



# eyePet

promoting healthier workspace habits

Isolation impacts everyone. Today, people spend more and more time staring at screens, whether that be for work or as a distraction from isolation. However, studies have shown that looking at screens for extended periods of time can lead to eye strain. Eye strain can be experienced by anyone, but is a particularly prominent issue for people who look at screens for long periods of time, like students and office workers. In our user study of college students, we found that **all students found eye strain to be an issue while they worked**. Luckily, this can be solved by looking away from screens at regular intervals.

**eyePet aims to help people reduce eye strain while working by prompting the user to look away from their screen at regular 20 minute intervals.** This will be done through a color changing light that cycles from green to red over the course of 20 minutes, before prompting the user to pet eyePet through the red color. In addition to reducing eye strain, the interactive and tactile design of eyePet can help alleviate the feelings of loneliness that may come about when working alone.

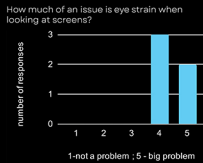
Our original design involved pressing a button every 20 minutes as music would play. However, through user feedback, we found that people wanted something more interactive, and thought music would interfere with music they already play while working. In order to integrate eyePet seamlessly into the user's workflow, we iterated until we reached our final design.

Through our design process, we hope to bring insight into designing with user needs and preferences in mind. Even small changes are able to drastically change people's impressions of a design, as we experienced in this project. With our design, **we hope to improve the daily lives of our users and allow them to step away from their desks feeling refreshed.**



User Interaction - 20 minute progression

## UX Survey Results



### SUS Score:

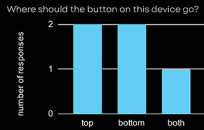
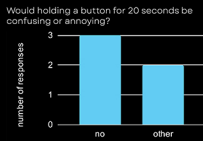
84.7

### Errors:

Users enjoyed using the device, but initially found it difficult to figure out and required guidance

### Conclusions:

The design could be more intuitive, possibly by adding more animal-like features to the device

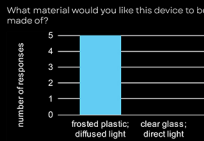
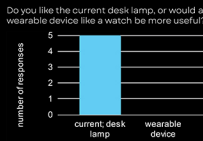


## Think Aloud

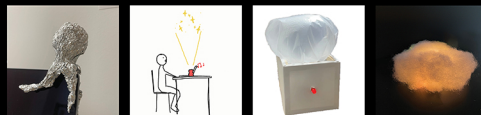
- "This could be something fun to break up a potentially long and lonely work period"
- "It's like a personal cloud companion!"
- "This would also make for good ambient lighting while working"
- "I like that the light gradually turns off as I pet it so I know how long I need to do so"
- "I want to be able to change the colors myself to fit my room"

### Observations:

Users had some trouble understanding how to use the device at first, but enjoyed having eyePet on their desks. After figuring out how to interact with the device they enjoyed it more, but wanted more customization options.



## Design Iterations



### Rapid Prototyping:

People liked the idea of something with a clear form and attached to a laptop

### GIR:

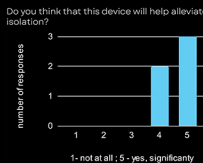
Users liked the device being on the desk, but thought it was not interactive enough

### Low Fidelity Prototype:

Device was more interactive, but interaction could be more fun

### Final Prototype:

People liked the interactivity, and enjoyed the light being incorporated in the form itself



### Key Takeaways (Incorporated into Final Design)

People seemed to like the idea of a desk lamp but did not like the interactions as much.

Maybe in order to make the device not only more fun but also more interactive, it can be made out of a squishable material that can be played with every 20 minutes.

Project Video:

