

# WAKEUP

I designed an app and product to help people wake up more comfortably and develop good sleep habits which will make them enjoy the process of waking up rather than having difficulty getting out of bed.

Product design | Service design  
Individual work

## BACKGROUND



In recent years, many Chinese young people, who are called "Get up households", sleep late at night and have difficulty getting up in the morning. They cannot wake up as soon as they hear the alarm clock, and often struggle to get up or take a long nap before waking up.

When it is time to wake up, those who use an alarm "snooze" it an average of 1.7 times.

### What impact does this phenomenon have on people?



Inattention



Drowsiness



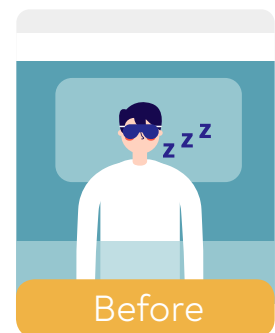
Grumpiness



Oversleep

## PROBLEM STATEMENT

This chronic difficulty in waking up not only affects people's mental state, but also causes a lot of inconvenience in their lives. Therefore, by designing a smart product, I tried to make it possible for people to wake up comfortably every morning without feeling groggy.

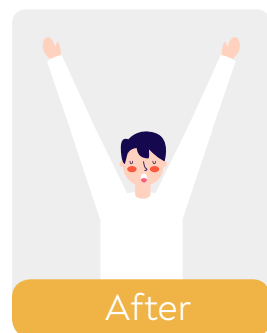


"I feel groggy and want to sleep back."



Enhancing the waking experience

- External factors that influence Sleep
- Choose better way to wake people up



"I wake up comfortably and feel energetic"

## RESEARCH

"Get up households" phenomenon

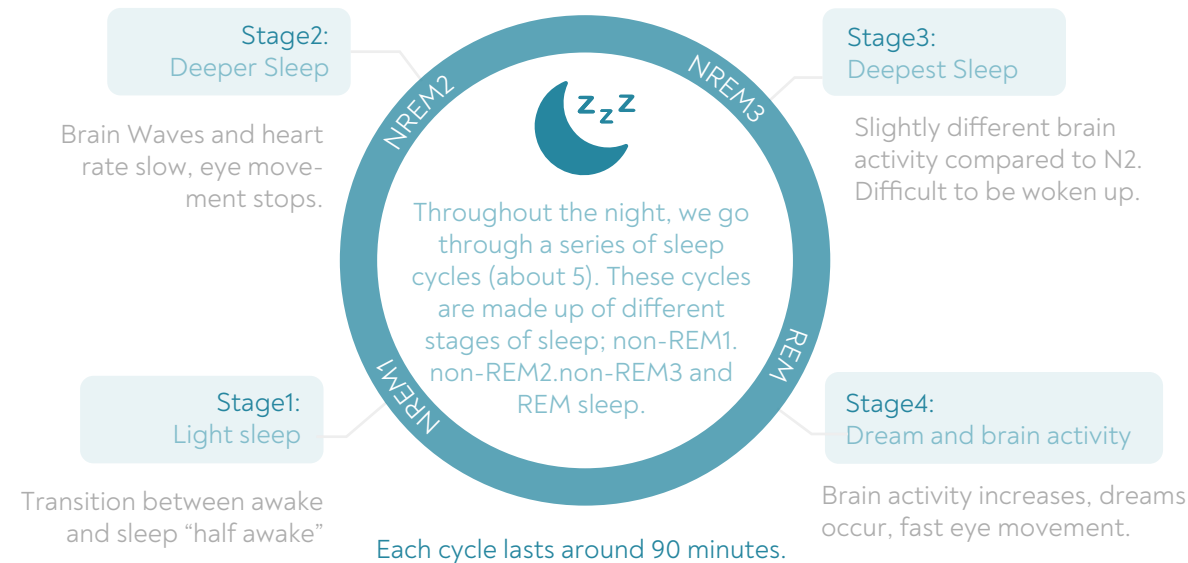
REASON

SLEEP INERTIA

People feel groggy when they wake up in the morning. In the majority of cases, morning sleep inertia is experienced for 15 to 30 minutes after waking.

In order to allow people to quickly overcome sleep inertia when they wake up, I searched for some information related to sleep.

### 01 Stages of Sleep: The Sleep Cycle



### 03 How to overcome sleep inertia?

#### 1. Improve sleep quality



Have a regular bedtime and enough sleep.



Improve the sleep environment.

#### 2. Choose the right wake-up time



Abrupt awakening during stage 3 sleep, produces more sleep inertia than awakening during sleep stages 1, 2 or REM sleep.

#### 3. Effective way to wake up



Natural light



Melodic alarms



Stretching



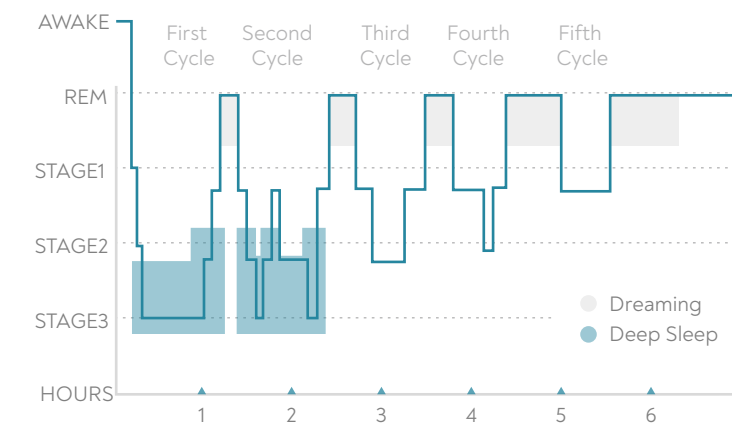
Smell



Nice Thoughts

### 02 Normal sleep hypnogram

This hypnogram illustrates how an individual moves through the various stages of sleep. Deeper NREM sleep occurs early on in the night, while the duration of REM sleep increases as the night progresses.



## USER RESEARCH

In order to study the issue better for users, I investigated the current situation of young people waking up every morning and the reasons why they have difficulty getting up.

### Wake-up conditions of young people

47.9% of the youth population are 'Revenge bedtime procrastinators'.



45.8%

Difficult to wake up



45.6%

Can get up but feel tired



5.6%

Wake up and feel energetic

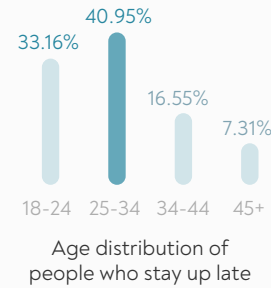


3.1%

Other cases



38.25% 61.75%  
Gender ratio of people who stay up late



33.16% 40.95% 16.55% 7.31%  
Age distribution of people who stay up late

### Cell phone use in bed is more common



93.8%

Look at their cell phone



6.7%

Do yoga and listen to music



2.3%

Do strenuous exercise

### Factors affecting sleep

Stress, anxiety



Low emotion



Bedroom environment



Physiological reasons



Staying up late



56.5%

Bedroom soundproofing

46% Keep the bedroom dark

41.4% Comfortable bedding

42.3% Bedroom temperature

16.2% Sense of security

### Insight:

- The 90s generation had the worst sleep procrastination, resulting in a poor wake-up experience.
- Most young people use electronic products before falling asleep.
- Noise is the biggest factor affecting young people's sleep in the bedroom environment.

## INTERVIEW



Vicky Gao  
Auditor  
22 years old

Sleep time



Wake up time



Waking state

Multiple alarm clocks can wake her up. She feels tired and can't concentrate on work

My daily review of various materials can strain my eyes. As I sometimes play with my phone to delay sleep and stay up late to work late, it makes my sleep irregular.



