# Uplift

By the homeless, for the homeless

Inspiring and connecting people

#### The Team



Shilpa Kumar Project Manager, Writer



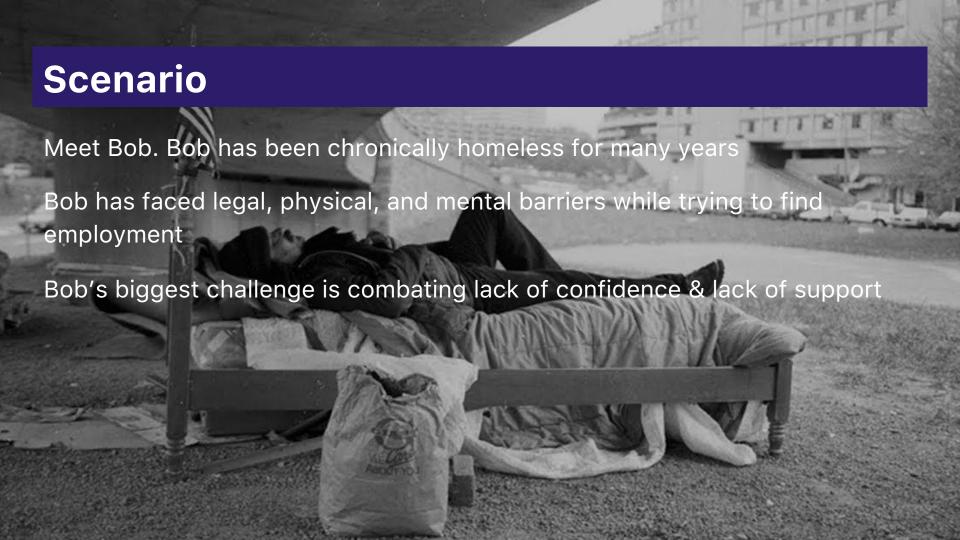
Isis Hong
User & Usability Researcher

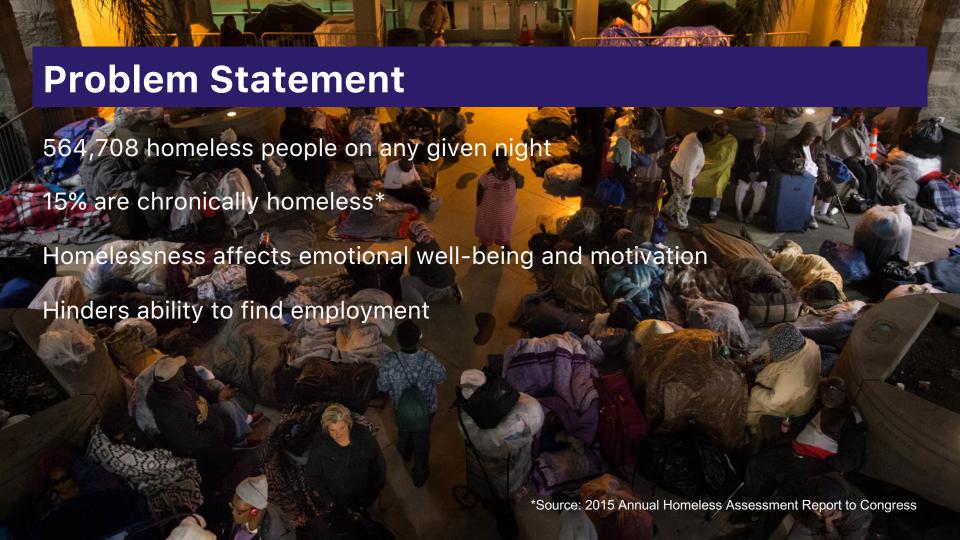


Justin Petelka
User & Usability Researcher



Siddharth Naik Lead Designer & Writer





### **Opportunities**

Participants explained that the burden of keeping their situation a secret was an isolating experience

Our research revealed that homeless people find encouragement by reading inspirational stories

Homeless people seeking employment also desire a support system

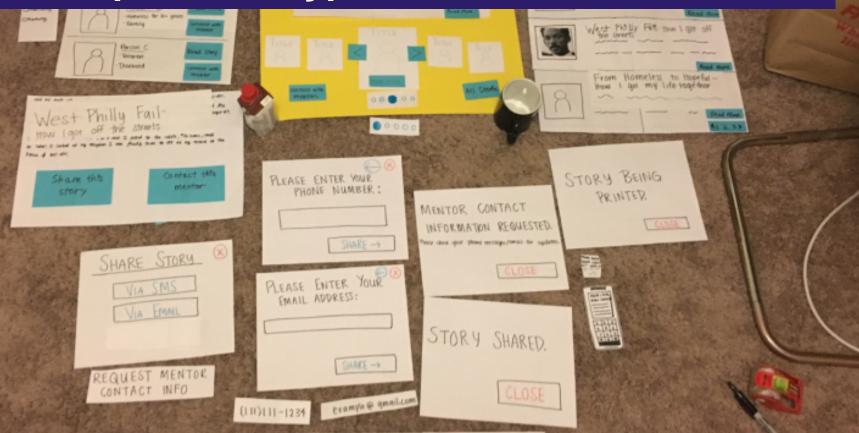
#### **Our Solution**

Uplift allows homeless users seeking employment to:

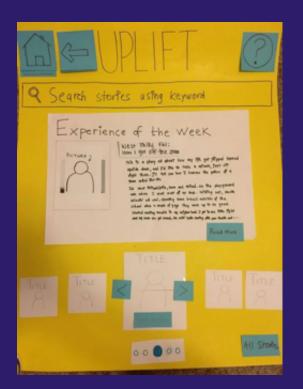
- 1. Read success stories of other employed homeless people
- 2. Become connected with mentors with similar experiences of unemployment and homelessness

