# Seven<sup>52</sup>







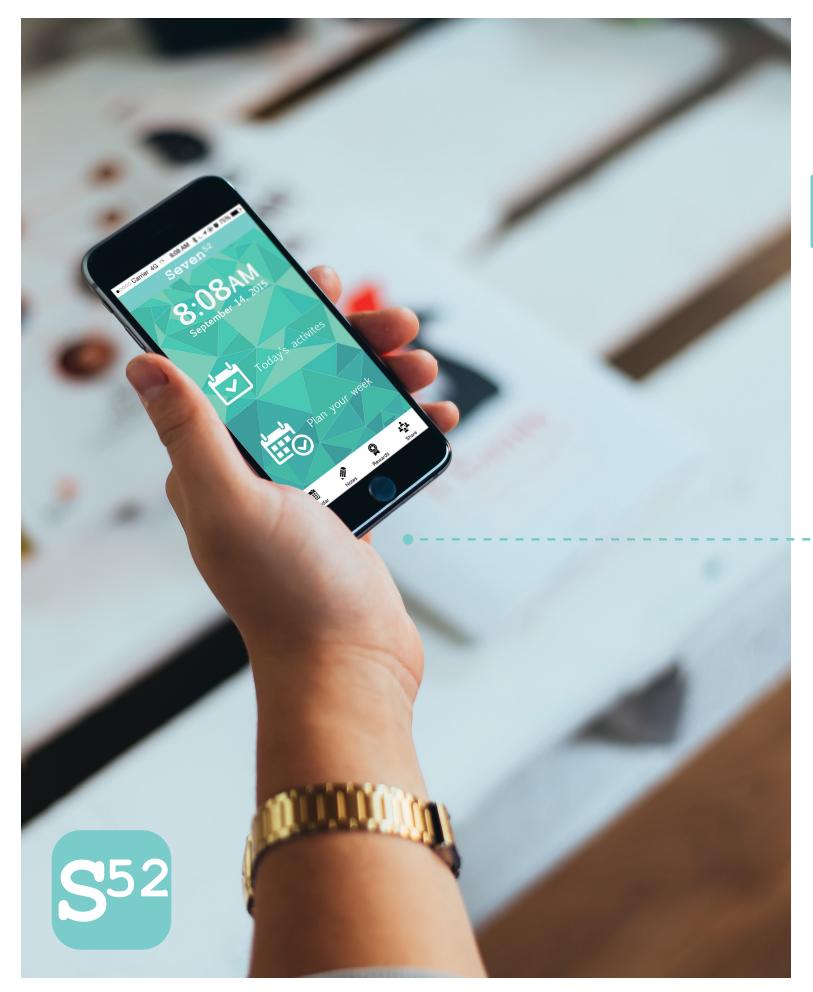












#### Goal

Create a mobile app that **motivates** people to reach their goals and keep track of their daily activities.

### Problem

"I have a hard time transitioning from vacation time to a work/school time. "
-Kiersten F.

Seven<sup>52</sup> is intended to be a solution for those facing difficulties when it comes to **time management.** Those who need some extra **motivation** to complete certain daily tasks. And those who could simply use a **reminder** in order to **organize** their agenda.

## S<sup>52</sup>olution

- Set goals
- Fit goals into one's calendar
- Define goals (length)
- Share goals with friends and family
- Provide a reward system

# The Brief

Lucia Marciano was charged with a turnaround of "Concept-to-clickable in 24-hours". Within this time frame, research was conducted to determine the needs of the potential user. This was followed by a series of information architecture, wireframing, and visual design, which ultimately led to a interactive prototype.

Through this iterative process, a intuitive concept for a mobile application was created called Seven<sup>52</sup>. The app meets and exceeds the user needs addressed in the problem.

# Prototype

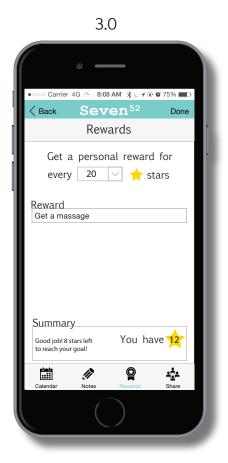
Visit the following URL for the S<sup>52</sup> olution: https://invis.io/VK4JZWIM3



## Screens

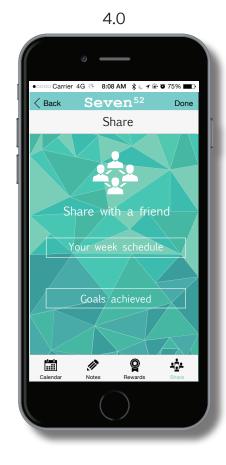


# Screens



#### Rewards

Set the number of stars a personal reward is worth, and then once one has collected enough stars, it is time to treat yourself.



#### Motivation

Allows one to share with friends and family (via e-mail and text) their activities during the week and the goals they have achieved.

#### Reminders

Optional push notifications to remind a user the activities they have during the day and the goals they have achieved.

5.1



5.0