Yude Kan  
Designer  
42 years old

Sleep time



Wake up time

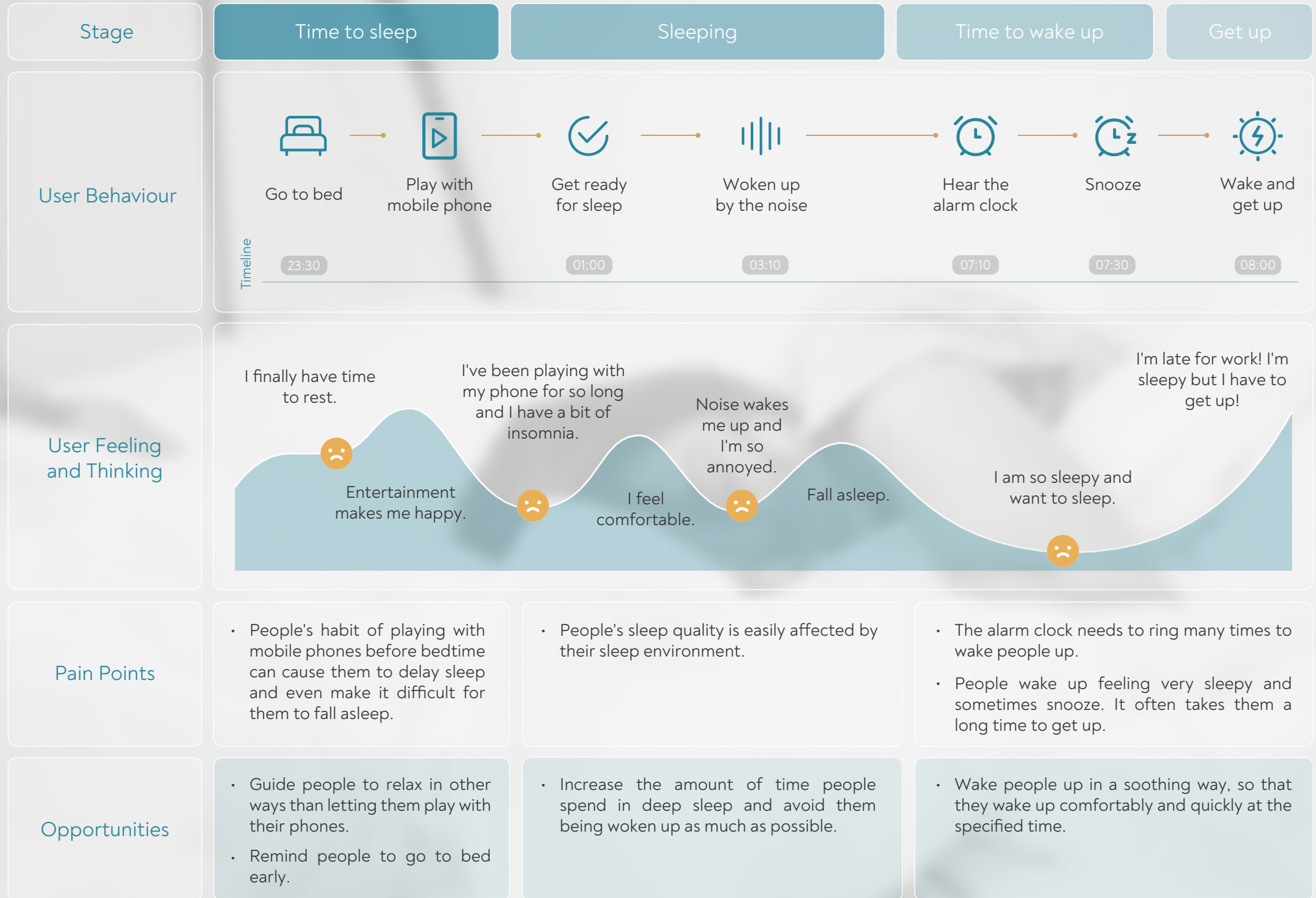


Waking state

She feels very sleepy and may turn off the alarm clock and continue to sleep for a nap.

I often stay up late to work on designs before project deadlines. In my free time, I sometimes watch plays and books late at night. When I fall asleep, I occasionally roll over or wake up and will fall back asleep.

## USER JOURNEY MAP





## PERSONA

Upon the survey summary, I formulated a main role to show our main targeted users.



### Jimmy

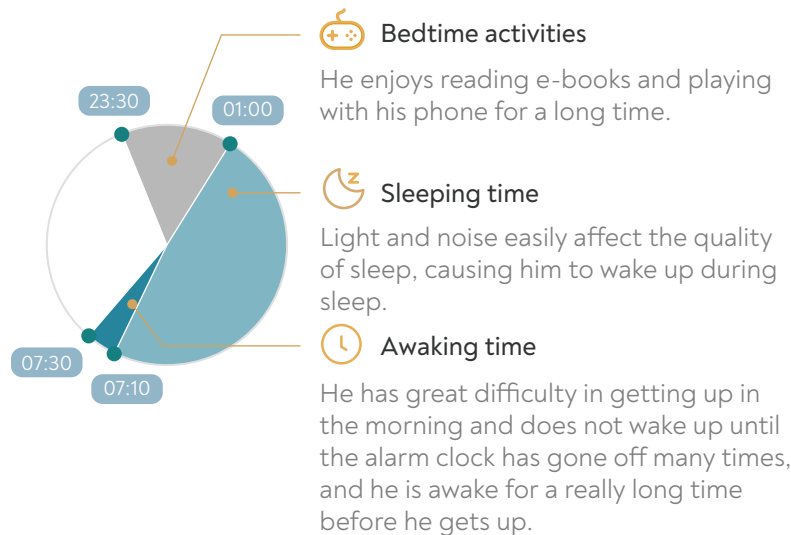
Age: 30  
Region: Beijing, China  
Occupation: Financial practitioners

*"I often stay up late at night and can't wake up in the morning, which makes me miserable"*

#### About

Jimmy has a stressful day at work and sometimes works late. His anxiety makes him want to relax at night, so he spends long hours in bed playing on his phone every night, and over time develops a habit of sleep procrastination. His painful experience of waking up the next morning made him regret sleeping so late at night.

