

TEAM

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"It's really hard to keep the house clean and organized when I don't have much time."



55% of Americans point to an unclean home as a source of stress¹



An unclean environment has negative health outcomes



Where do we begin?



Semi-structured Interview

4 Students & Professionals

Conducted In-Context











What did we find out?





Cleaning has internal and external triggers, and it is not a priority



People tend to clean in bursts, and they only clean what they own



How can we help out?



Identify Tasks



Glance at the overall cleanliness of the house

Access cleaning history for every room



Prevent a messy home when receiving visitors

Promote cleaning activities during idle times

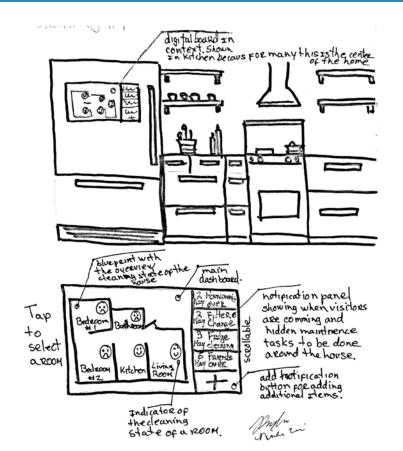


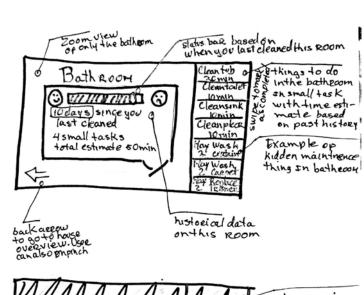
Suggest cleaning activities

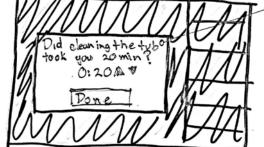
Identify general maintenance tasks



Design 1

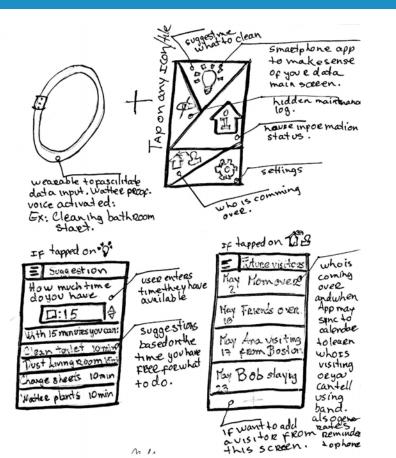


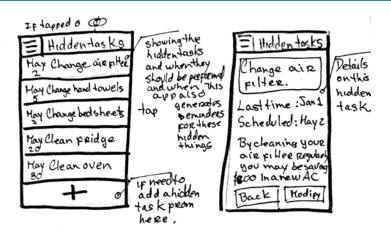


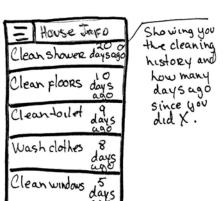


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one of the
small tasks
like cleaning
the tub to
sindicate st
was completed
popup to confil
how long did st
take

Design 2

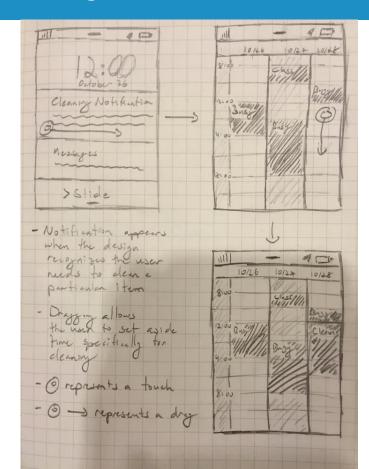


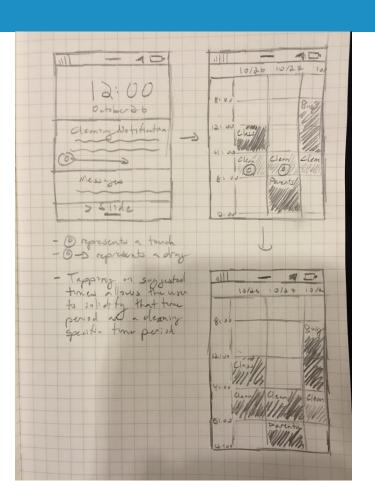




aso

Design 3





None were really *quite* there



Use what already gets people to clean



Internal and External Triggers



Design 4.3 Smart house concept



Use existing personal data

Parse through the user's emails and text messages to identify internal and external triggers





Collect cleaning metrics

Use wearable devices to collect clening metrics: time on task, frequency and task name

Voice recognition commands "Start cleaning toilet"

