Humoris

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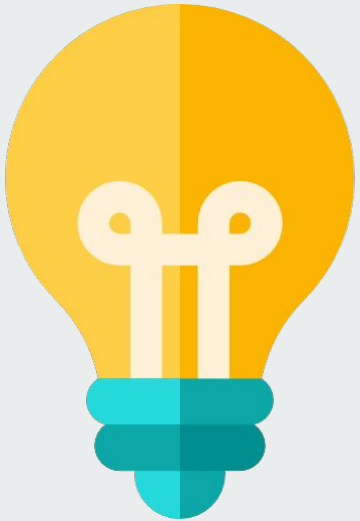
Problem

- Depression and low-level mood are becoming more and more prevalent in Europe
- Users are looking for an implicit way of tracking their mood

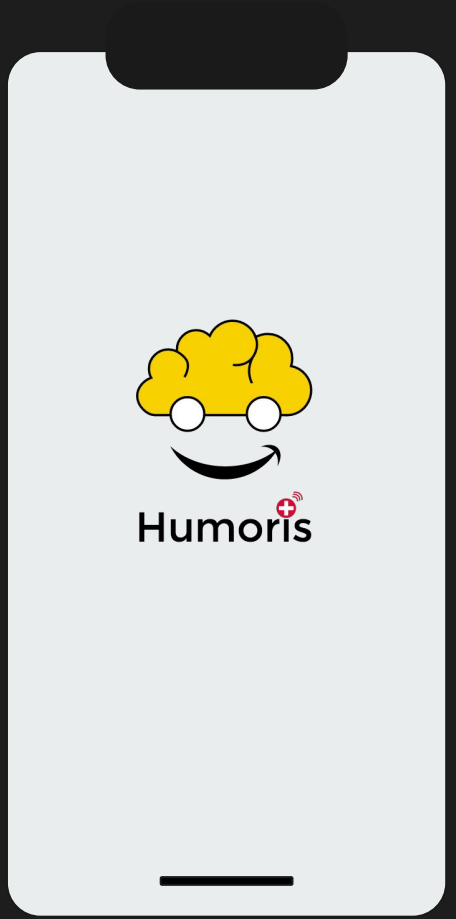
Motivation



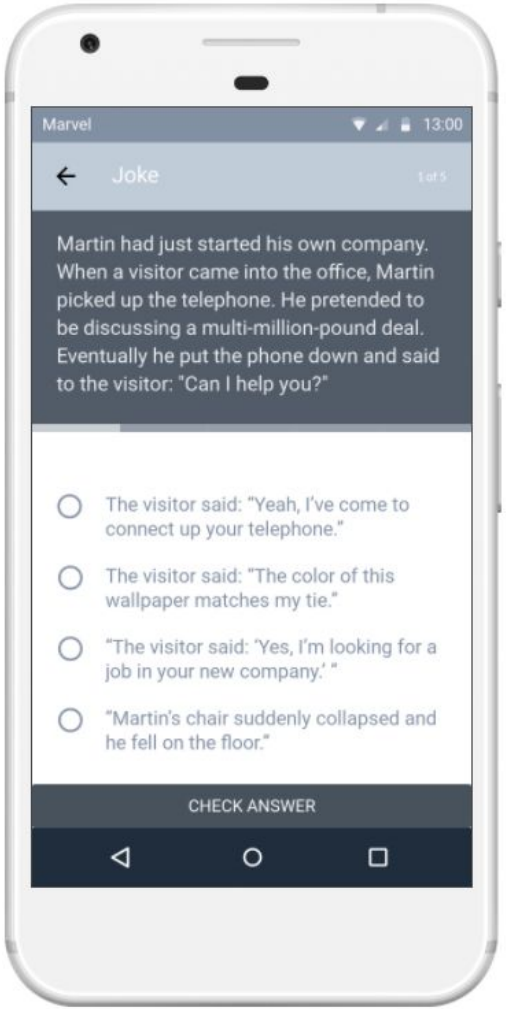
- Users enjoy jokes and laughter
- Users can track their mood in an interesting and engaging way