#### Sleep-Wake Cycle of Jimmy



#### Goals

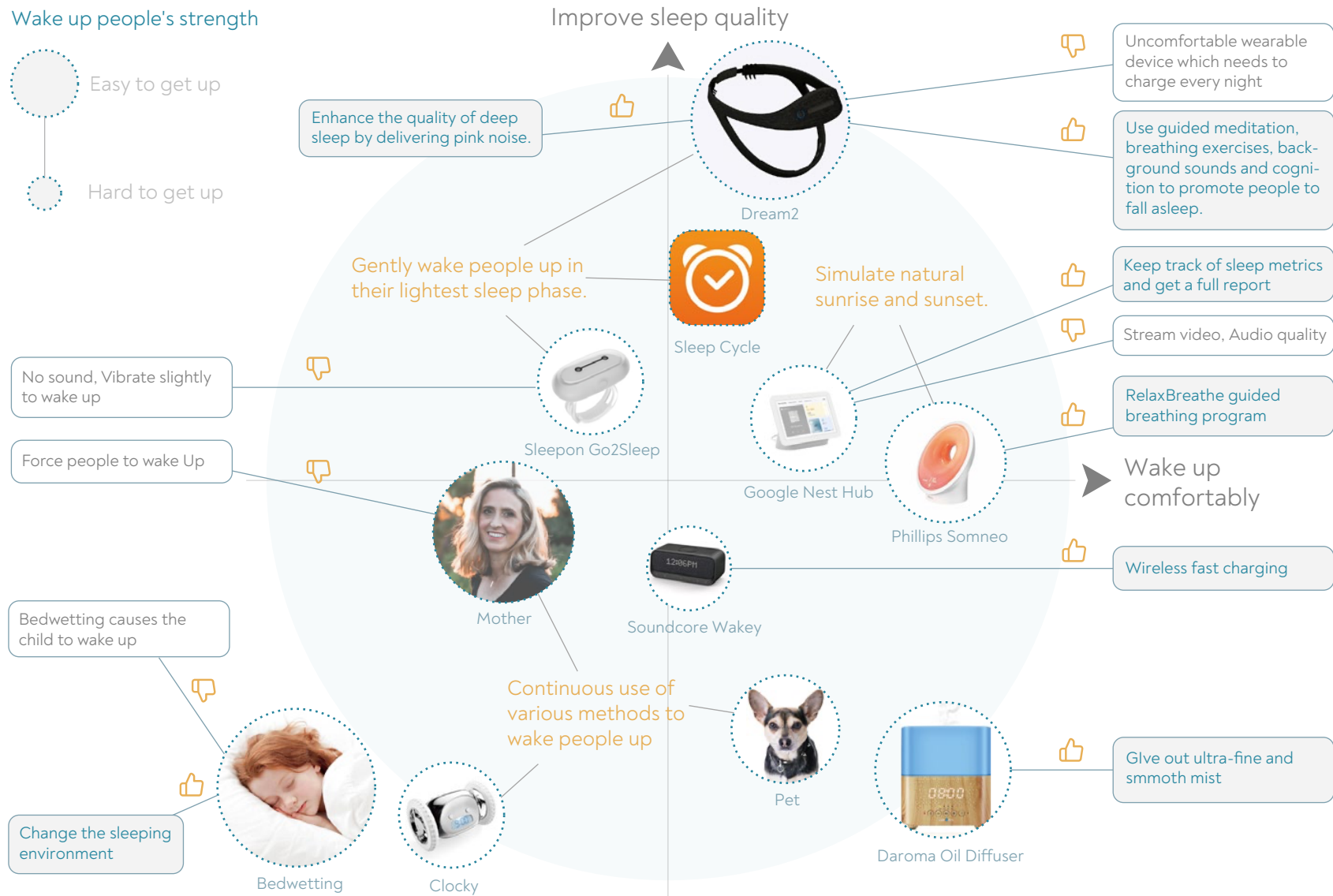
He is eager to wake up comfortably and quickly.

