

Conference Paper

The Icon and Interface of the Journaling Design of the Ace Diary Mobile App

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Abstract

The Ace Diary is an online counseling app that provides art therapy features, receptive music therapy, journaling, a chat room, emergency calling, loving quotes, and scheduling based on quadrant-time of 4th generation time management information architecture. Furthermore, counselors can monitor activities on the app. These features had not been integrated before, which is why a basic design was developed for this purpose by using the M. Asimov model to design this app. The visual strategy used for showing a typical journaling diary is lines with brushstroke and calming pastel colors. Ace Diary has six primary pages: drawing, venting, scheduling, room chat and calling, quotes, and record tracking. The different group pages have different background colors so that audiences can distinguish the page's functions. Students' picture profiles are created using an illustration in the same design style to keep identities confidential.

Keywords: strategic journaling design, quadrant-time of 4th generation of time management, pastel colors, brushstroke

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1. Introduction

In the Covid 19 pandemic, the number of depressed people increases than ever before [1]. Research in Indonesia shows that many workers [2] and students cannot complete their duties during this pandemic [3]. This condition affects the performance of the work [4] and academic achievement [5].

The apps make that problem to be a business opportunity via offer counseling online. Unfortunately, in Riliv, Wysa, BetterHelp, Talkspace, and Kalm-the online counseling applications, most of them only offer talking features for the online counseling process. There are no features that can record or monitor counselors' tasks for counselee and combine it with the scheduling system. Whereas, that assignment is commonly given in the consultation process because it can foster the counselee's problem-solving.

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Answering these needs, Ace Diary provides feature journaling where the counselee can input the tasks he wants himself or the counselor's tasks. Moreover, in this app, there are emotional release features and support getting features. In that, the counselee can pour out his feelings in diaries or draw in sketchbooks or listen to therapy music. Furthermore, the counselee can talk with the counselor or see and like the quotes to get emotional-social support. So, after the counselee can rise from his emotional problems, they can fight again for his goal. Because talking is the most potent way of dealing with emotional problems [6], especially in precarious situations, but not everyone can give a conversation for relief, this app facilitated the emergency button when the counselee can seek help at any time.

The task inputted by the counselee in scheduling features can be monitored directly by the counselor if the counselee wants to show it. The counselor will know if there was a problem in counselee duties and encourage the counselee to complete the planned task.

There is a quadrant-time feature-based from Stephen Covey and a wildly important goal (WIG) from McChesney in this time management features. WIG serves to train the counselee to make more critical decisions daily [7] to achieving goals. Furthermore, the quadrant-time is a fourth-generation time management theory [8], which helps the counselee organize their activities on their importance level. The use of both is appropriate with today's mindset because that rule did not only focus on work and lessons but also on activities that build relationships.

The purpose of all is to increase problem-solving skills in deciding priorities in time management tasks. Because if the counselee has the time-solving ability, it can change the problem in the work at home (WFH) situation. The absence of the boundary between work or study time with personal time caused stressed people [2] will solve. So it can decrease the rate of depression during this pandemic.

2. Method and Design

This design process follows the design model of M. Asimov that Duberly presented in the book titled How do You Design. Asimov's design process consists of the feasibility study, preliminary design, detailed design, planning for production, planning for distribution, planning for consumption, and planning for retirement [9]. Details of that stage described in Figure 1 below:

The analysis stage results are encouragement and facilities to develop the counselee's ability to manage the time and emotions in this social distancing situation. The



Figure 1: Asimov's Design Model

application's mandatory use to all Universitas Negeri Malang students will maintain prospective new consumers' income, which annually absorbs about 4 thousand new students [10]. Although the freemium version used by counselee while attending college, it is expected that the use of Ace Diary for four years will be the dependency and sustainability of use even if they have graduated and have to access premium series. This thinking is the result of analysis from the economic analysis stage.

So the design follows the preference of students of Universitas Negeri Malang who are about 18-23 years old. So the identification system uses the characteristics of manual diary writing that they prefer, such as brush lines, neutral gender pastel colors, bleeding area colors from field lines, visual pasting of solation, and handwritten letter characters.

The design concept aims to give the impression of an easy and fun, ace diary concept design designed to impress friends, playful, young, and professional, but still artistic. The students love the visualization from the look first and finally want to learn how to use Ace Diary, although it has little complicated scheduling. However, that severe and slightly difficult timing learning can be learned pleasantly in the process due because it has a playful design.

In the identification system design, the different page groups have different background colors. The user has a clear direction to know his position on what page and how far from the other page. This direction needs to make it easier for users to find ways

to get to other pages [11]—the interface visualization of the concept shown in Figure 2 and the buttons in Figure 3.



