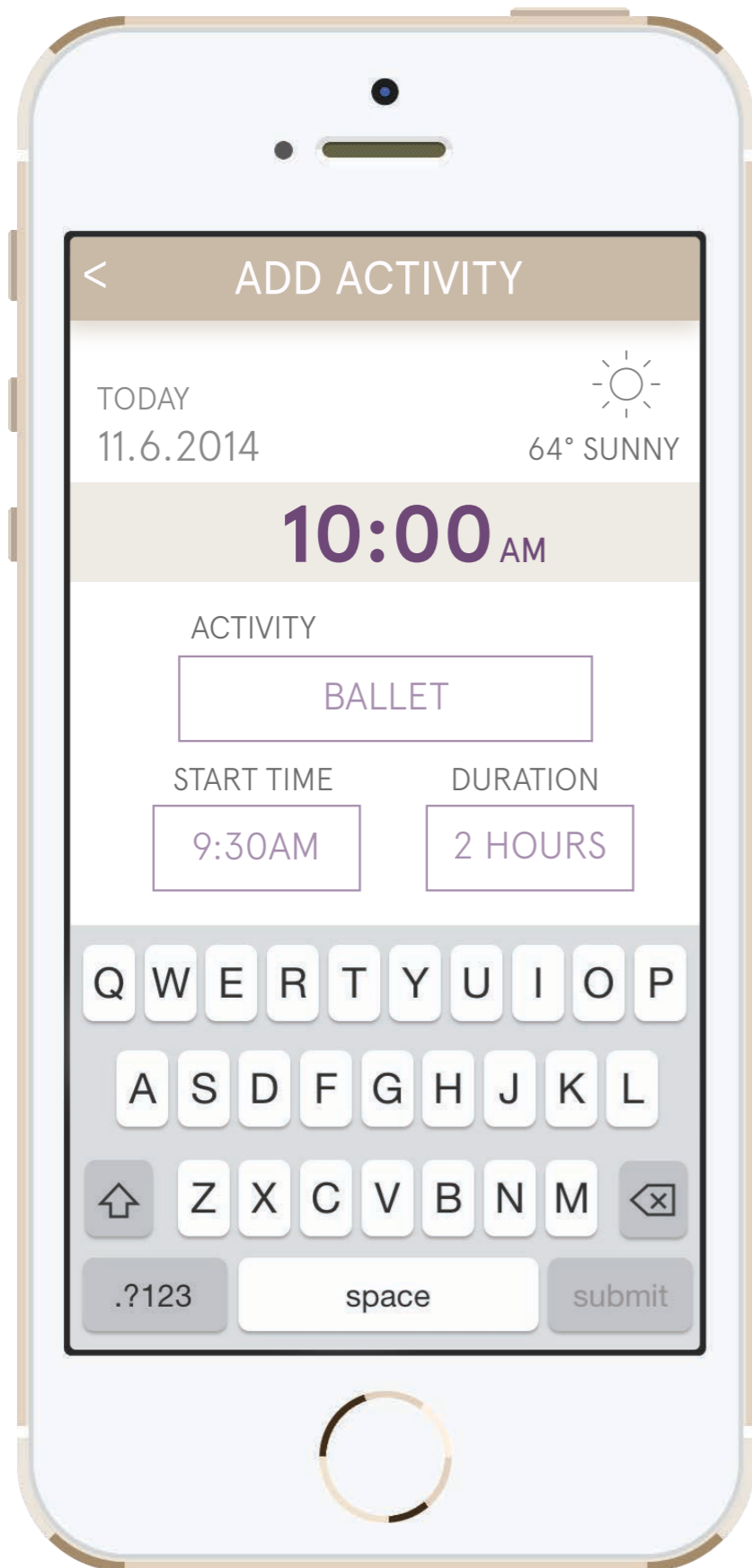
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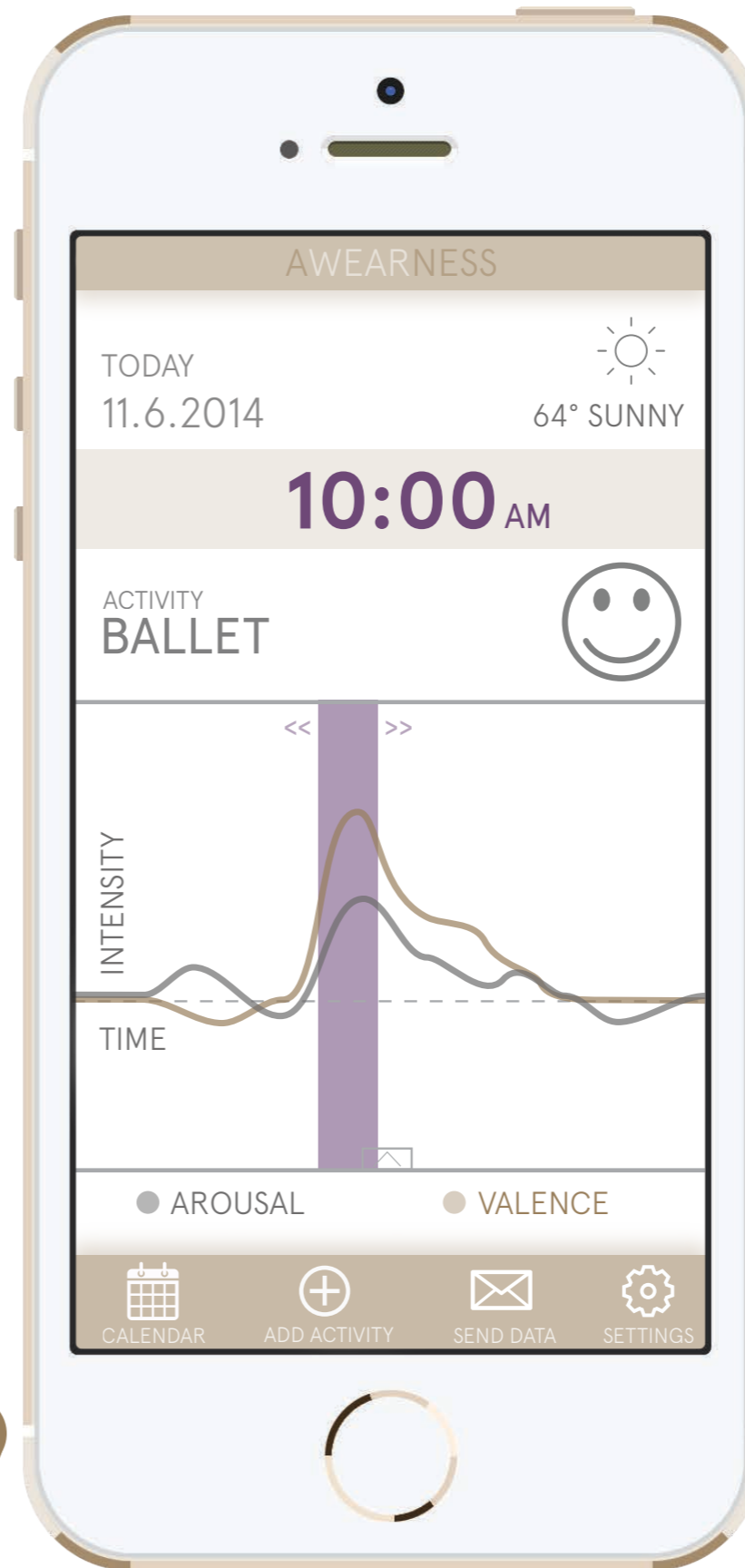