## COMPETITOR ANALYSIS

Wake up people's strength

Easy to get up

Hard to get up

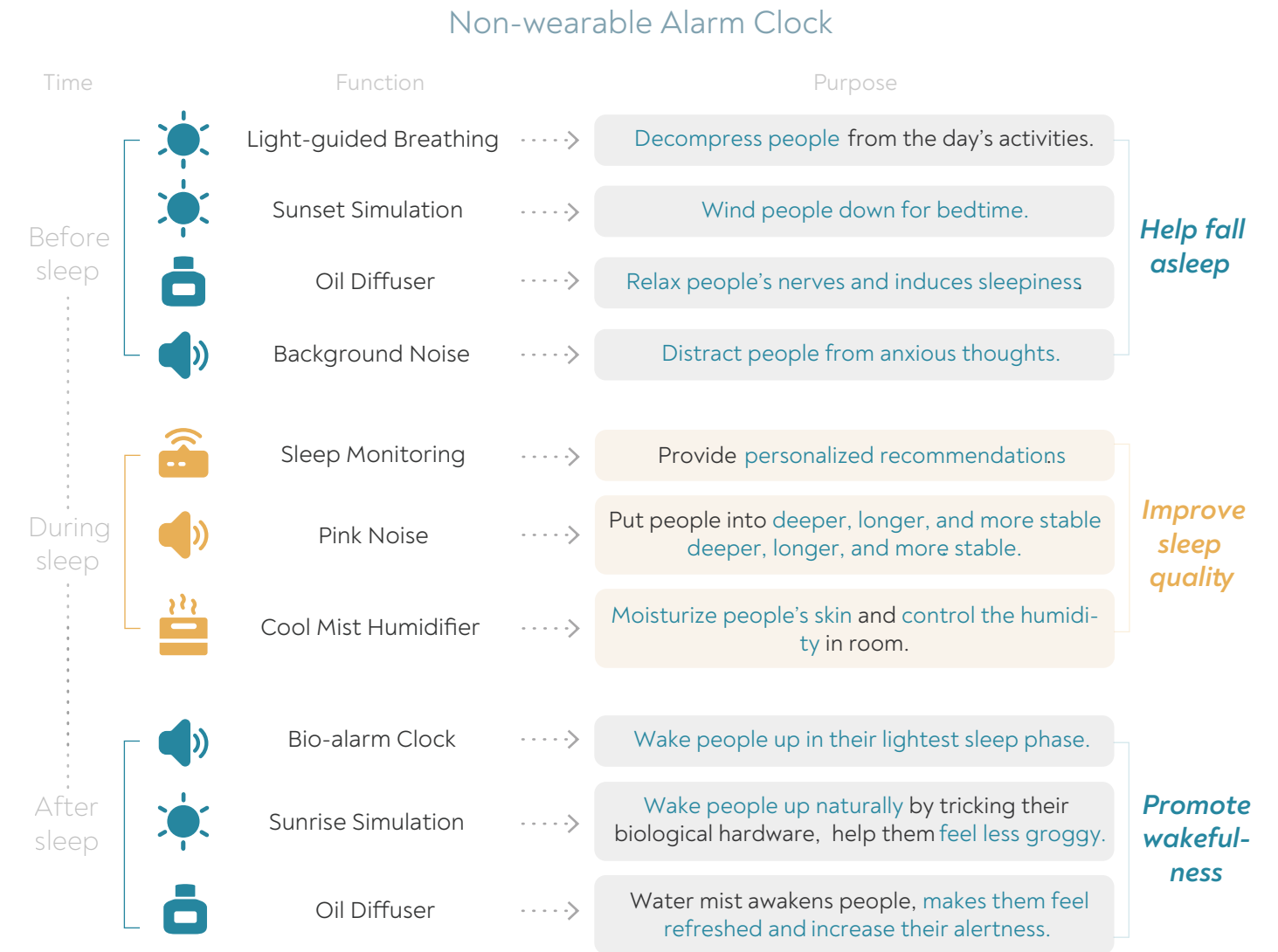


#### Conclusion

I researched many competing products that help people wake up. My analysis shows that a good wake-up product should have features that improve people's sleep quality and allow them to wake up comfortably. Therefore, I believe that non-wearable wake-up products with sleep promotion, sleep monitoring and smart wake-up features will make people's waking experience better.

## CONCEPT DEVELOPMENT

To design a wake-up product that meets people's needs, I summarized and analyzed sleep basics, user needs and competitive product research.



