

# Project Mission:

## Deprocrastinator

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We take the role of a customer.

A common problem among students today is procrastination. In the face of a project work due tomorrow one spends an extra 50 minutes on Facebook, Reddit and other such sites.

If there are 30,000 students with an internet connection in Lund who each spend at least an hour on the internet per day. That is 900,000 hours per month which equals over 5,000 full-time work months, coming from the most qualified of workforces.

The idea is to promote self-discipline and reduce time wasted on the computer. This can be done in many ways, perhaps by imposing limits on how much time can be spent on browsing random websites, to how much media one can consume in the form of movies and tv-series.

Perhaps some kind of reward or penalty program is needed, or other ways to motivate the user to do other things. Some kind of currency may be useful, an allowance of time that resets every day, week, or after certain tasks have been completed.

We want the product to be a partially social application that speaks to a server, and keeps statistics of your habits for you to see, as well as a ranking that is compared to those of others. Perhaps involve a social network such as facebook as well, and use peer pressure to dissuade you from wasting time.

Still, one has to spend time on the computer for the purposes of school or work, so there will have to be some mechanism to allow certain websites and applications to not have limited time. Likewise it must be difficult to change those settings to avoid procrastination by cheating. Perhaps it is only possible to change the settings for the following day to avoid spontaneous decisions.