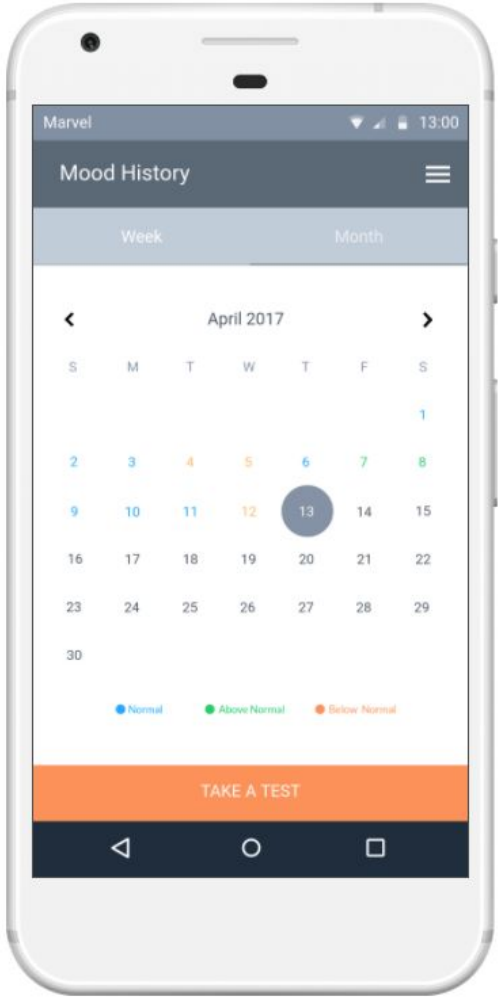
Solution

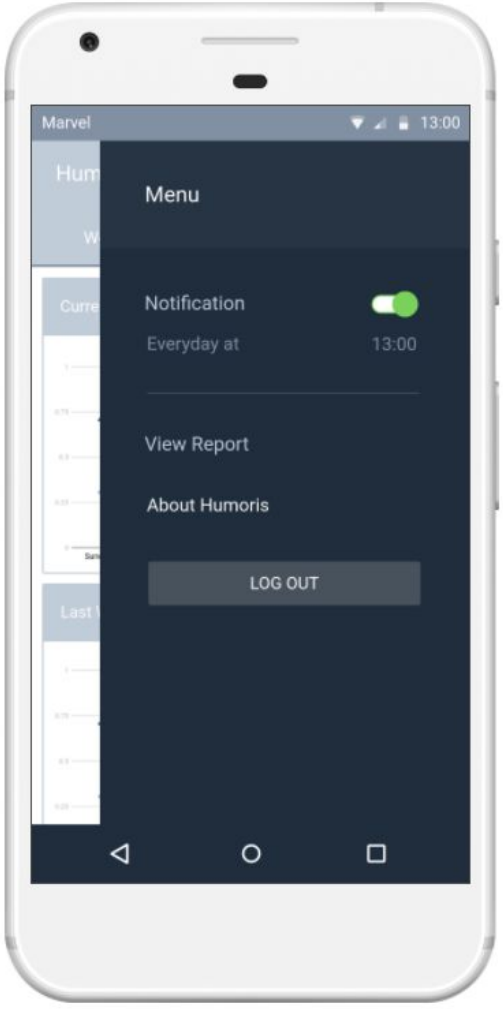
Implicit mood tracking app



Design