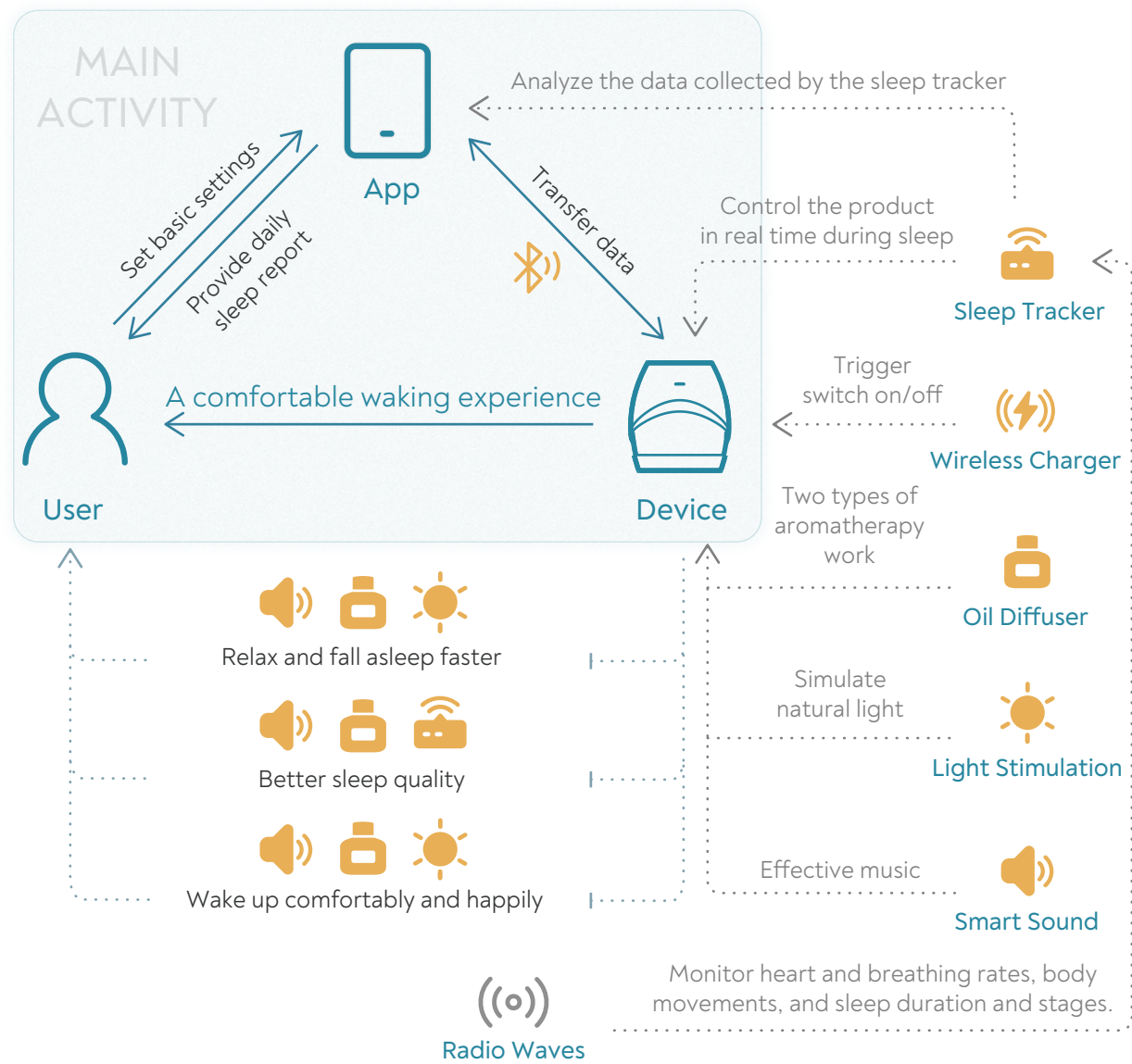
#### Insight:

Using the three senses of hearing, smelling and vision, it naturally awakens people to experience the feeling of waking up from nature.

## IDEATION

Based on the above research and analysis, I wanted to design an app and product that would help people wake up more comfortably and develop good sleep habits, which would make them want to wake up and not have difficulty getting up.

