

**Brief:**

At first I thought on creating a tool for debt management (interface/application). I believe that there are emotional and social sides to money/debt management. However this experiment seemed to be a bit more complex than I first thought. In order to learn the foundation of interaction design I decided to change my project to a smaller one to keep things simple.

Filling out time-sheets can be a pain sometimes because it is an uninteresting repetitive task that many leave for last minute. Failing to submit time-sheets on time could end up in delayed payment for overtime hours, holidays, vacation, lunch penalties, payment of voice overs and other compensations. Procrastination can be curbed down by the use of a friendly application that would make this cumbersome process more simple and effective, also there will be economic benefits for the company since the hours of processing late time-sheets will be cut down to the minimum and as well as the time that employees spend filling out this form.

- **Audience for the device and interface**  
Employees of a particular company (Univision in this case).
- **Physical device itself**  
An application running on a handheld device.
- **Service(s) and function(s) the device provides and the needs or goals it helps users achieve**  
It helps to save time and to curb down economic cost of processing late time-sheets. It also helps to avoid procrastination by providing employees a tool which makes the process of submitting time-sheets more efficient.
- **Existing devices in the same space**  
Other applications living in the same hand held device.
- **Opportunities and plans for improving, varying, and/or extending the service(s) and function(s) of the new device**  
There's an opportunity to streamline other services for employees under the same application, e.g., vacation forms, check stubs, tuition reimbursement forms.