



neighborly

Savvy Team



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1

**Overall
Problem**

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- ⦿ Many go through life without picking up skills they want

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- ⦿ Finding help nearby is difficult

Overall Problem

- ⦿ Many go through life without picking up skills they want
- ⦿ Finding help nearby is difficult
- ⦿ People are unaware that help may be right next door!

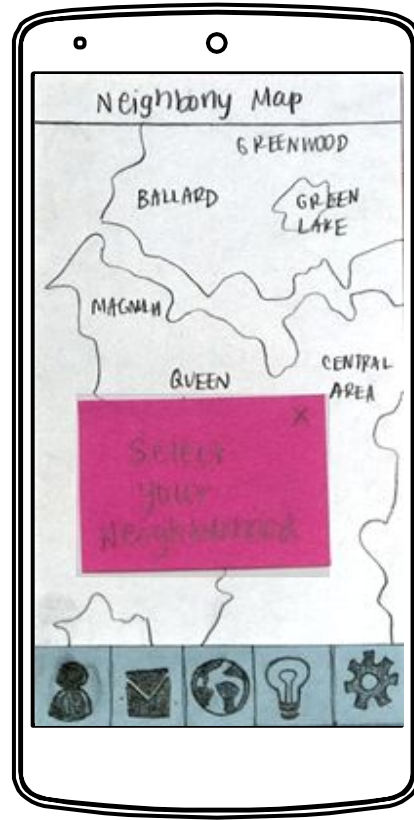


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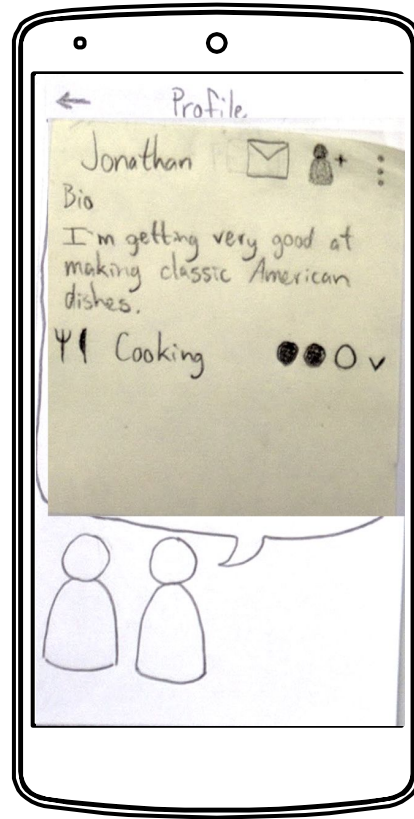
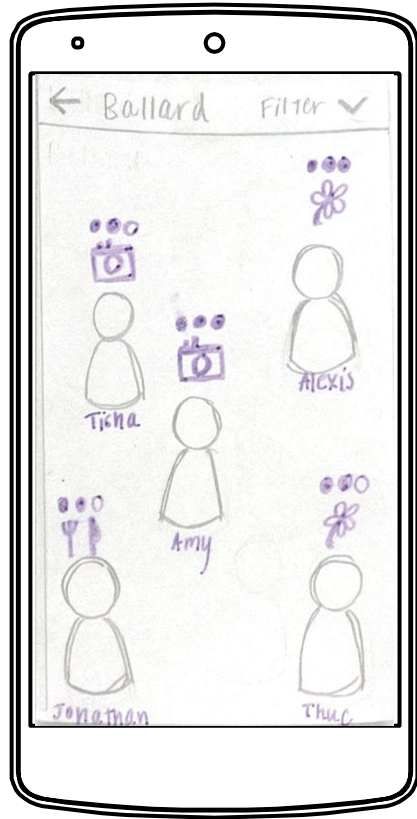
**Initial Paper
Prototype**