Phase 1







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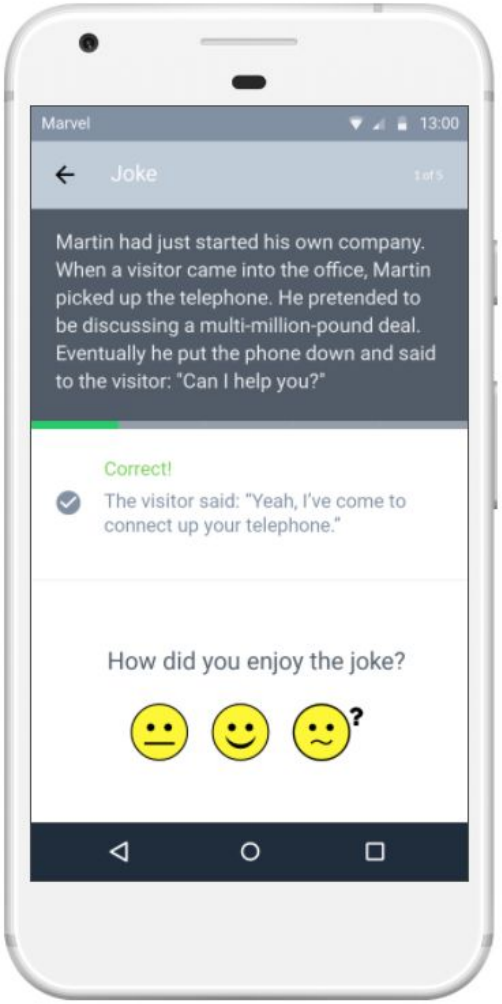
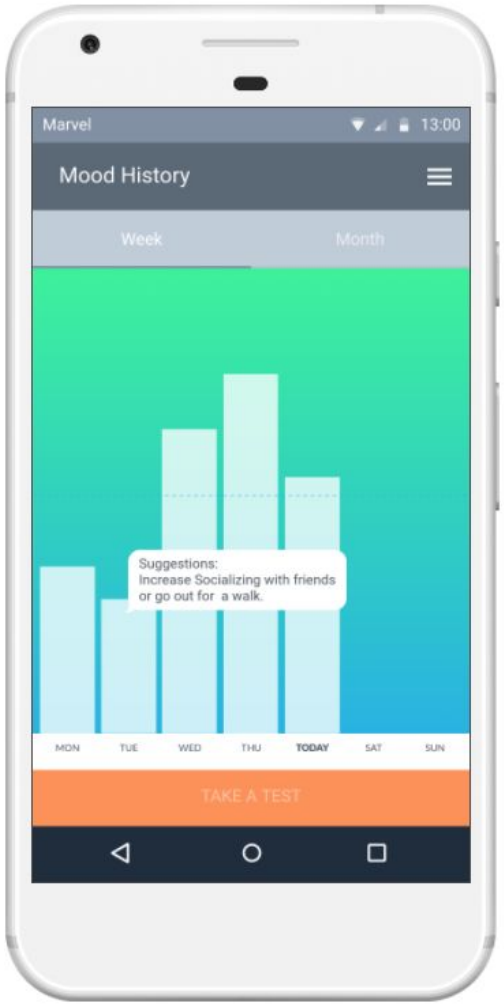