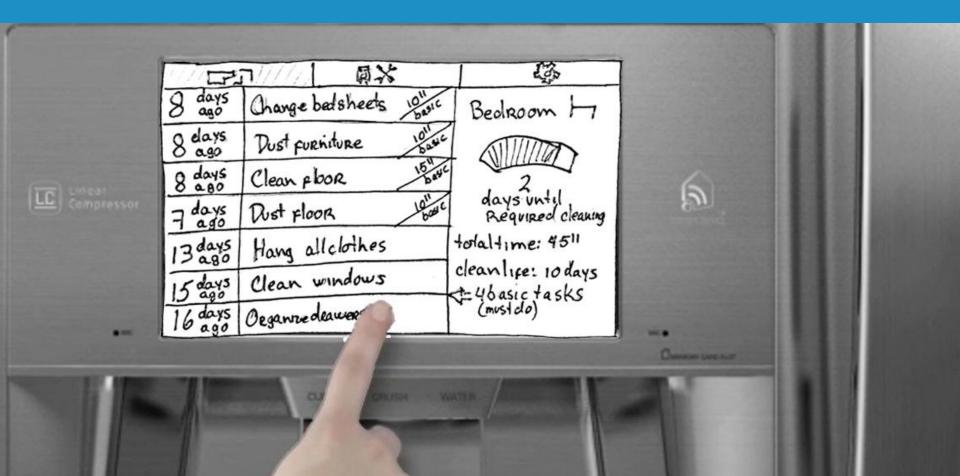


How to obtain the data

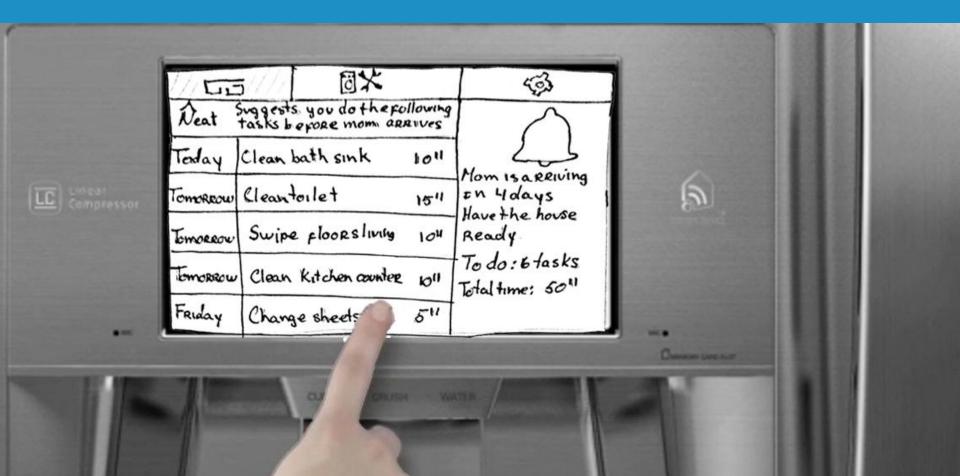
Glance at the overall cleanliness of the house



Access cleaning history for every room



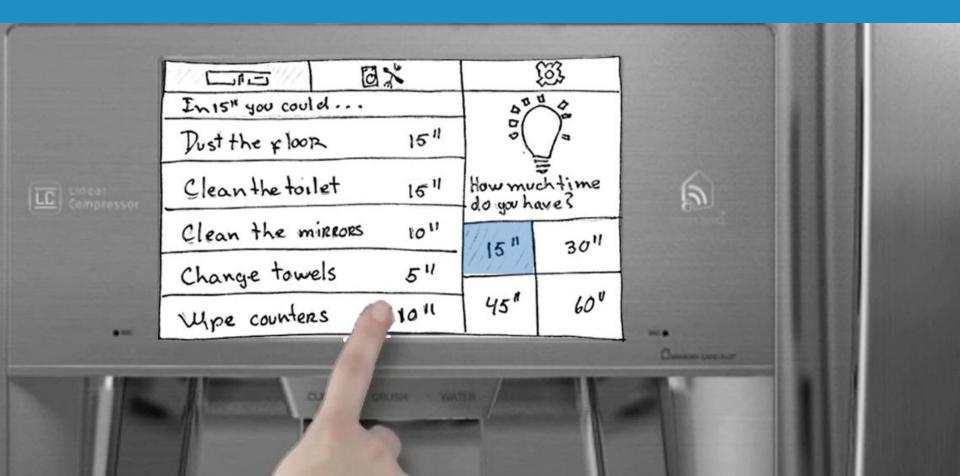
Prevent a messy home when receiving visitors