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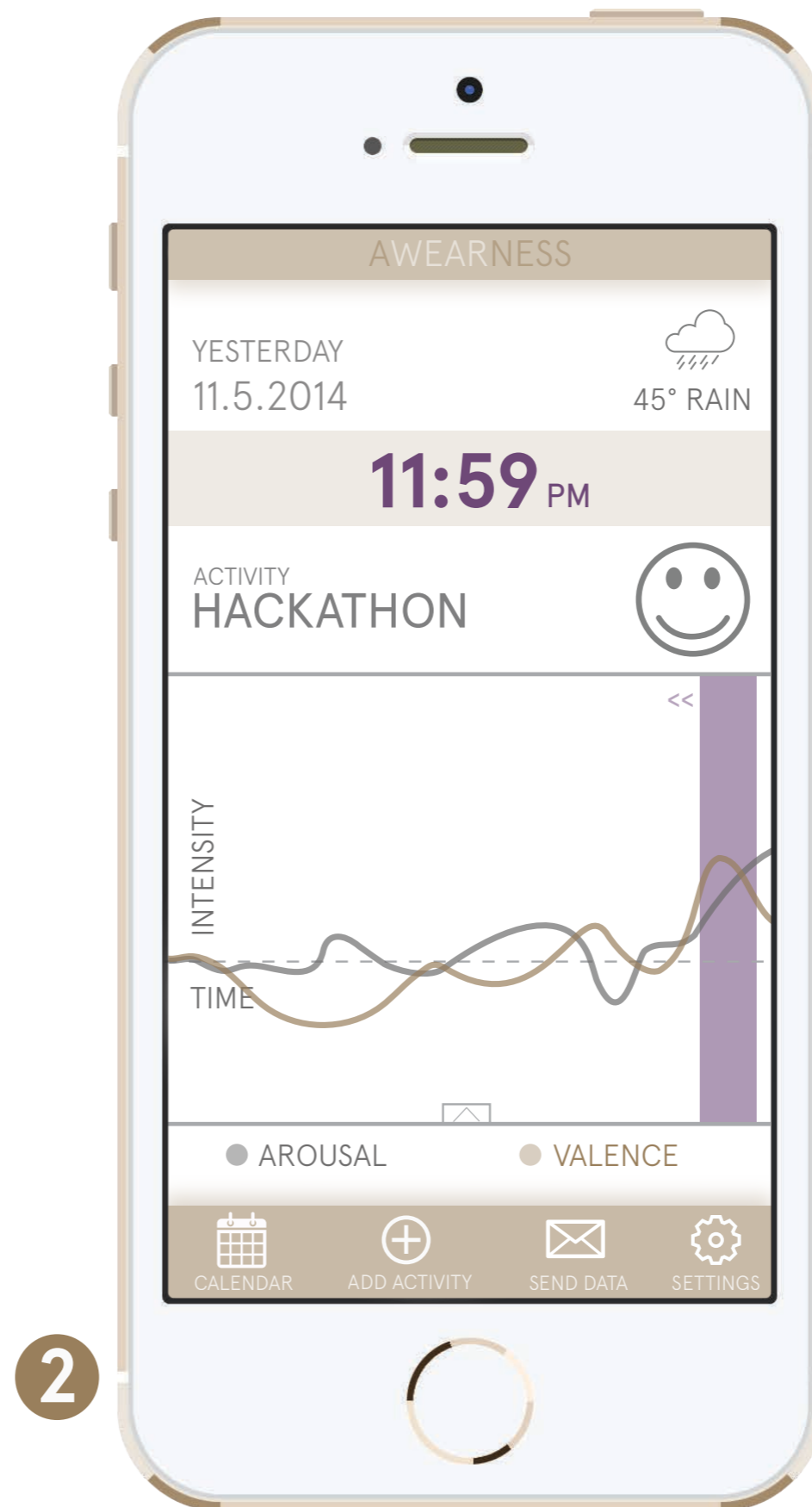
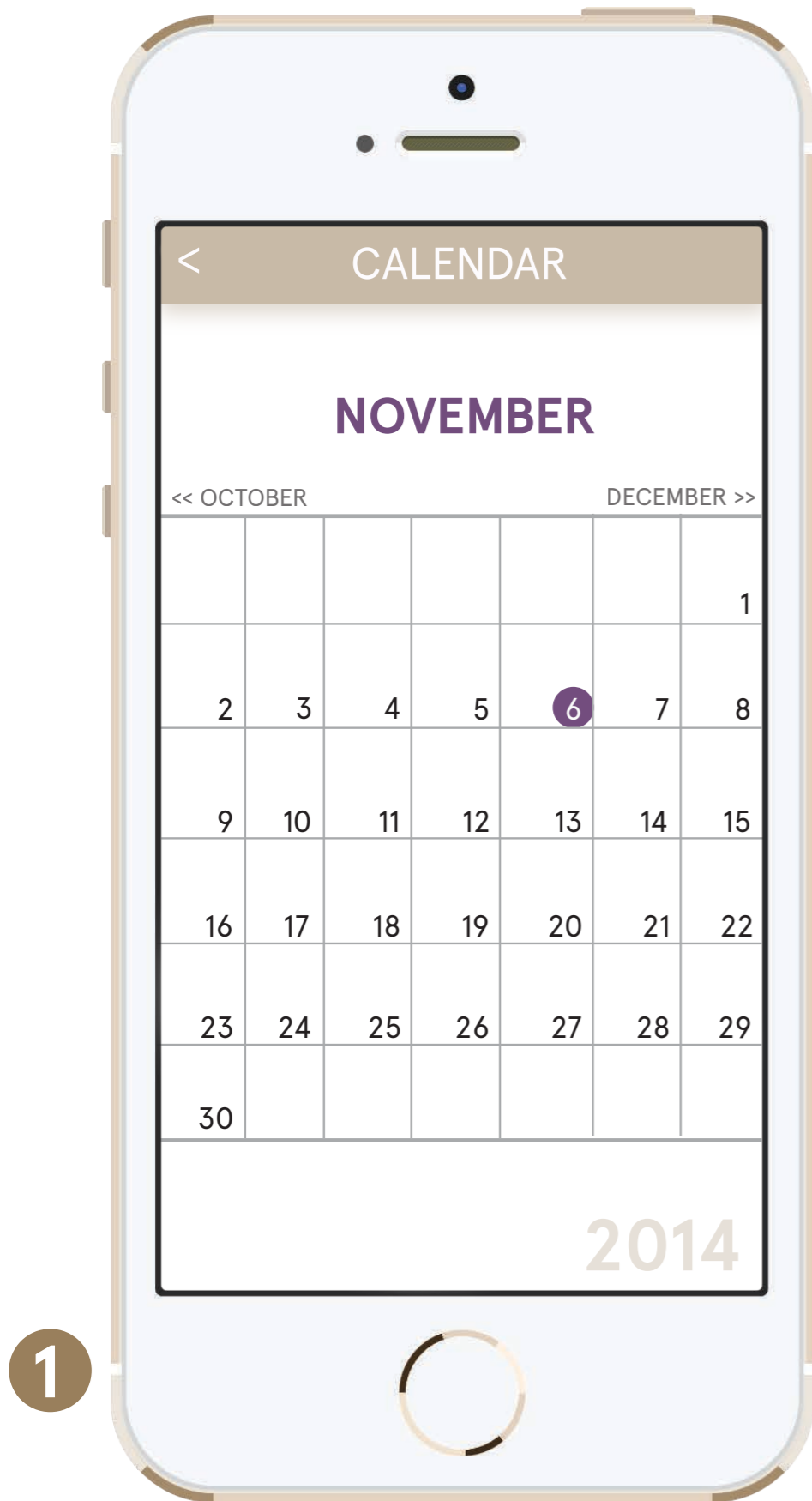