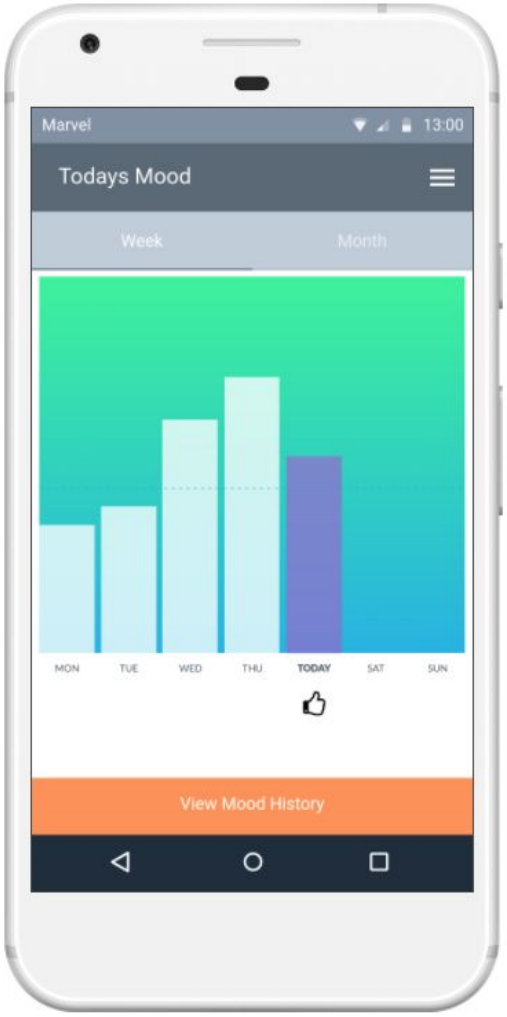
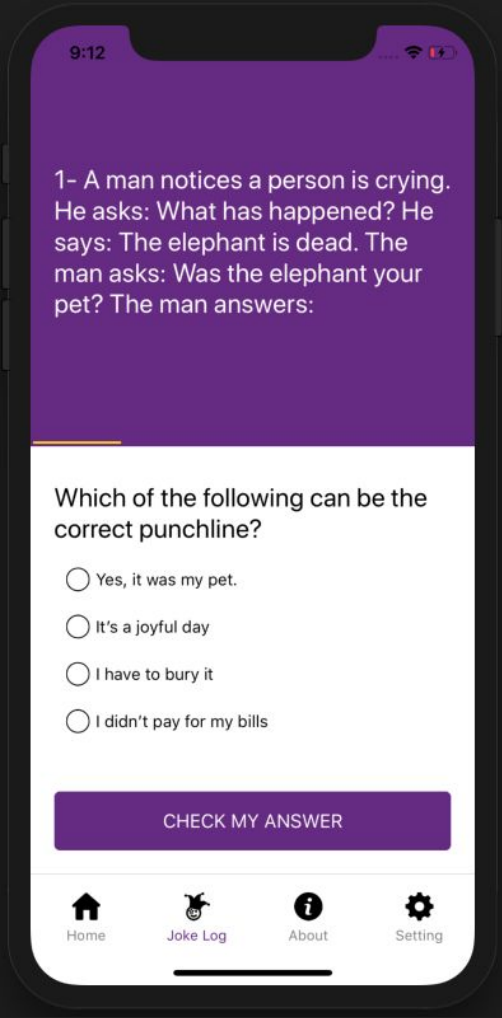
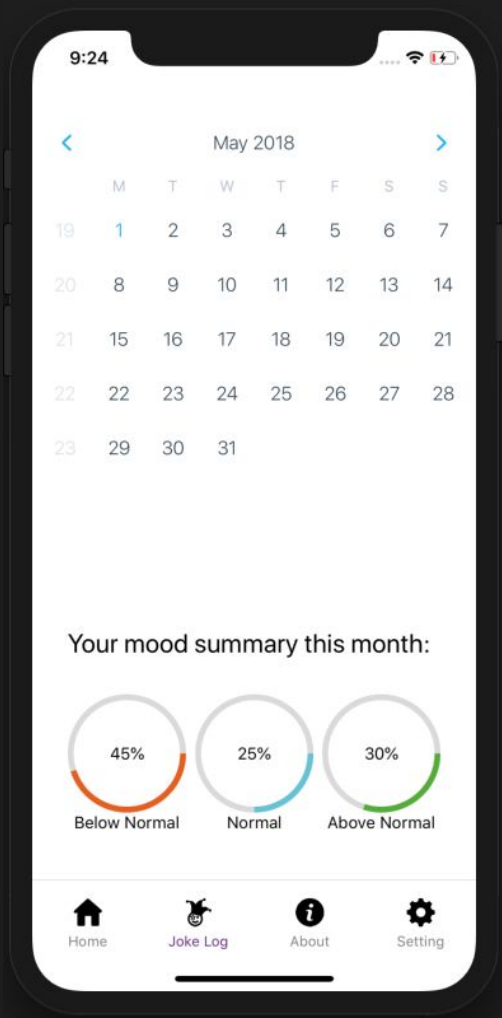