“

Getting to know neighbors
through their hobbies and
their interests



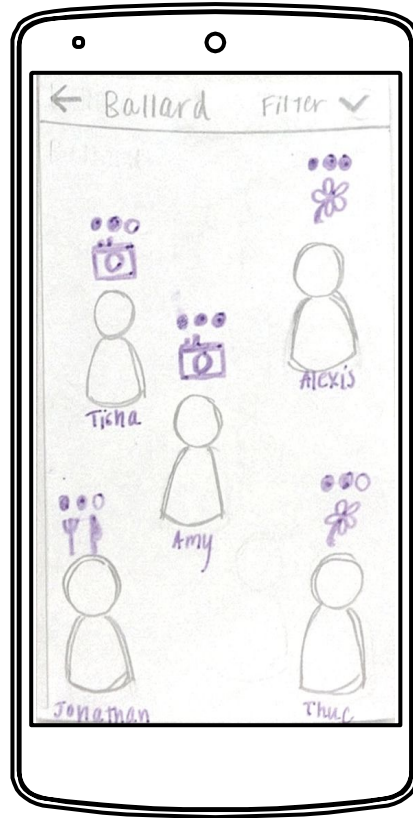
Task 1



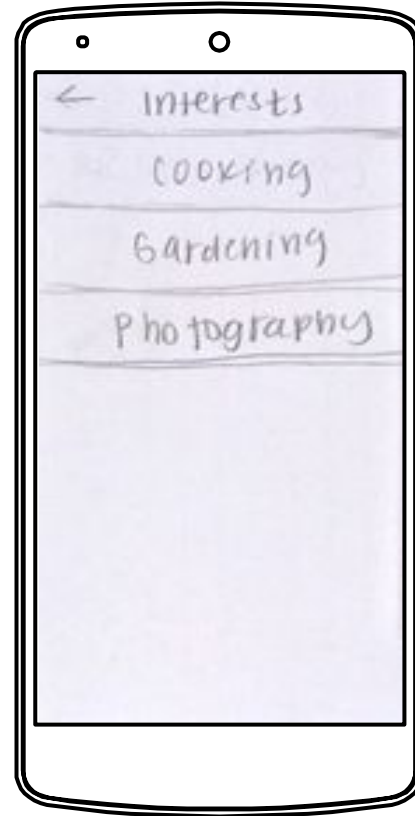
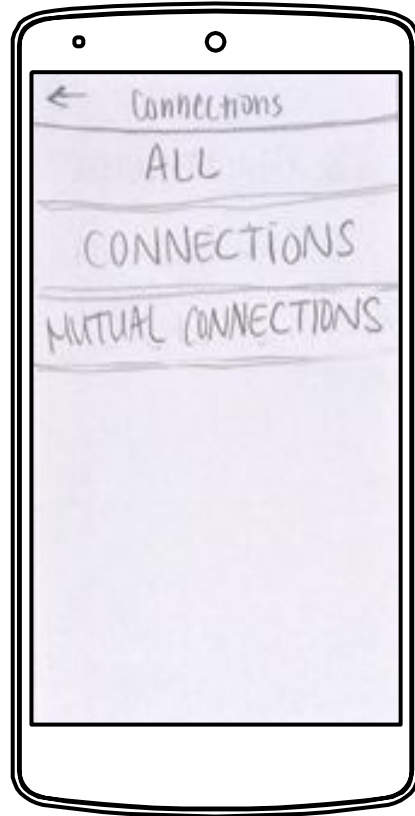
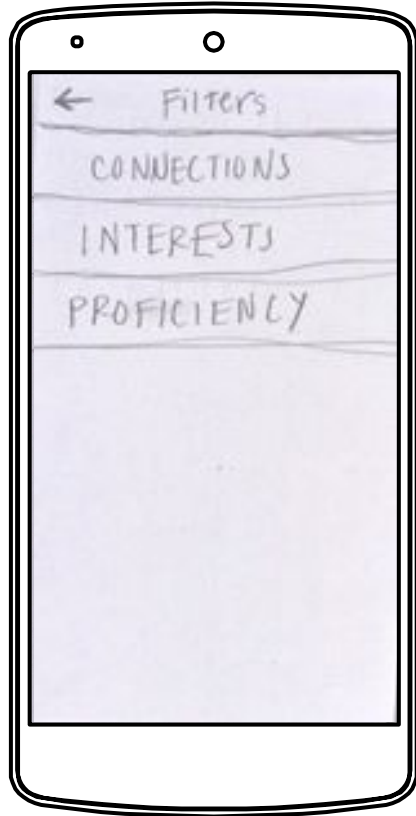
Task 1

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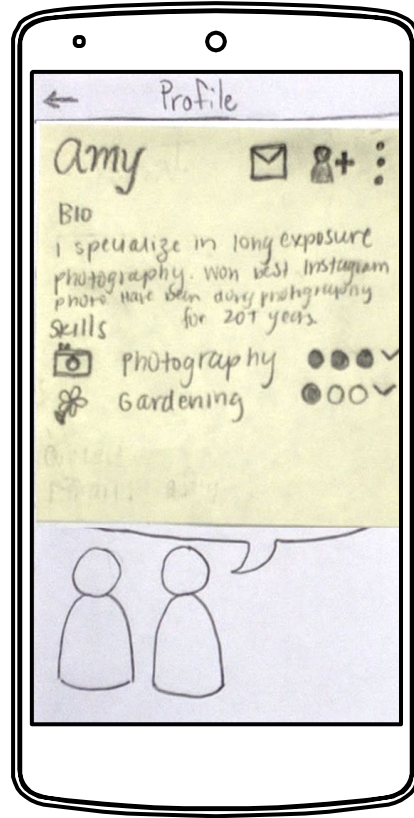
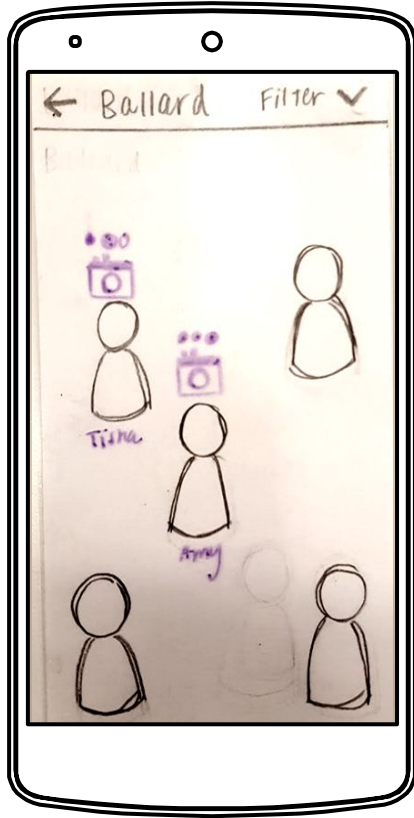
Seeking local enthusiasts for
questions and collaboration



Task 2



Task 2



Task 2



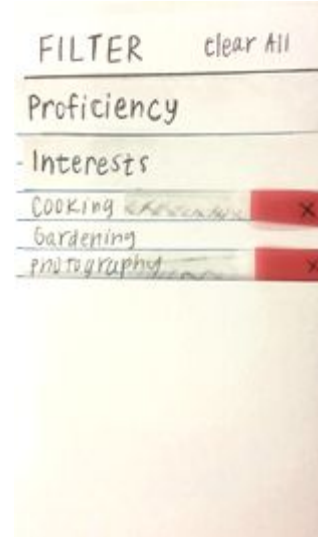
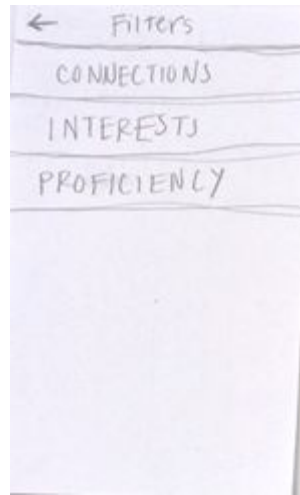
3

