NEIGHBORLY

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Developer, Mediator

Co-Facilitator, Content Analyst

Presenter, Communications Lead

Co-Facilitator, Design Lead

User Researcher, Customer Experience Lead

Have you ever wanted to learn to cook or play an instrument?

5000 would like to be better cooks

would like to learn an instrument



OVERALL PROBLEM

- Many go through life without picking up the skills they want
- The resources you can find may be insufficient
- Finding help nearby is difficult
- People are unaware that help may be right next door!



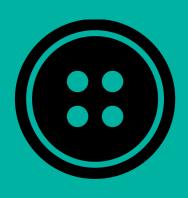
OUR INTERVIEWS



Elementary school tutor



Self-taught guitarist



Sewing instructor/student

ICONS FROM THE NOUN PROJECT

THEMES

Trust

There needs to be trust between a student and a teacher.

Skill Level

Students want to know the skill level of their instructors.

Compensation

Whether compensation is required depends on the individual, and it can come in nonmonetary forms!



Sharing knowledge of a skill

Getting to know neighbors through hobbies and interests

Seeking local enthusiasts for general questions

Sharing skill levels and qualifications

Finding affordable classes

Seeking tips or asking a quick question



WE STARTED WITH 3 DESIGNS

Mobile App

Interactive Map

RPG-Style



DESIGN 1: MOBILE APP

your interests? Rate your proficiency:

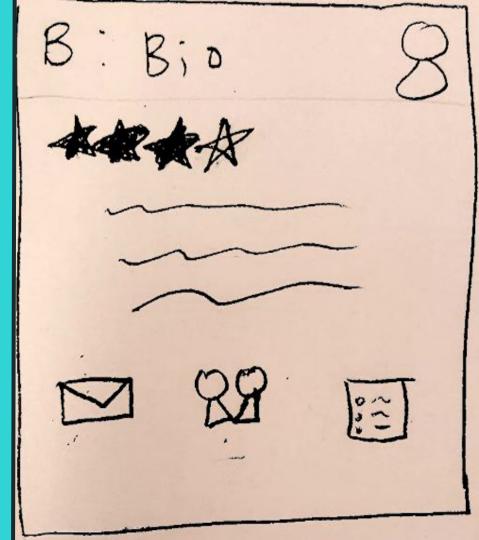
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DESIGN 1: MOBILE APP



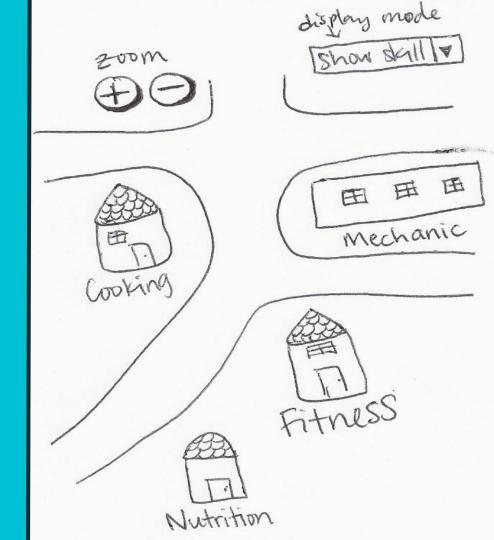


DESIGN 1: MOBILE APP



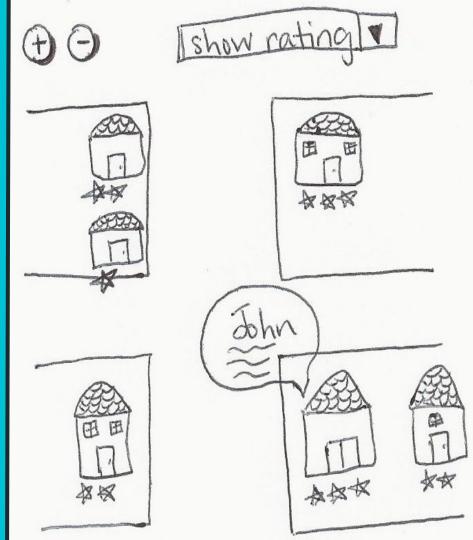


DESIGN 2: INTERACTIVE MAP





DESIGN 2: INTERACTIVE MAP



2

DESIGN 2: INTERACTIVE MAP

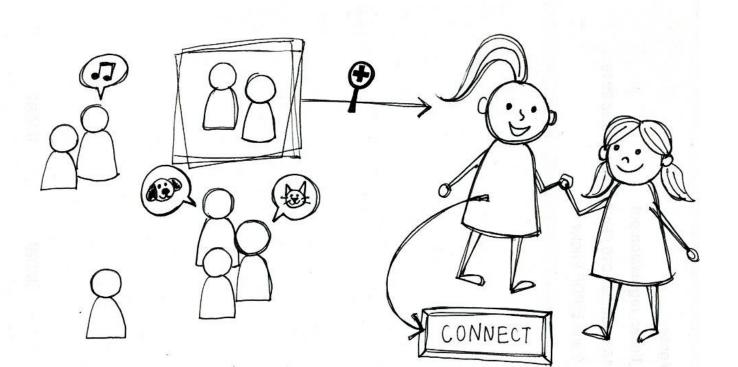
John Smith Skill: cooling, mechanics Twst rating: AtA Availability: Mon, Wed. Work History > Neighbors' comments >





