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Problem

Every now and then everyone needs help

Problem

It is sometimes difficult to ask a neighbor for help when we don't know them well

Problem

Interactions between community members are rare in our increasingly digital age

Target audience:
Suburban residents

A young UW dormitory resident



Interviewee #2: Lemon

45 year old single mother living near the edge of West Seattle



Interviewee #3: Mary 80 year old, elderly woman living with her husband in a suburban home



Interviewee #4: Rick
60 year old
homeowner and
active member of his
community



Do-It-Yourself:

Prefer to be independent or rely on friends

<u>Isolation:</u>

Don't know neighbors well

Trust:

Need to know the other person first before receiving/giving help inside the home

Outside tasks:

If help needed outside of home, okay with stranger helping

Tasks

Introduce yourself

Borrow and lend items

Request inperson help

Leave feedback for interactions

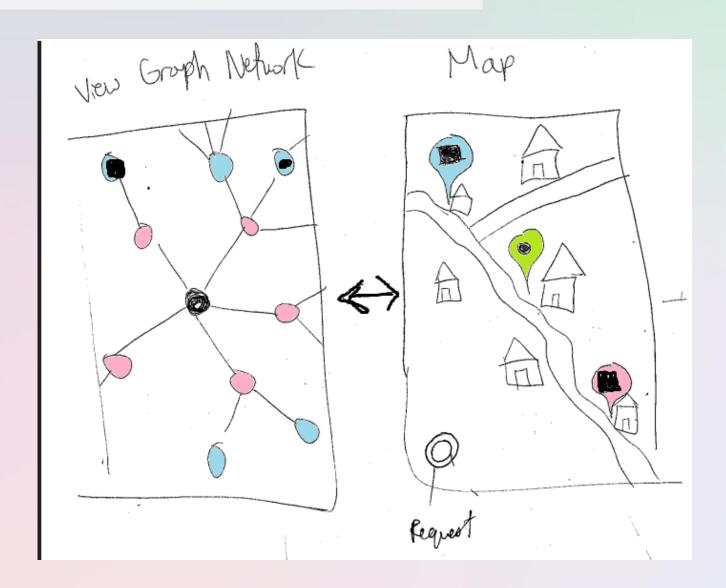
Connect with friends of friends

Plan community events

Design #1: Map

Centered around visuals of your connections with others

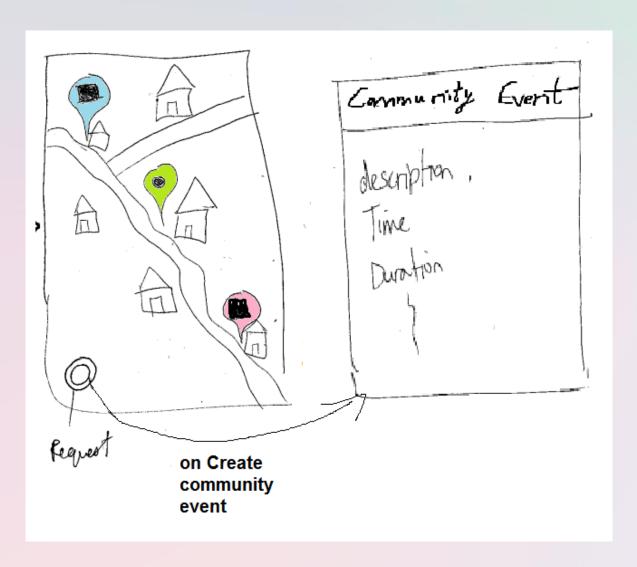
Design #1: Map

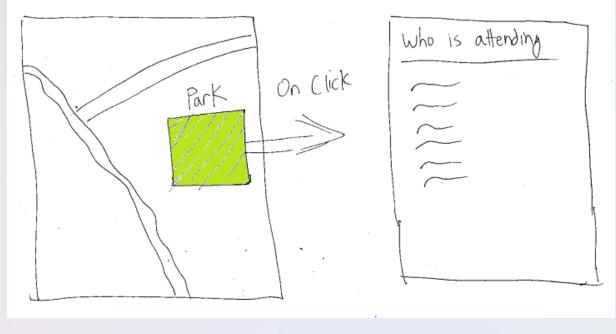


Supports:

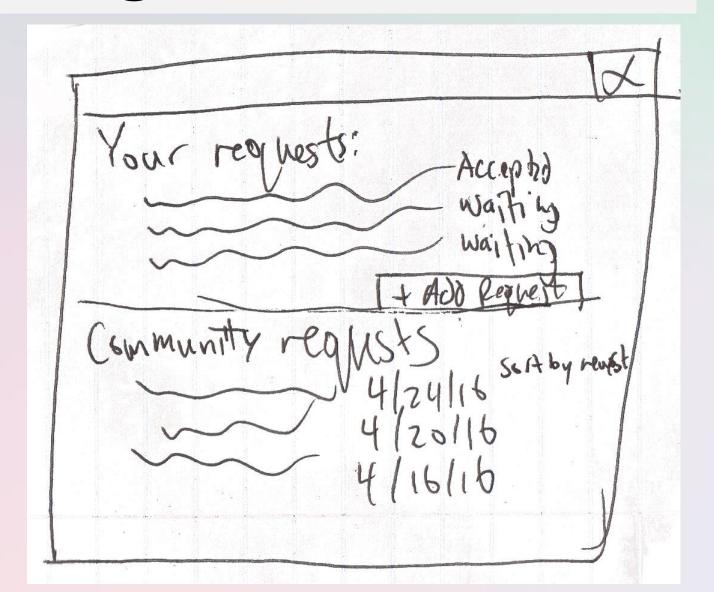
- Graph network connections
- Request in-person help
- Borrow/lend items
- Facilitating community events