**Testing
Process &
Results**

Heuristic Evaluation: Process

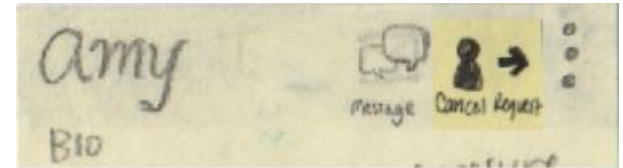
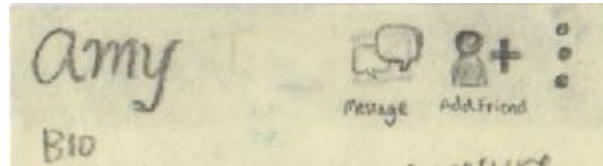
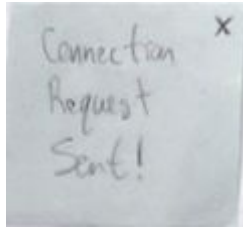
- ⊙ 1 participant
- ⊙ Written violations

Heuristic Evaluation: Results



No "clear all" in filters

Heuristic Evaluation: Results



No confirmation check for “Add friend” feature

**Usability
Tests:
Process**

- ⦿ 3 participants on campus
- ⦿ Cognitive walkthrough
- ⦿ Prompts for 2 tasks

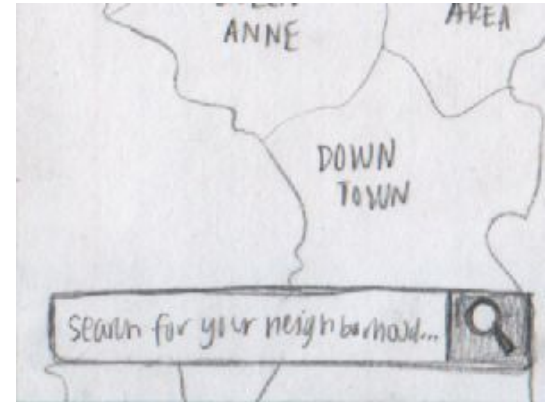
Prompts

Task 1: You don't know anyone in this area yet and want to *introduce yourself to a neighbor with a mutual interest.*

Prompts

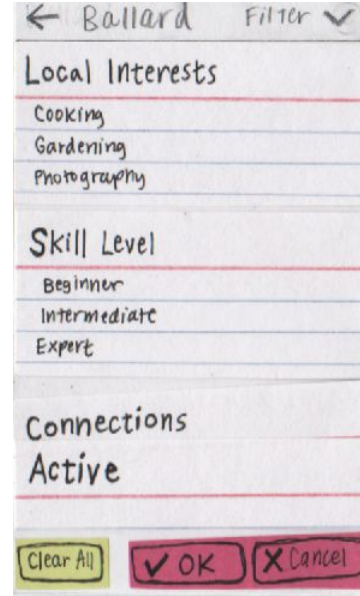
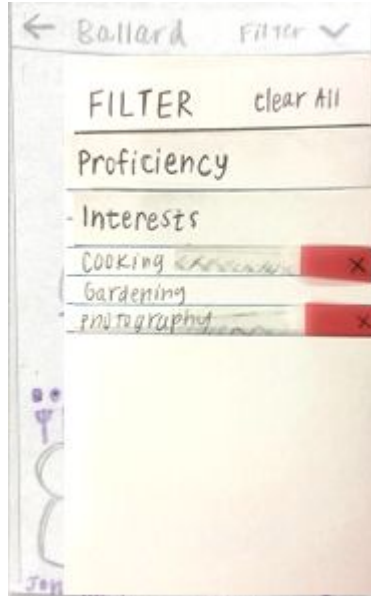
Task 2: You want to *find someone nearby who is qualified enough to answer your questions* about why your photos have been problematic.

Usability Tests: Results



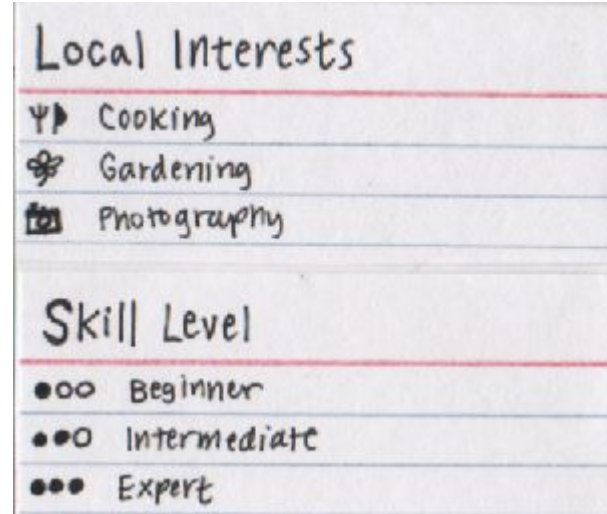
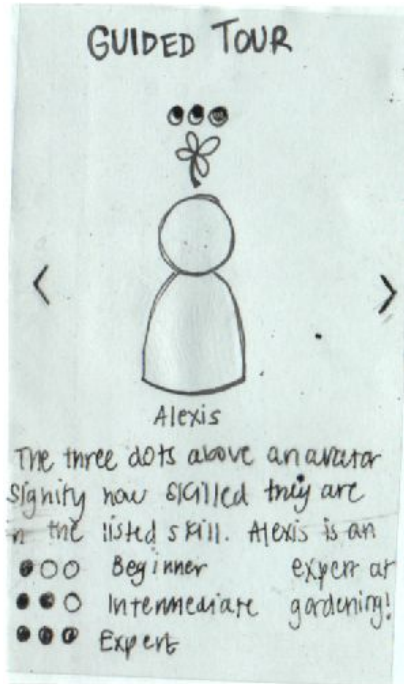
Search bar