DESIGN 3: RPG-STYLE GAME

NEIGHBORHOOD GUILD ROOM





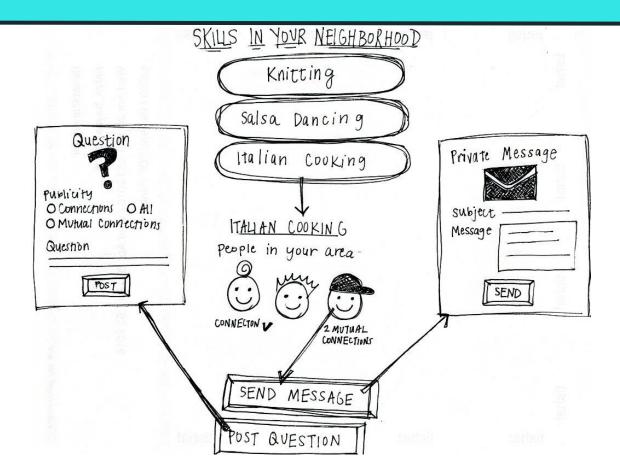
DESIGN 3: RPG-STYLE GAME

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Tit	le <u>skateboarding</u>
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Profi	viency Lever/Experience
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DESIGN 3: RPG-STYLE GAME



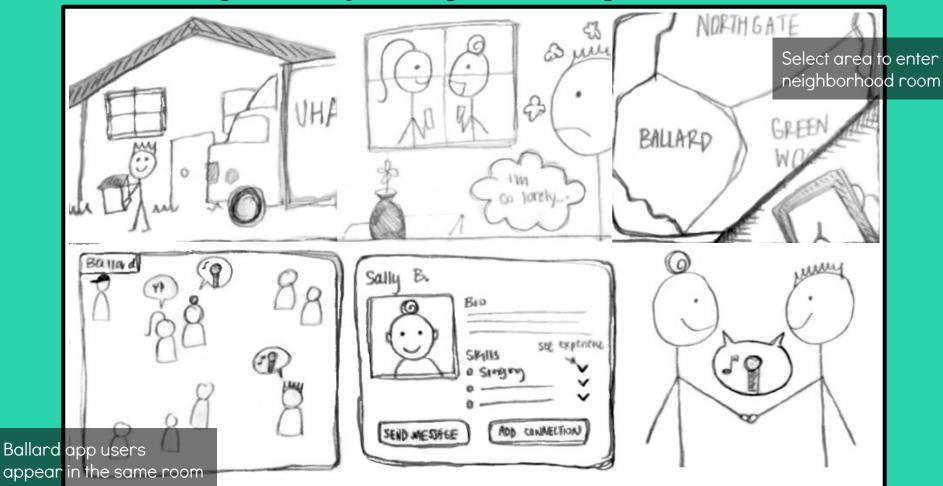


SELECTED DESIGN

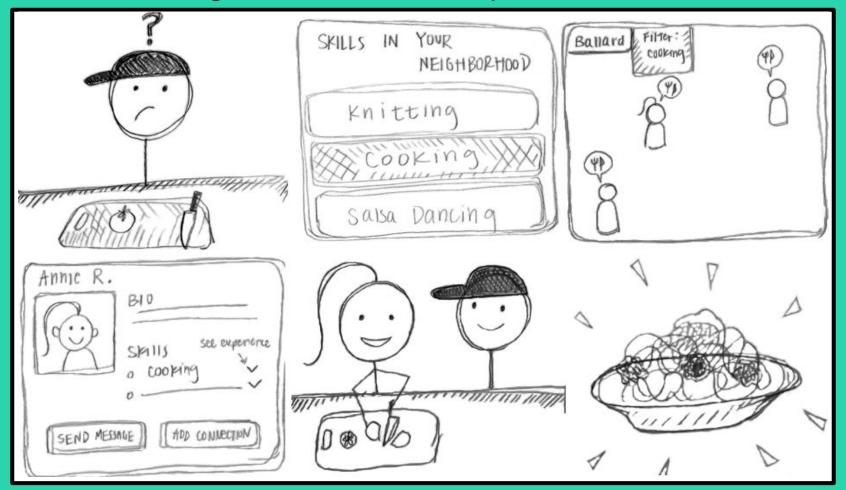
A social networking app focused on neighbors broadcasting their interests and skills.



TASK 1: Getting to know your neighbors through hobbies and interests



TASK 2: Seeking local enthusiasts for questions and collaboration



SUMMARY

What we have learned:

- I Think outside the box
- Diverse teammate backgrounds
- Appropriate scoping
- User-centered design