Design #1: Map



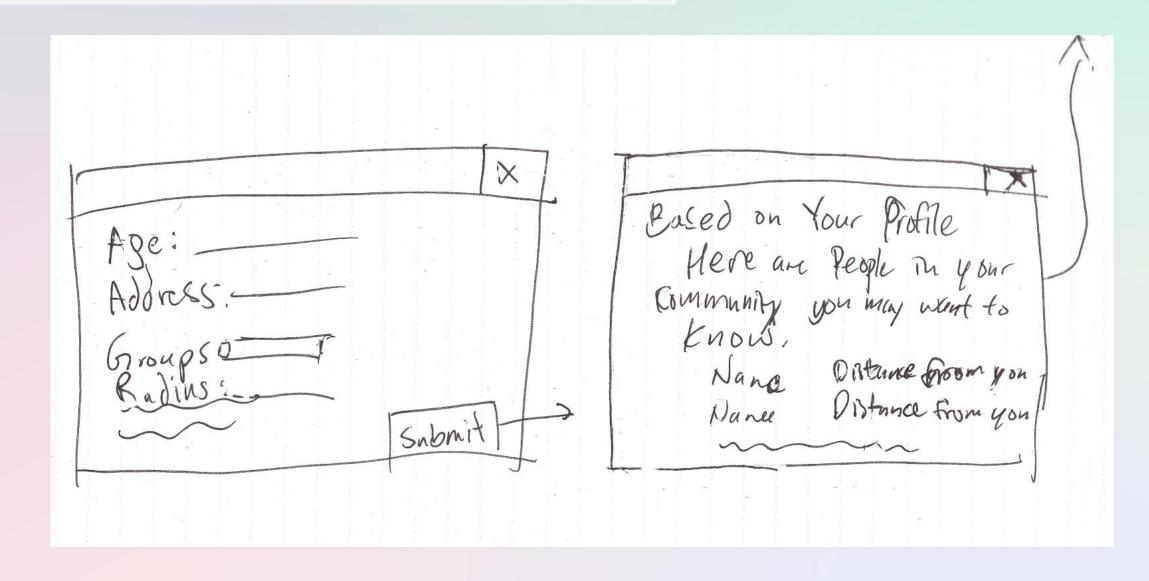


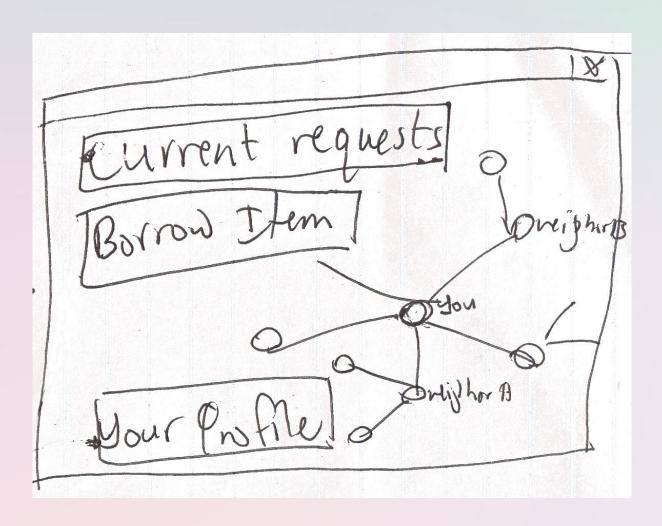
Emphasis on free form input for requests and user referrals



Supports:

- Borrow/lend items
- Request in-person help
- Profiles and introductions
- Graph network connections



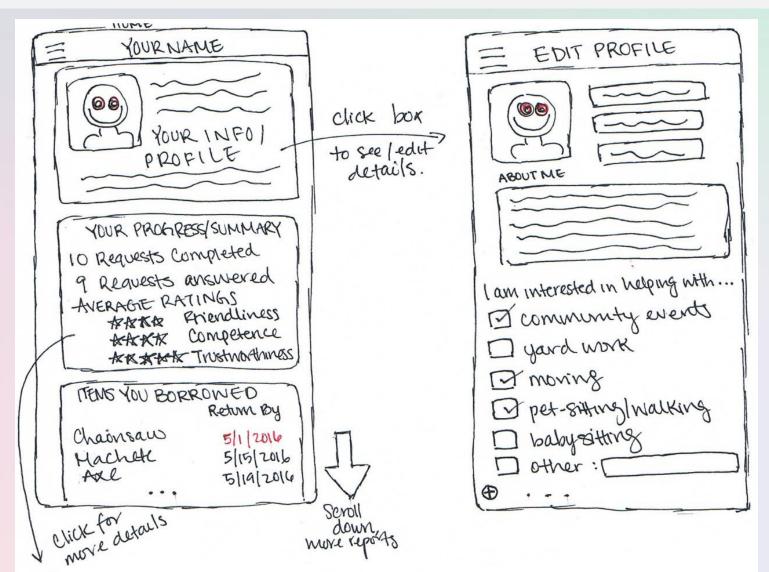




Design #3: Subscription

Receive notifications for task categories you have subscribed to

Design #3: Subscription



Supports:

- Profiles and introductions
- Borrow/lend items
- Request inperson help
- Feedback system