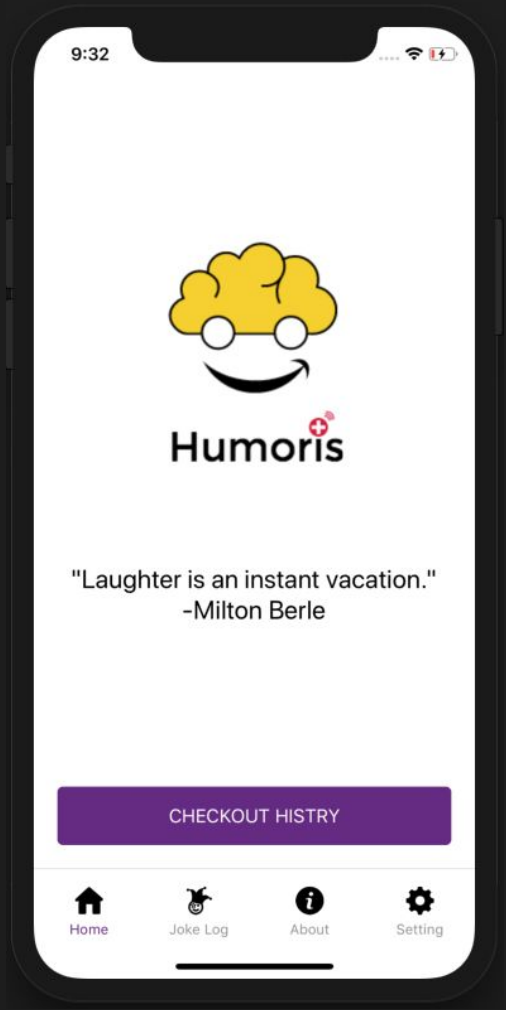


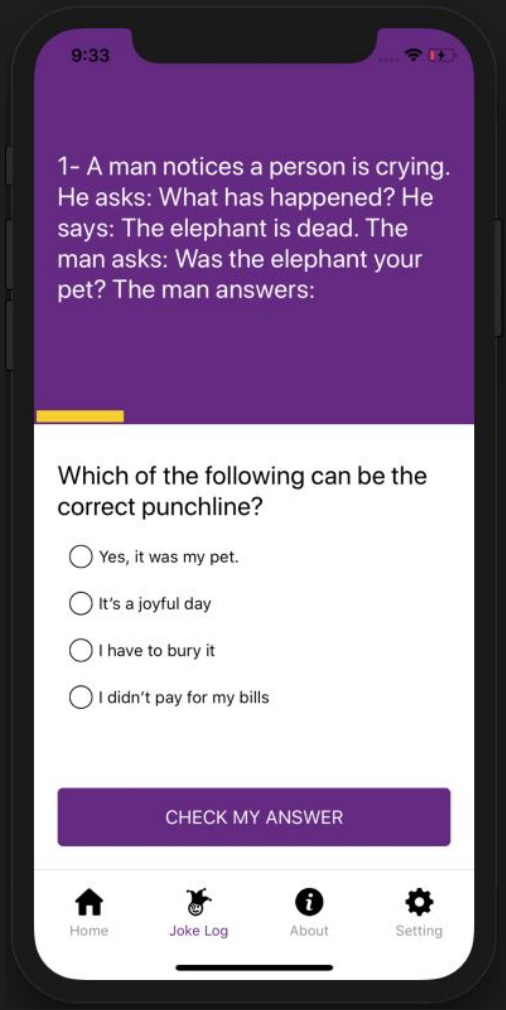
Design
Phase 2

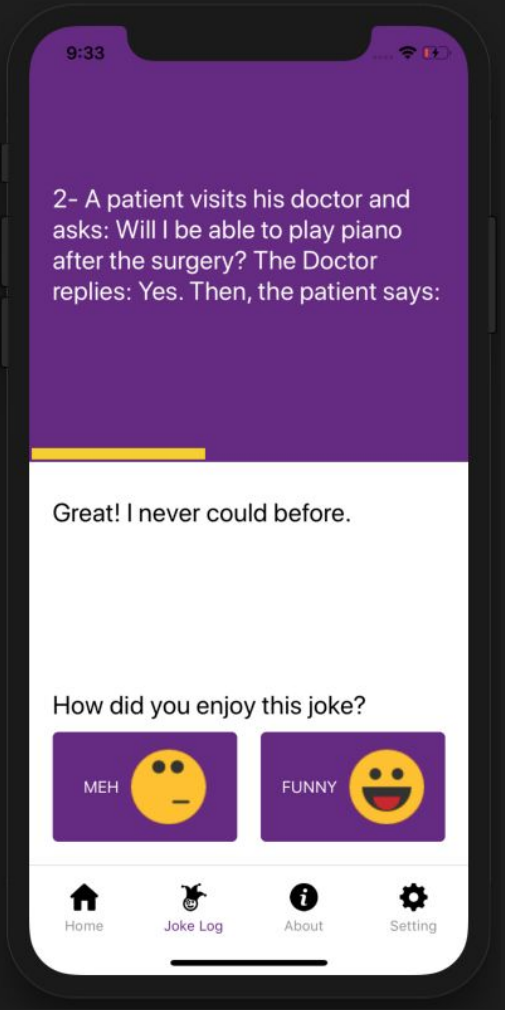




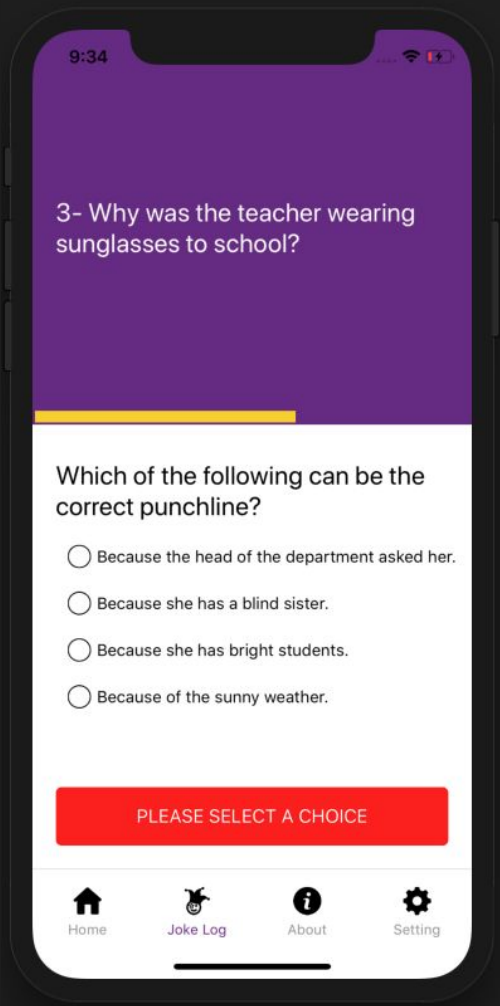
Design
Phase 3

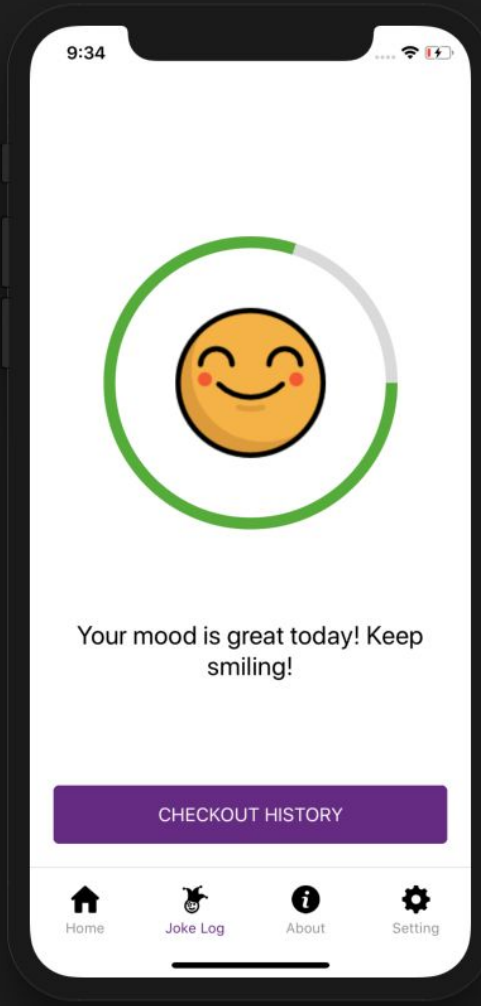


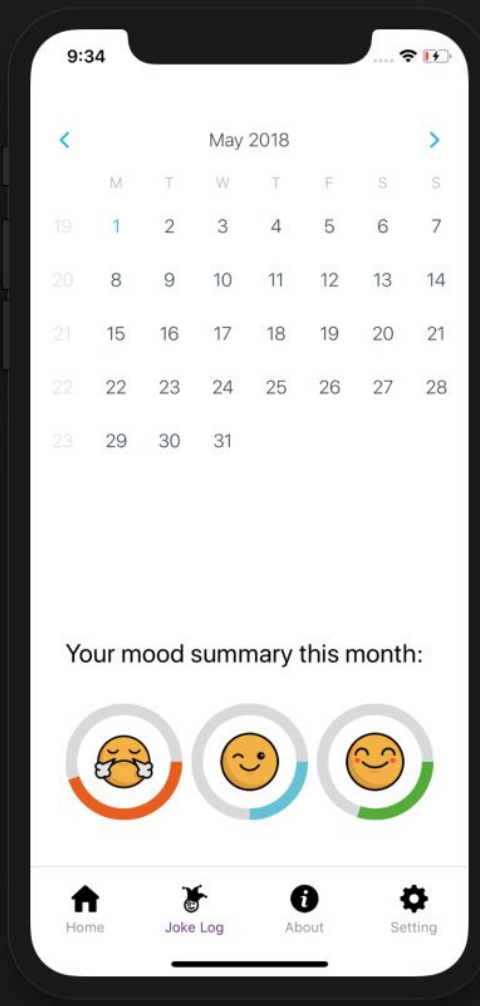




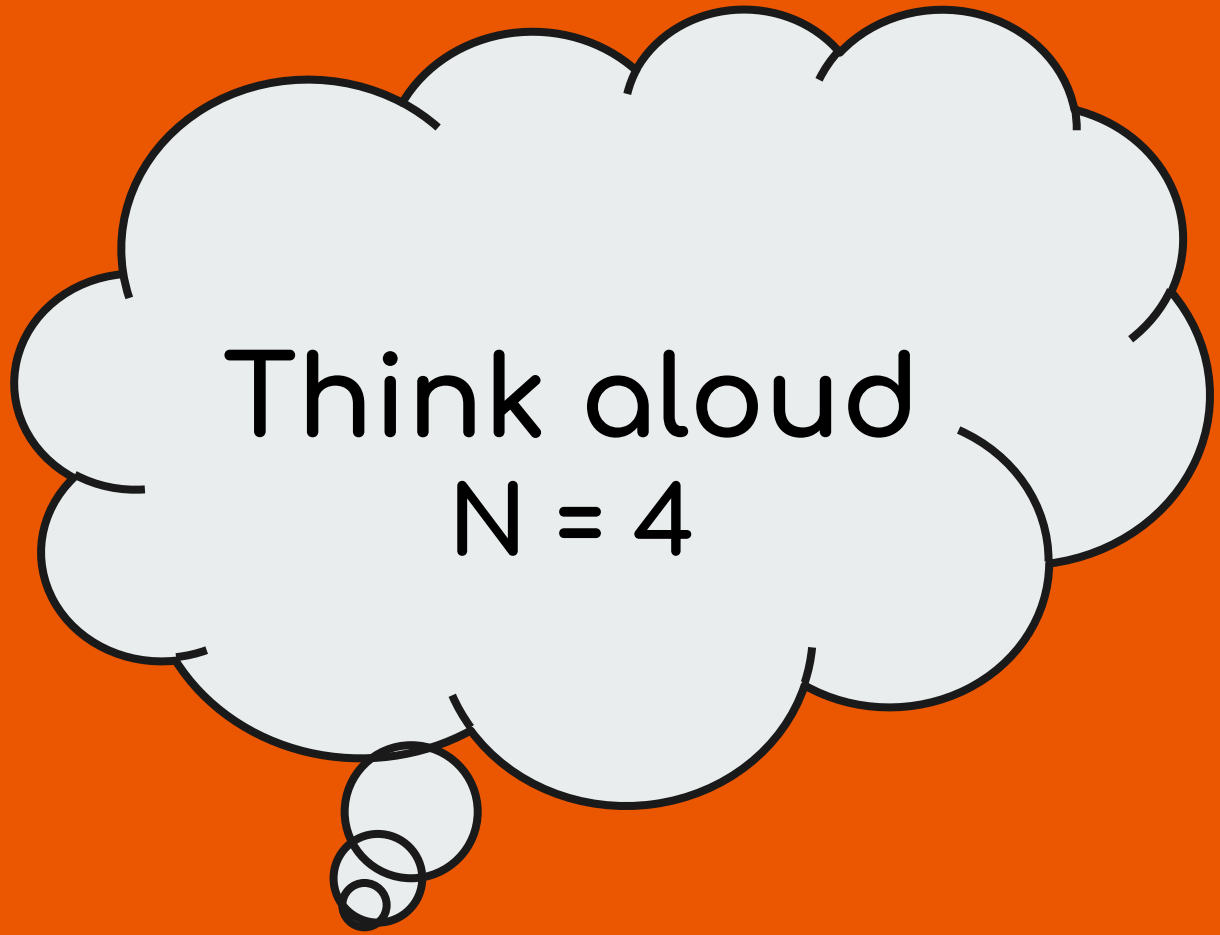
Design
Phase 3







Method



Feedback 1: Age: 23, Education: M.Sc. student

Positive

- Very nice logo
- Clear calendar
- Good colors in calendar
- The subject likes jokes + the app in general

Negative

- “Scented” is not a frequent word
- Didn’t enjoy that particular joke

Suggestions

- Putting cachet logo in O would be better

Feedback 2: Age: 28, Education: PhD student

Positive

- Like the app
- Will use it if the jokes are new and funny every time

Negative

- “Above Normal”, “Normal” and “Below Normal” is confusing in results screen. What do they mean?

Suggestions

- Needs improvement
- Define what is “Above Normal”, “Normal” and “Below Normal”

Feedback 3: Age: 22, Education: B.Sc. student

Positive

- Like the logo
- Like the circles in the result screen
- Clean
- Would use it if the jokes are funny

Negative

- Don't know what happens when you click on the dates
- Joke log does not make sense at first. Sounds like it would show the jokes that I have already read.

Suggestions

- Auto enable push notification
- Show the jokes in the notification so that they don't have to open up the app
- Age specific jokes

Feedback 4: Age: 29, Education: PhD student

Positive

- Like the logo and the colors used
- Its Clean

Negative

- Confused whether to select the funniest or the correct punchline

Suggestions

- Instead of correct punchline, ask user to select the funniest option
- Give some instruction on how to improve the mood if it is low