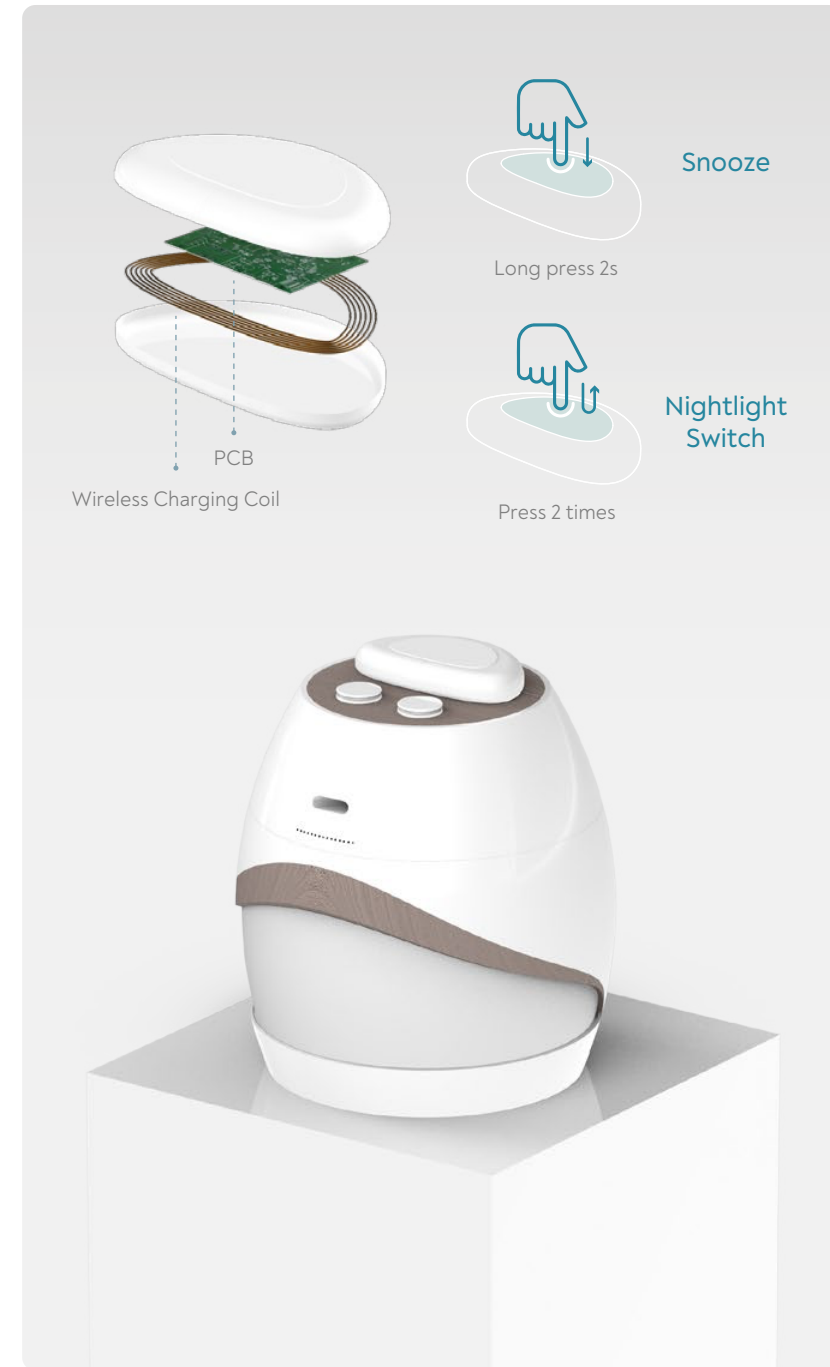
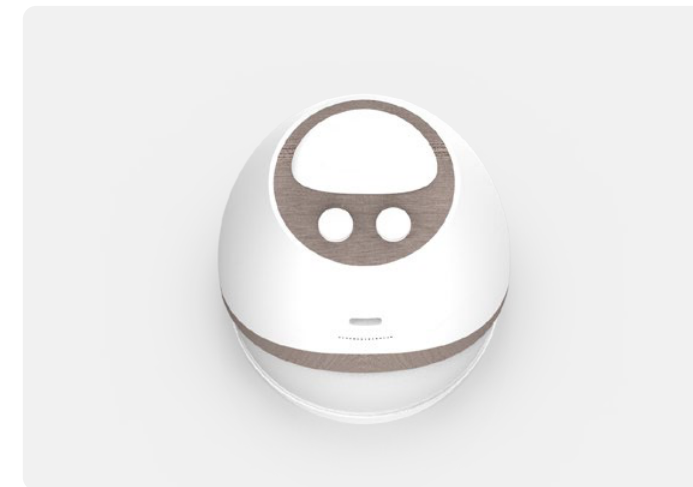
## SYSTEM MAP