Usability Tests: Results



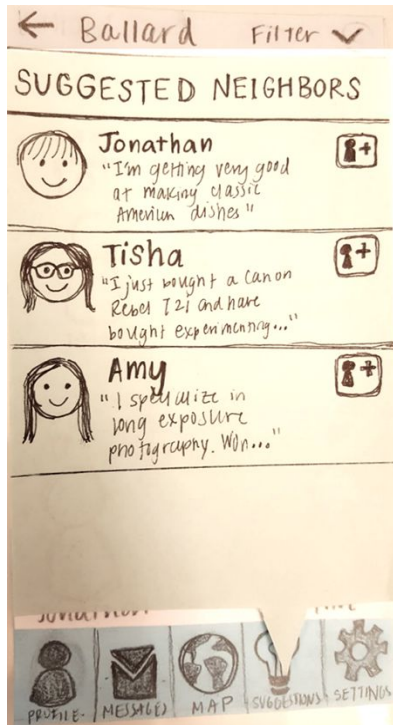
Filters: apply, cancel

Usability Tests: Results



Understanding icons

Usability Tests: Results

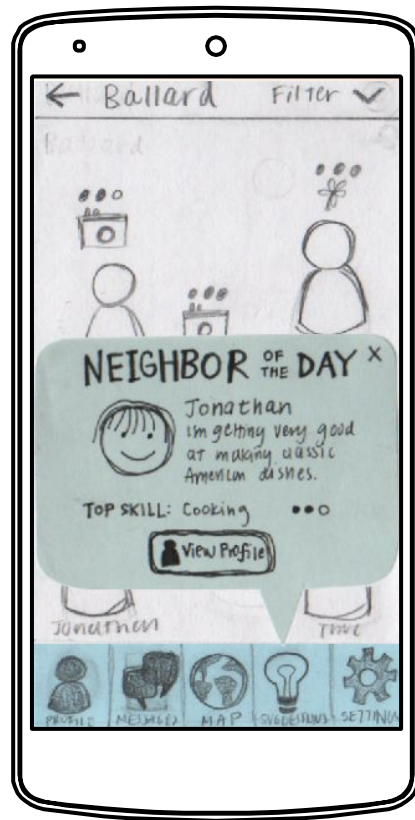
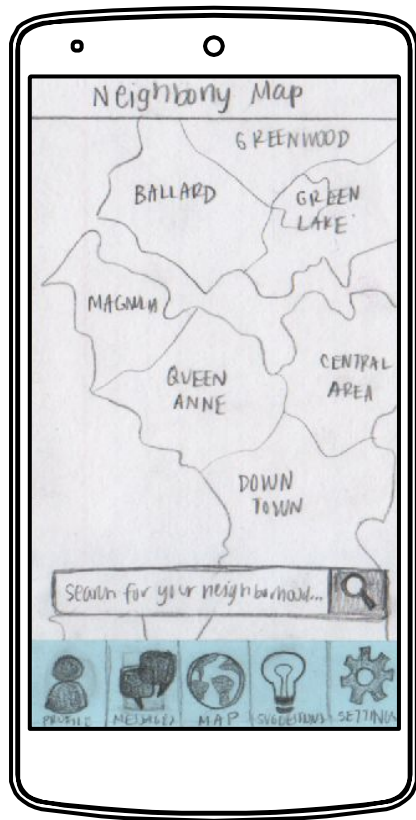


“Neighbor of the Day” feature

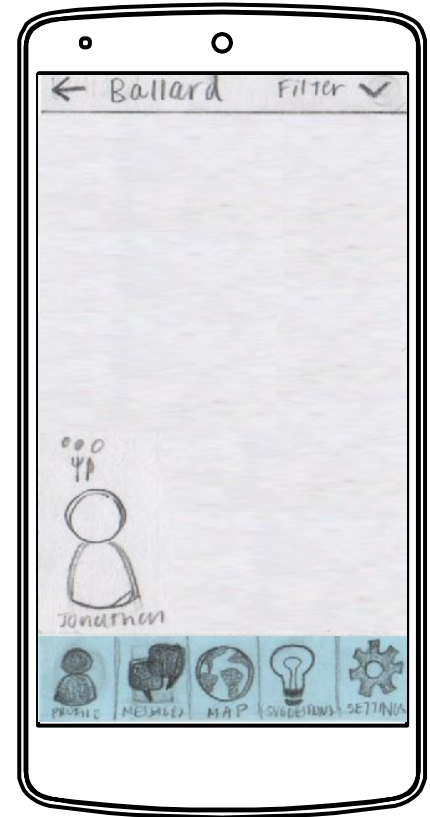
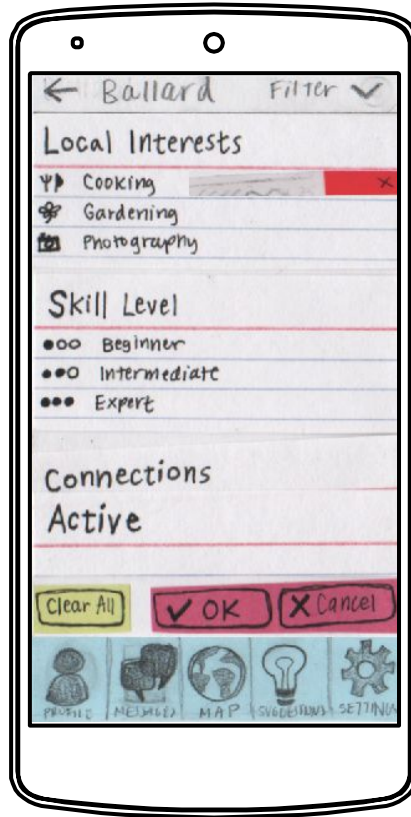
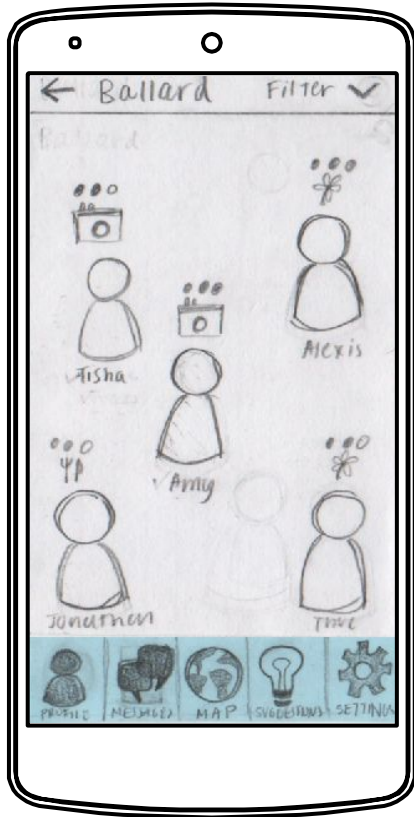


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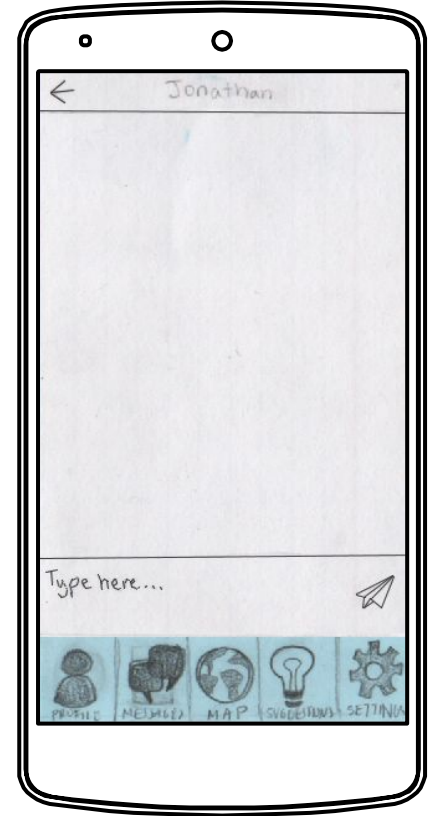
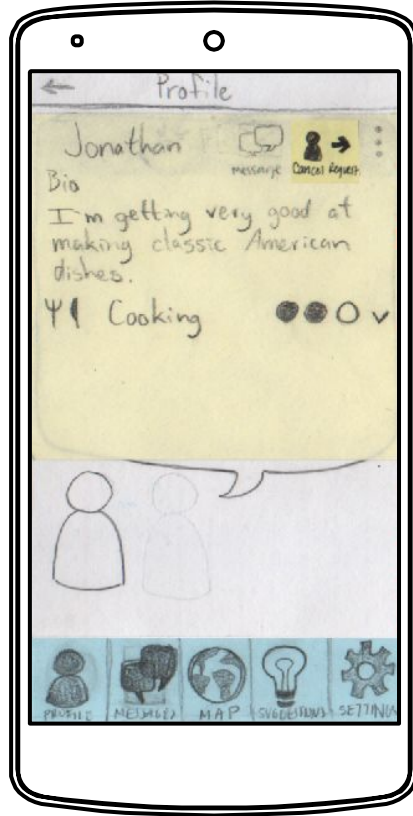
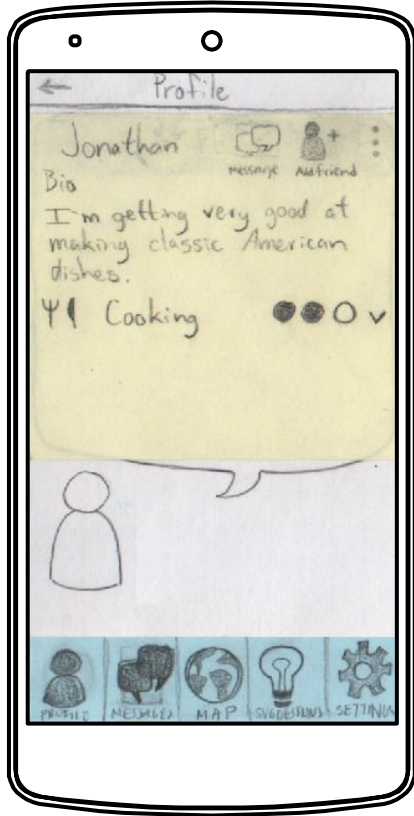
**Final Paper
Prototype**



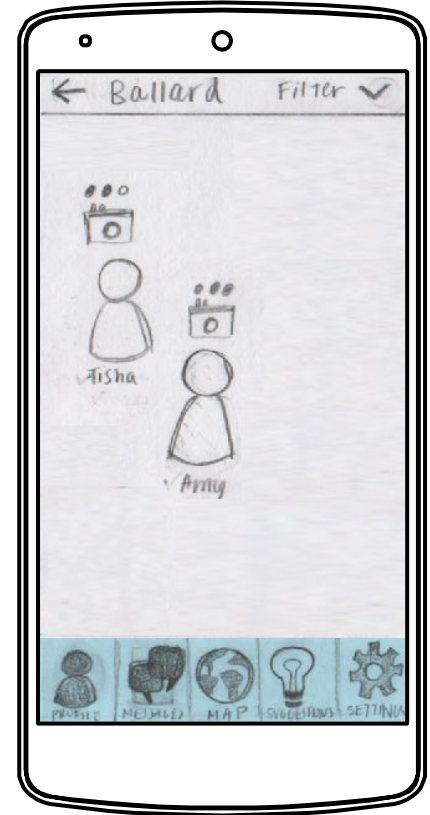
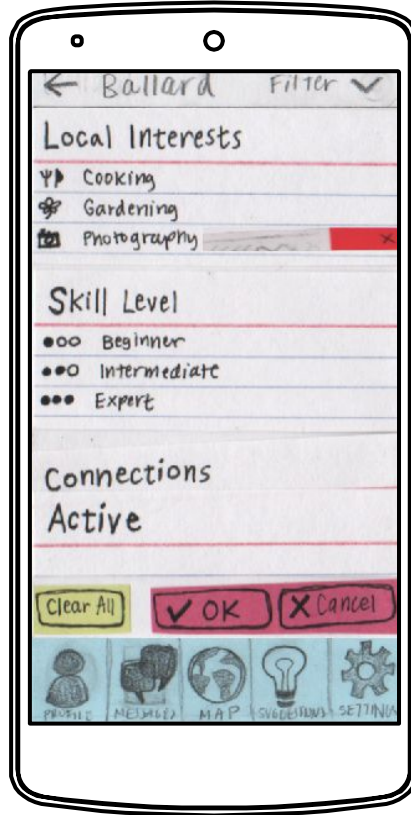
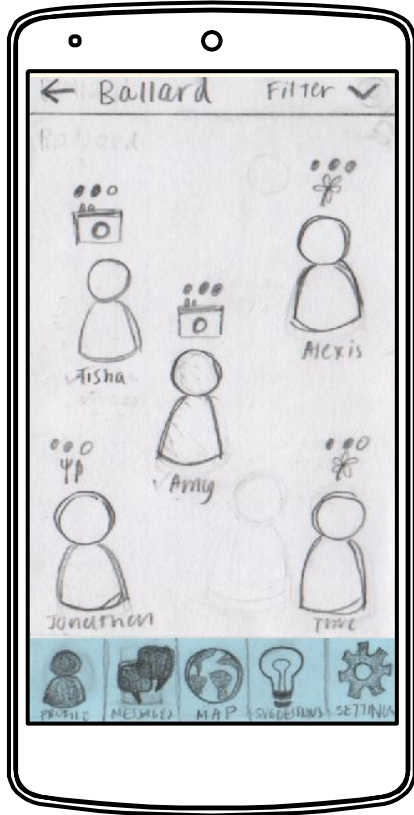
Task 1



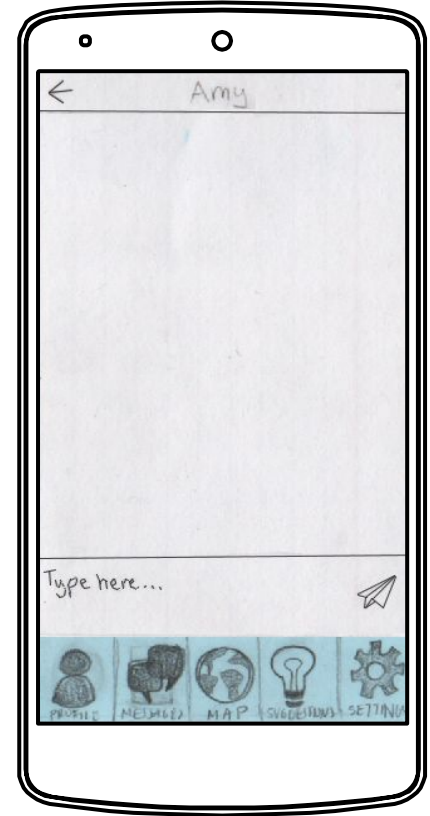
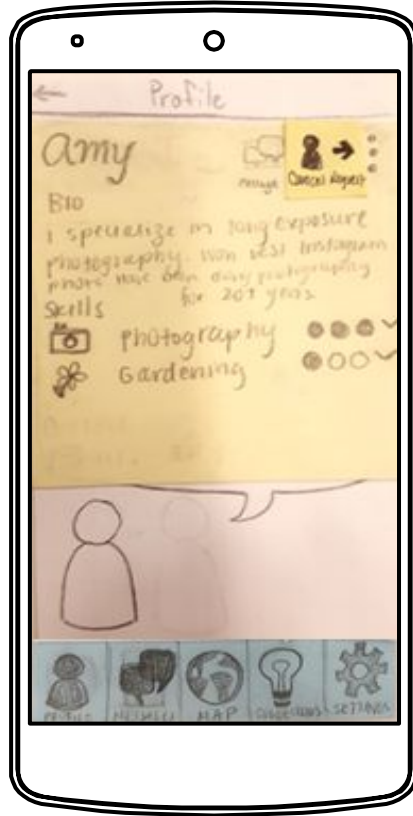
Task 1



Task 1



Task 2



Task 2

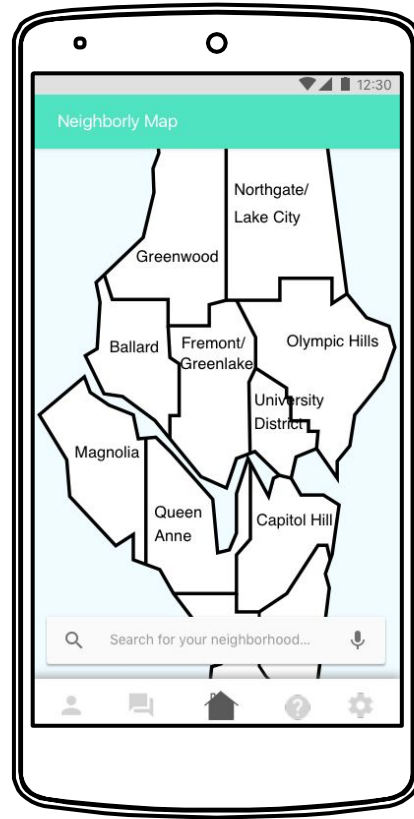


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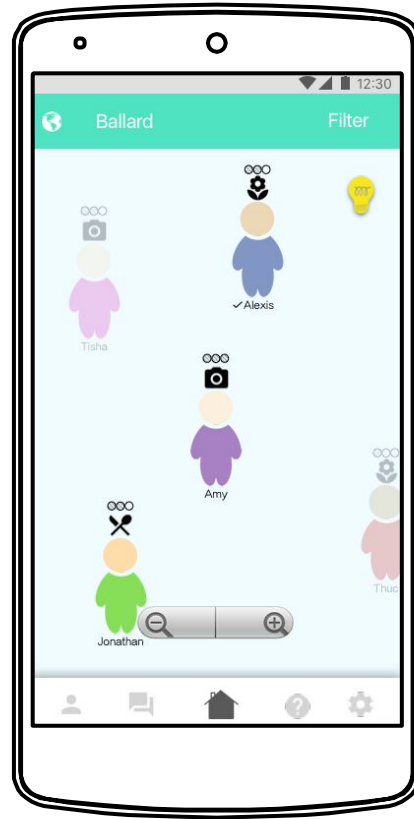
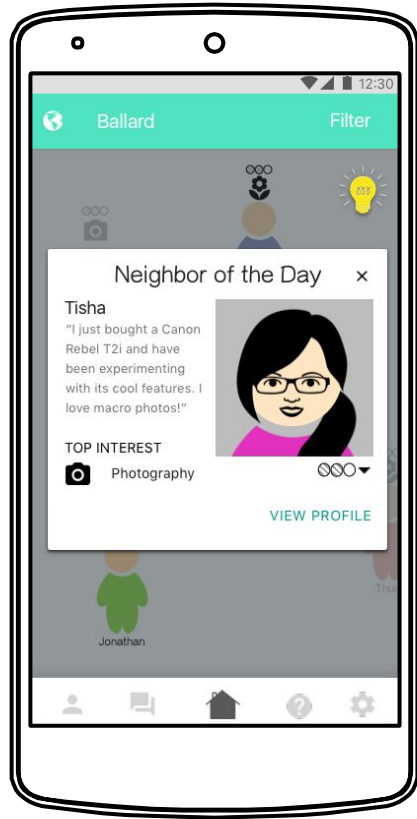
Digital Mockup

“

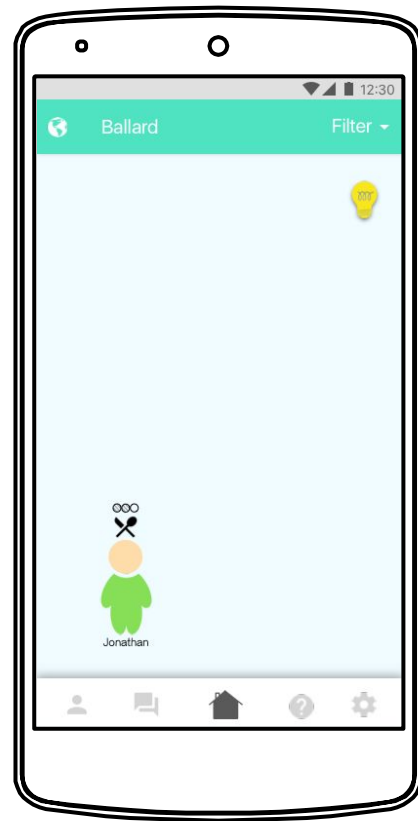
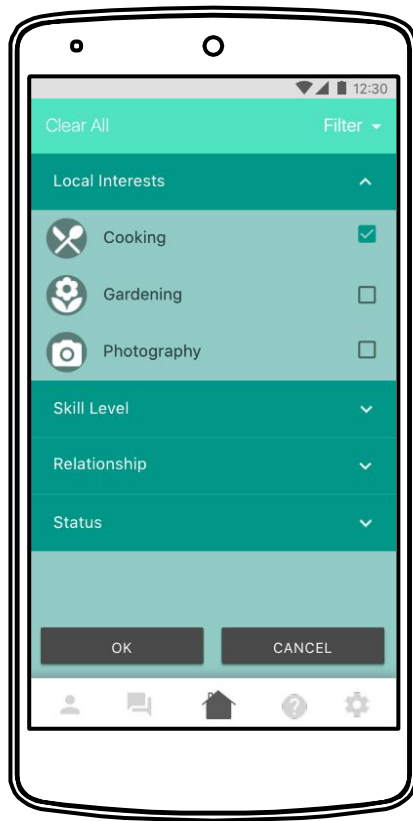
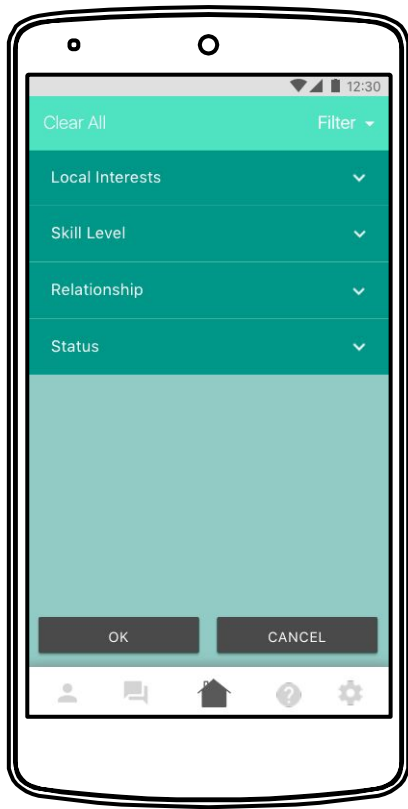
Getting to know neighbors
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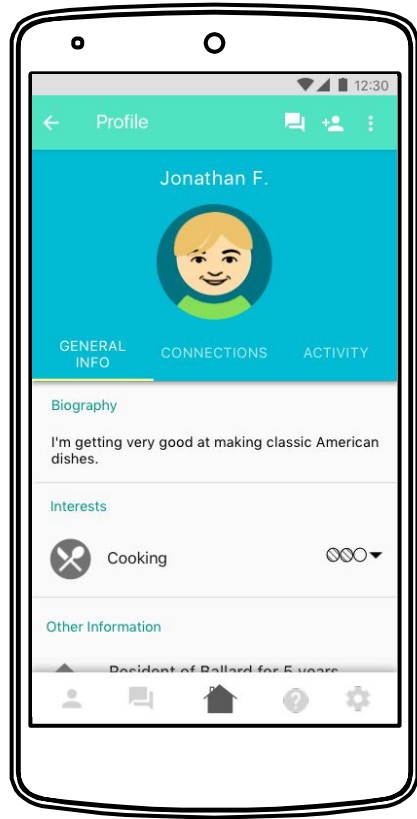
Task 1