Figure 2: Interface Ace Diary

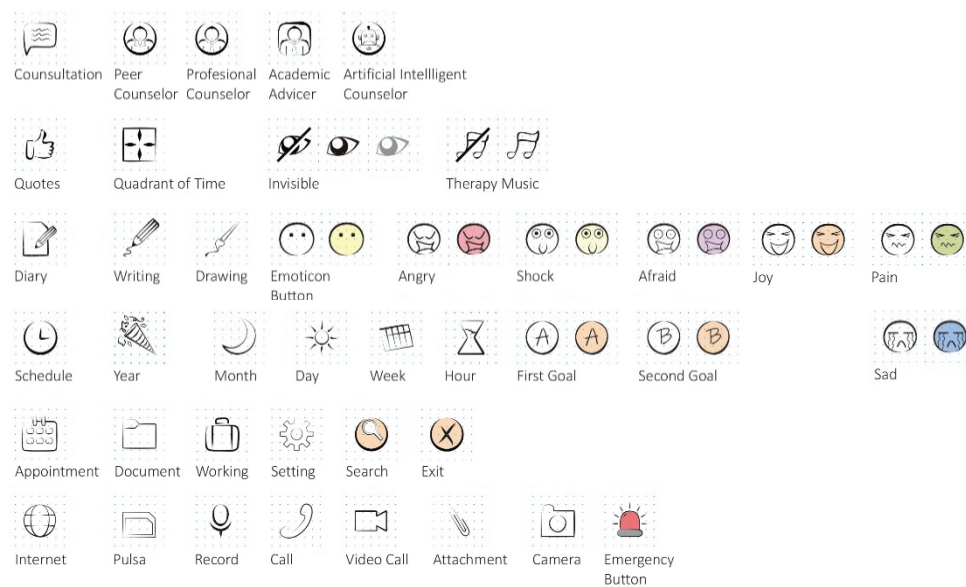


Figure 3: Icons of Ace Diary

The buttons' visual strategy uses brush lines from the primary form of geometric to suit the interface. For harmony with the background, the icon is no color—only the specific icons presented in color to require significant attention, such as emergency buttons. The visualization can show in Figure 3.

3. Conclusions

To bring together the harmony from page to page, use only 3 of the same color across different pages. The color applied to the same attribute needs, such as lines, pop-ups, buttons, and segment titles. The three colors are pastel yellow, pastel orange, black,

and white-look color pallet Figure 2—the use of pastel color gives a calm effect even if using complementary color.

There are difficulties in giving color to the icon. Because when the icon is colored, the appearance tends to be crowded and not fused—because, different groups of pages have different colors. So the solution used to overcome this is to use only the line as a button icon inside the page. Moreover, only the icons that require extra attention are colored. When done like that, the icon color can always follow and match each background color on each page that varies—there is no need for color matching to achieve unity in each different background color. It makes it easier to fit and blend into the page.

The solution to guess that it is a button is to describe the main menu button icon with the same brush line style shape as the button image on the page. Moreover, to confirm that the icon image in the main button menu is a button even though it brushed, add a field behind the button image and color it with different colors so that the audience can guess that the same brush-striped image on the page is a button.

It is necessary to use the same three colors but grade the intensity. Furthermore, it applied to each group color of a different pages—each group of Ace Diary pages uses a different primary color. For example, the home color is pastel blue. The main menu button must search for three colors with different gradation levels but still pastel blue color to giving a color background on the main menu button. To show the effect of the button when the button clicked.

Visual strategies to equalize design styles on different background colors use the same brush line thickness, the same area of blank space, the shape of the fields used repeatedly, and no more than two different font types. It needs to give unity to the interface of one page and between each page.

Another difficulty is following the idealism that in setting a month's schedule, one needs to see the big picture of time and its details, which needs to be seen together with the quadrant of time to consider time. It makes the Monthly Schedule page crowded. The sliding technology solves it on touch layers. The visual solution is to provide a distance of free space between feature segments on the page.

4. Suggestions

Recommend to design application interfaces that require complex detail attributes but want a full-color impression because they want to give a comfortable and cheerful impression better to use one of 2 strategies. First, a solid line-like sweep of a boxy pen—but with a full-color attribute, or second, a line like a brush stroke—large small width

is not the same-but only uses a maximum of 2 different types of trimutus colors for its attributes.

The second way is advisable when making decisions, but still by giving different colors to each page. It needs to do because the user can get direction on applications that require many pages. It stays in tune with different background colors if the attribute colors can use different colors but in the same trimutus. According to Luo's research, although two different colors but when derived from the same trimutus will be identified as different colors but still compatible with the brain [12].

Unfortunately, the app uses more than two different trimutus colors for its attributes. For further design improvements, only using no more than two different trimutus colors for its attributes gives the impression of simplicity and ease. Furthermore, if it still wants to use different background colors for each different group of pages, keep using the brush lines to keep giving the same sense of style, and show the diary's peculiarities.

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