## SKETCH

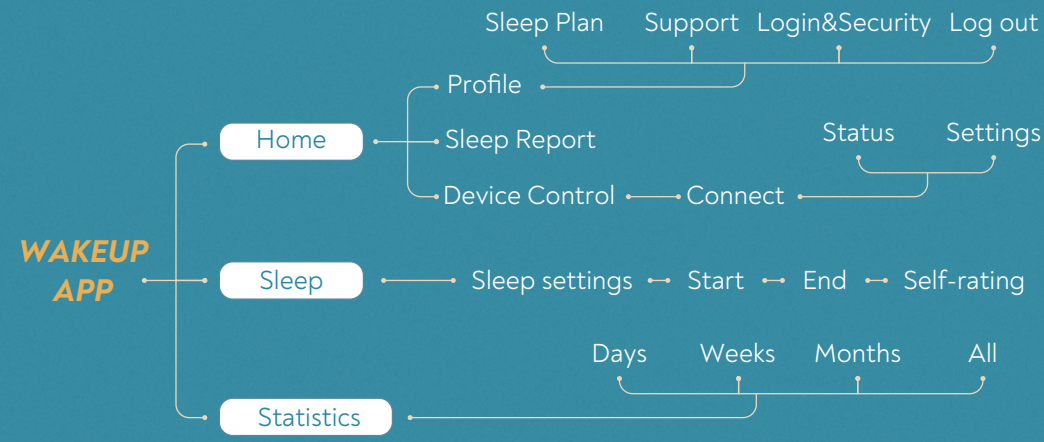


## PRODUCT DETAILS

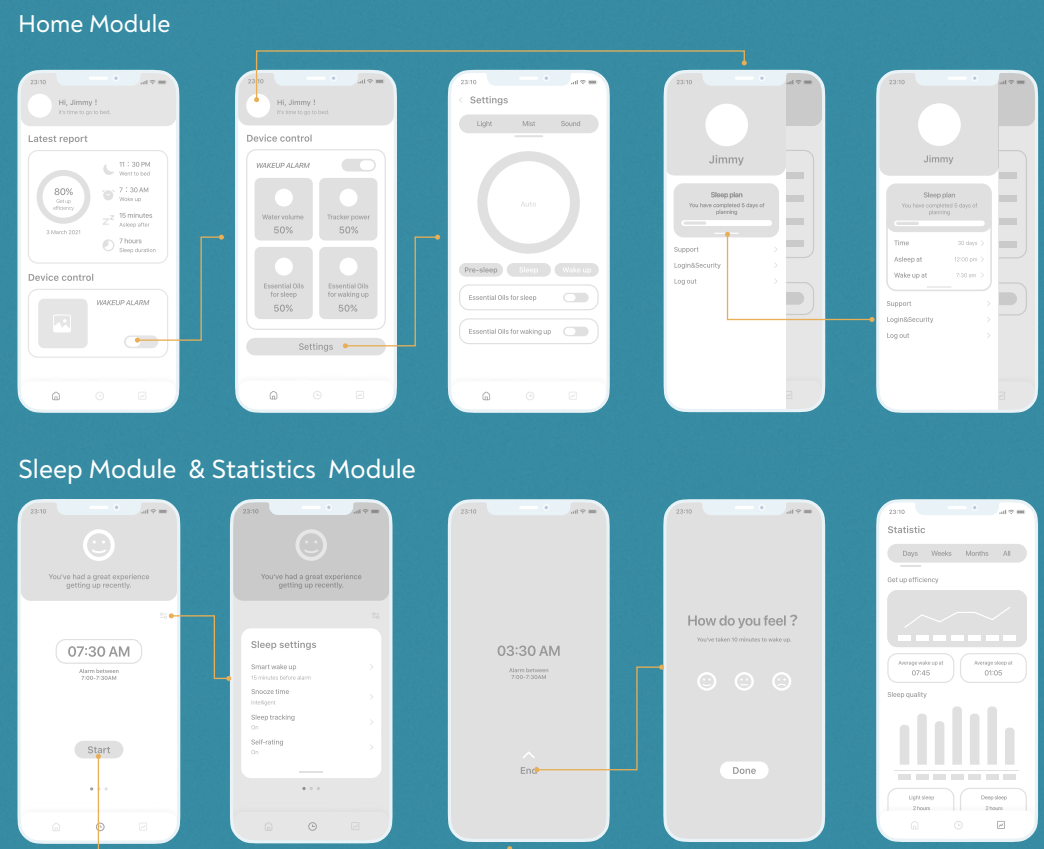




# INFORMATION ARCHITECTURE



# INTERFACE DESIGN



# FINAL OUTCOME