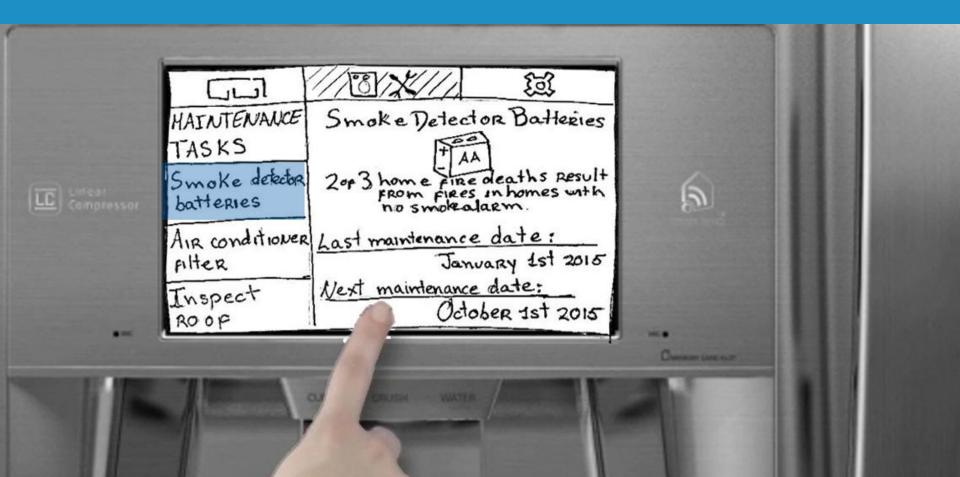
Promote cleaning activities during idle times



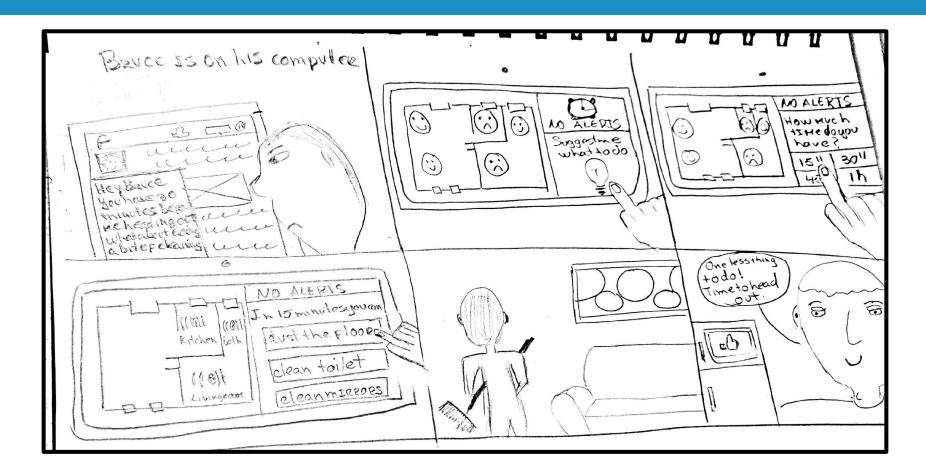
Suggest cleaning activities



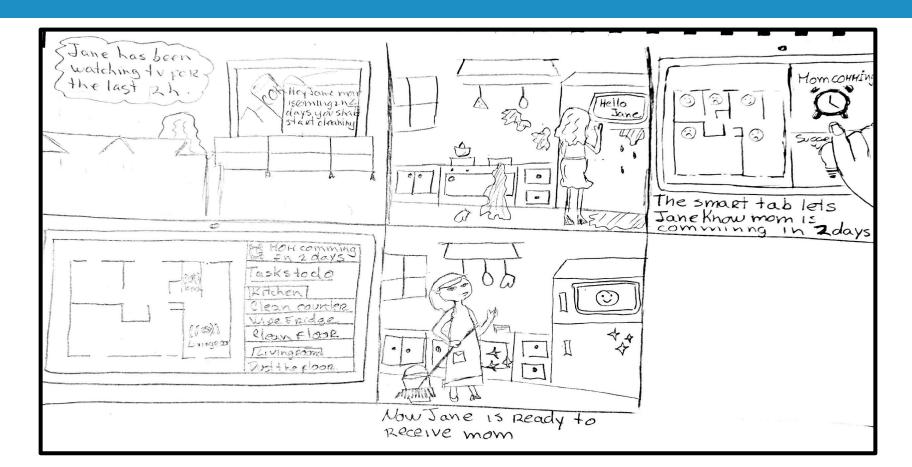
Identify general maintenance tasks



Storyboard 1: Suggesting cleaning tasks based on available time



Storyboard 2: Using external triggers to encourage cleaning



What have we learned?



You have to explore bad designs to get a good design



Always keep the user needs in mind



No idea is a crazy idea