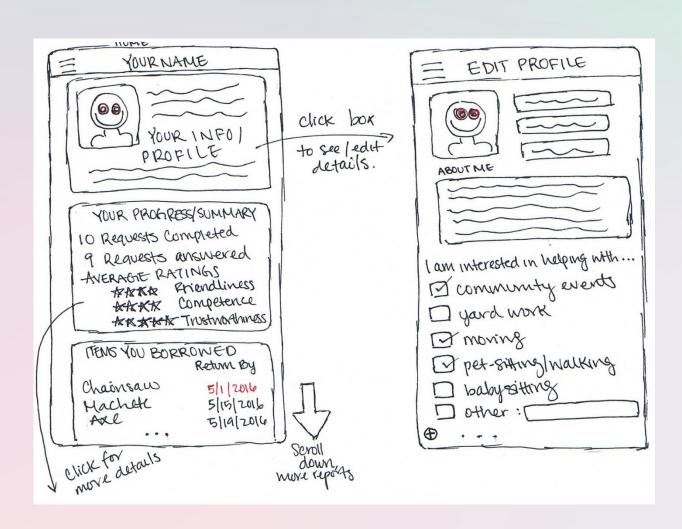
Design #3: Subscription







Selected Design and Tasks



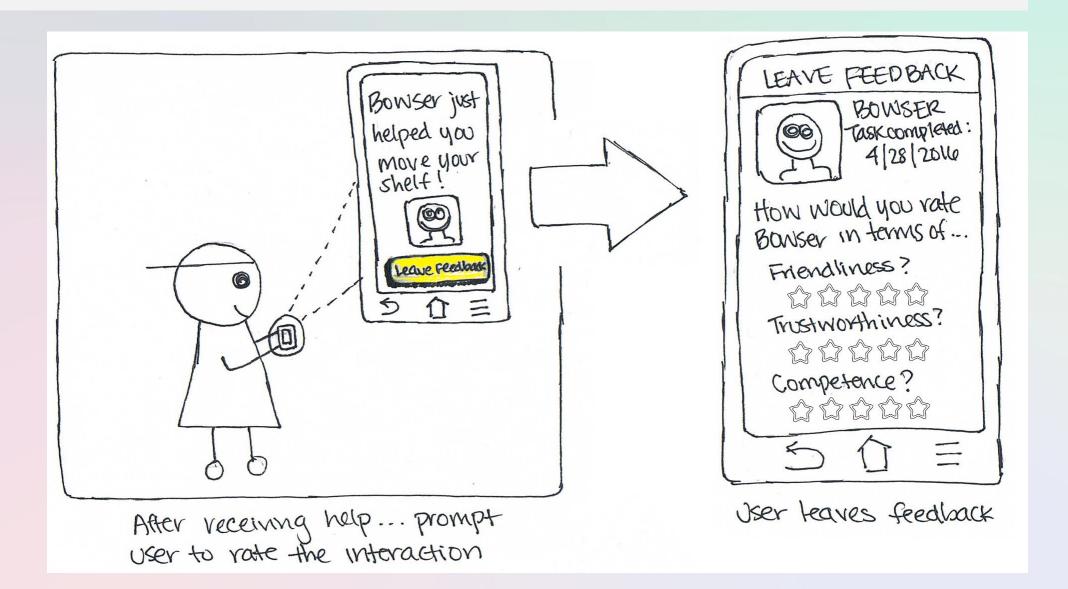
Tasks:

- Request inperson help
- Feedback system

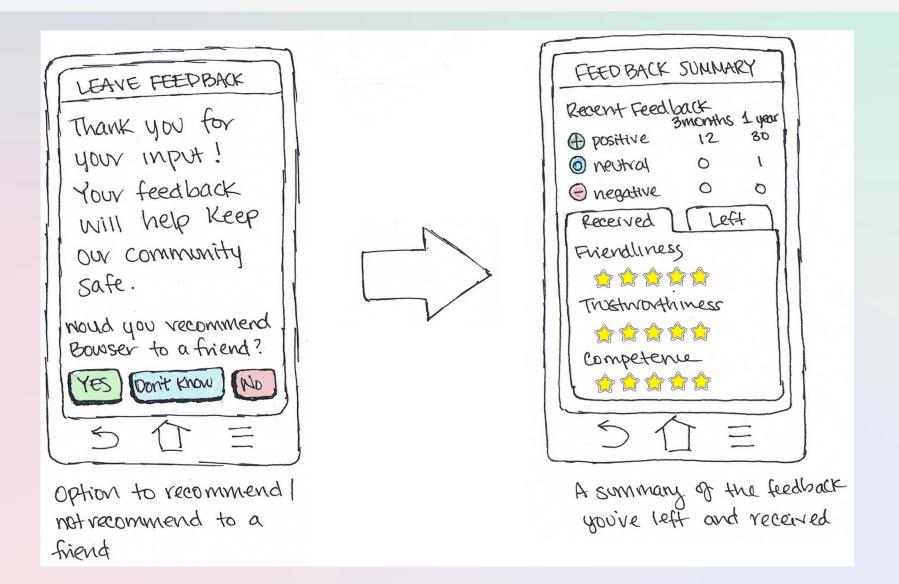
Storyboard + Design: request help



Storyboard + Design: leave feedback



Storyboard + Design: leave feedback



Summary

Very difficult to come up with radically different designs

Summary

Focus on narrow target audience

Summary

Trust is a big concern for in-person interactions



Make our community a better place