Task 1



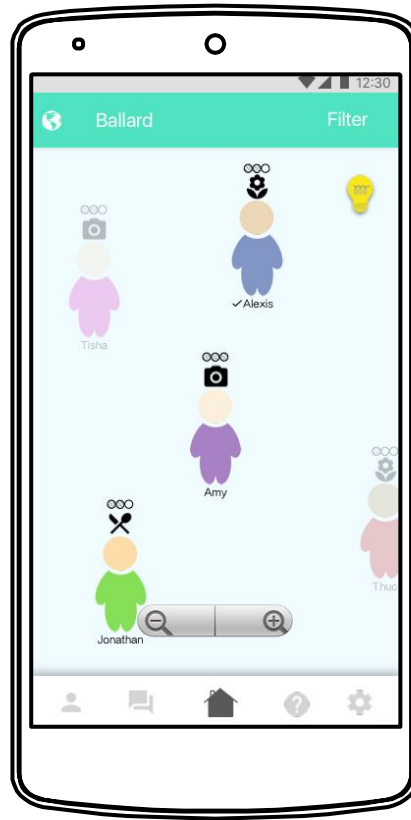
Task 1



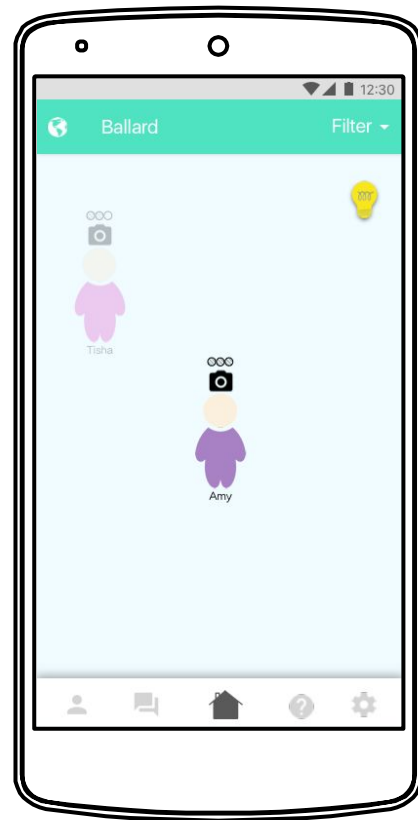
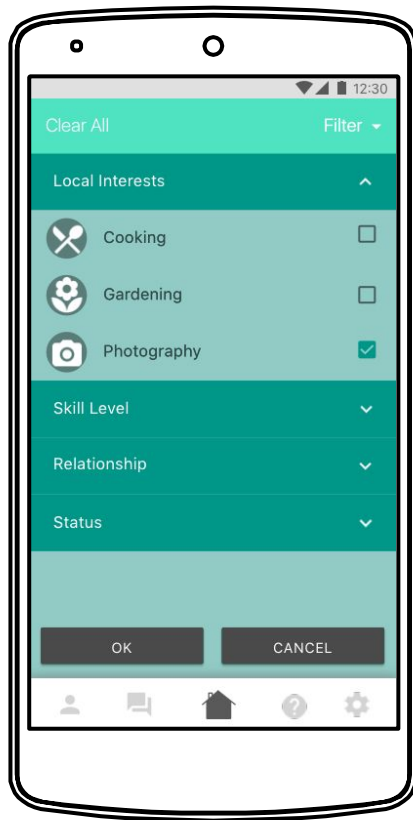
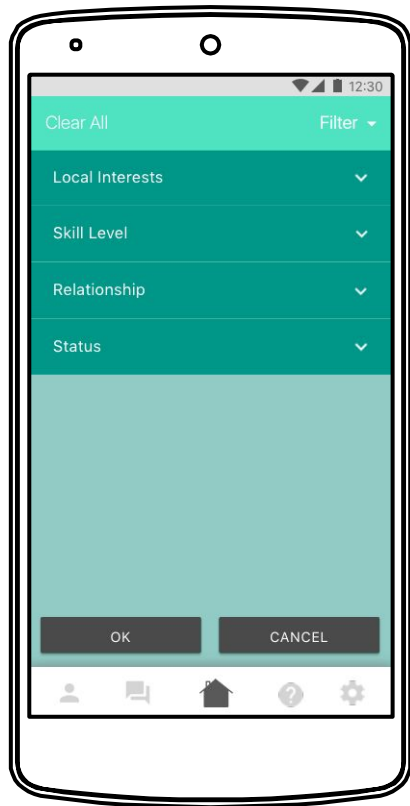
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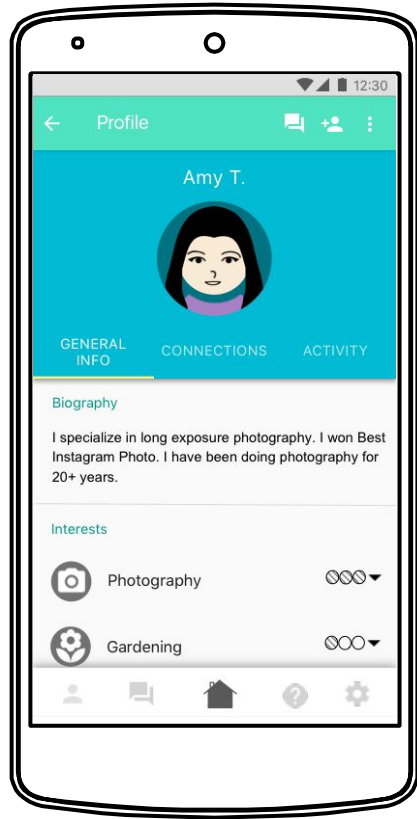
Seeking local enthusiasts for
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Task 2



Task 2



Task 2



6

Summary

Iterate

Key to success

Process

Tasks change as a result of testing

Iterate

We wish there was more iteration!