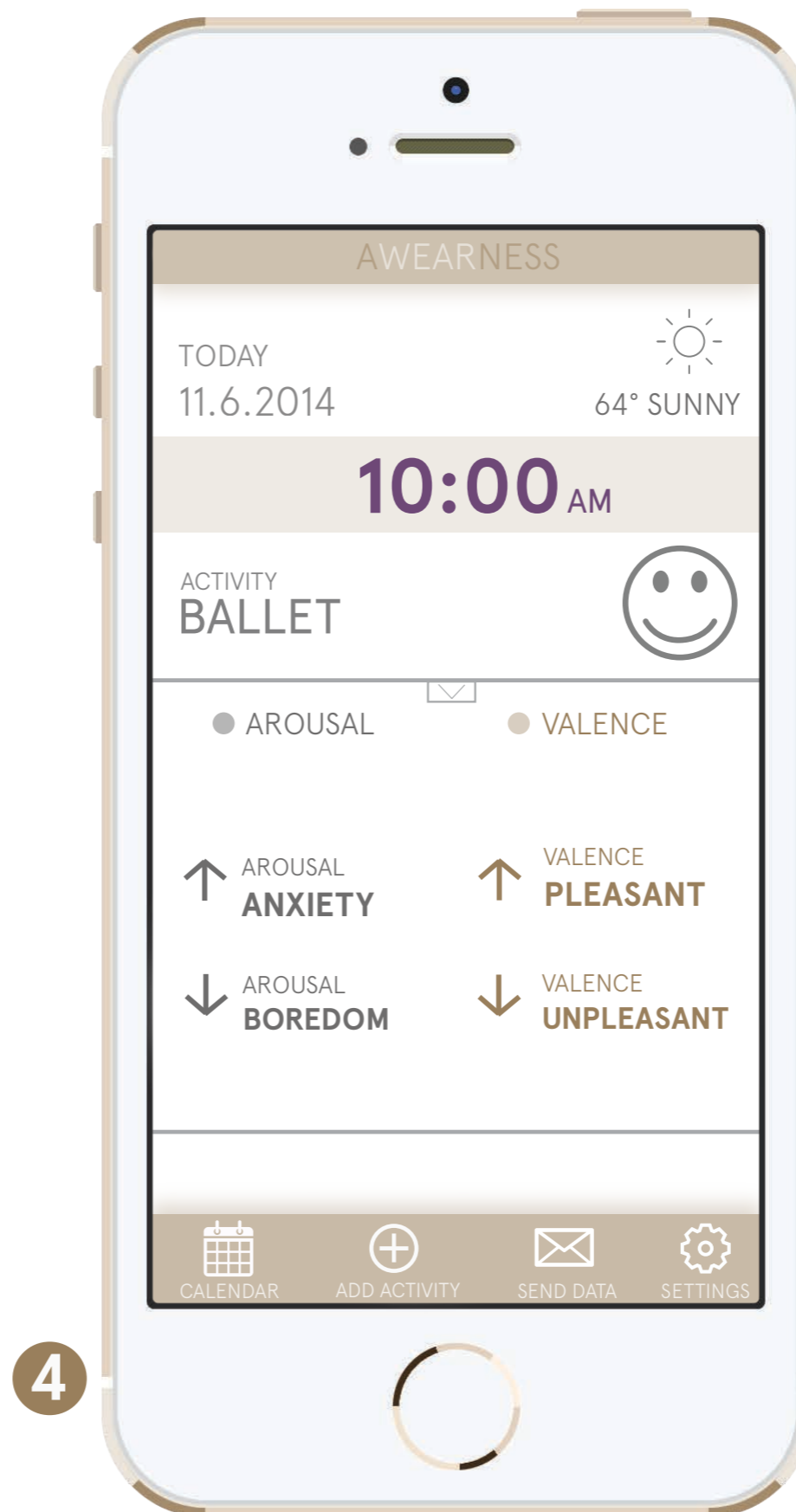
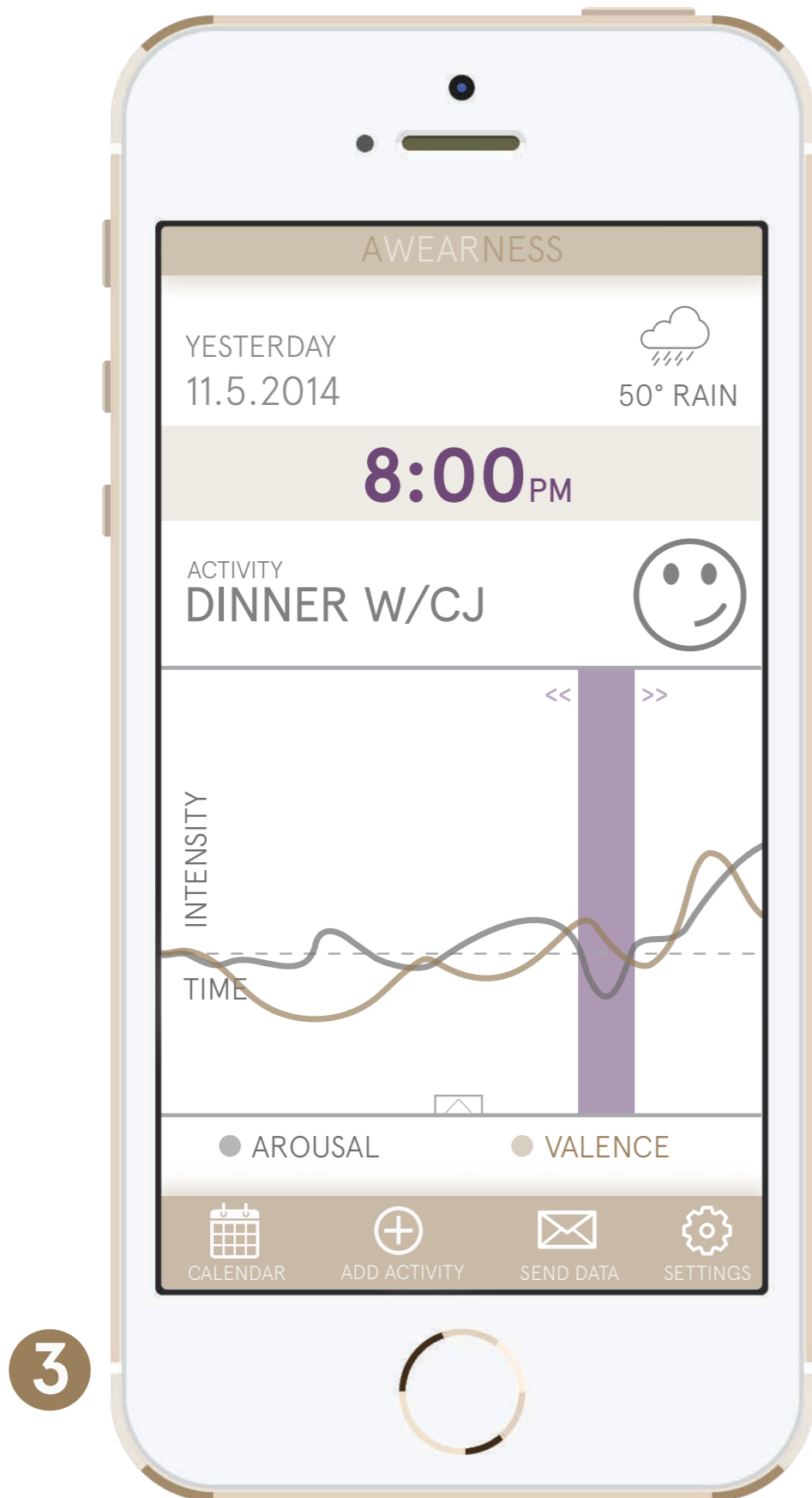


## TASK TWO

**Explore** yesterday's Mood Chart and **identify a time and corresponding activity** in which you experienced high valence and moderate arousal (contentment).

**Re-read the definitions** of the terms.





# INSIGHTS

- 1 DESIGN A NECESSARILY ITERATIVE PROCESS
- 2 TASKS MUST BE CONCRETE + RELEVANT
- 3 COLLABORATION A NECESSITY,  
YET SOMETIMES AN IMPOSSIBILITY





# THANK YOU!

John Allen /PROJECT MANAGEMENT

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