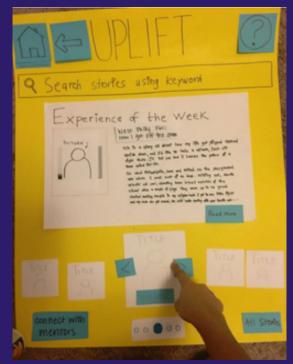


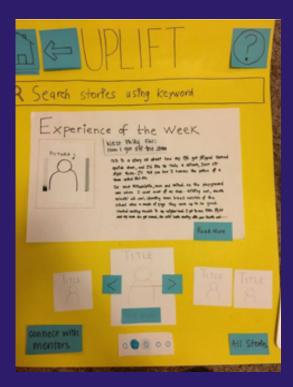
### **Initial Paper Prototype**

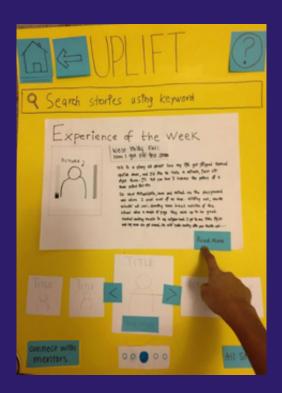


### Task 1



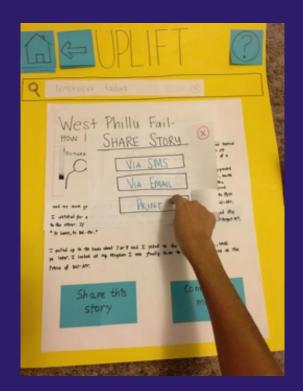


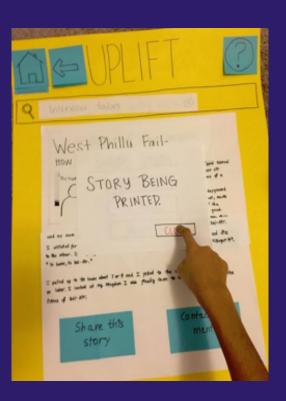




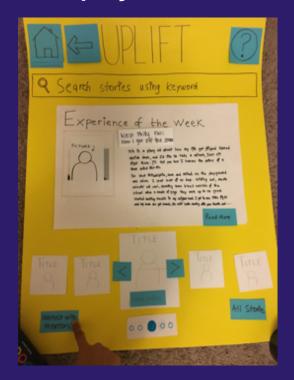


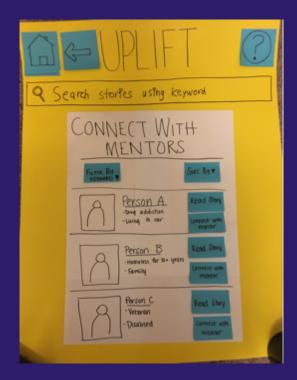


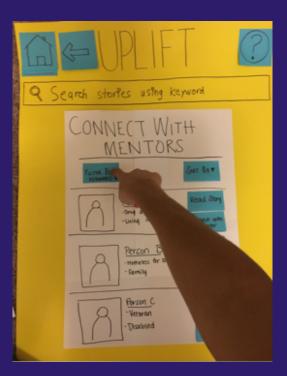


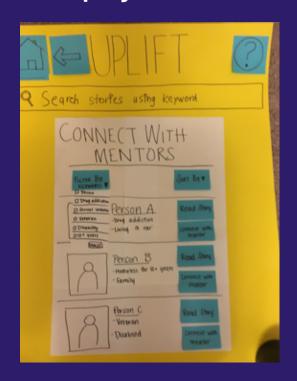


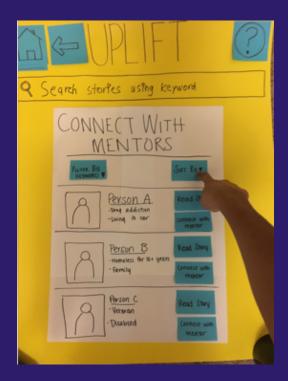
## Task 2

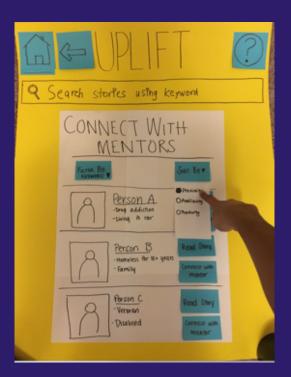


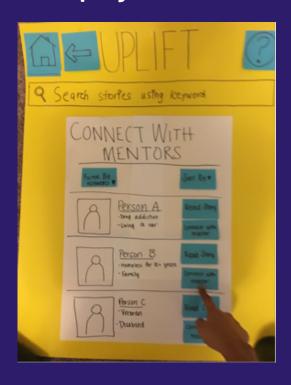


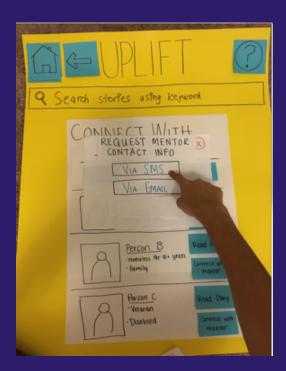


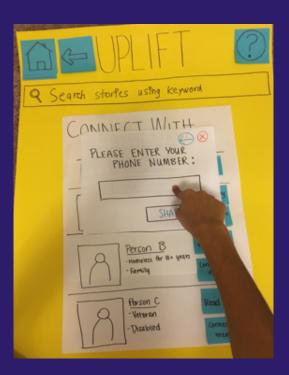


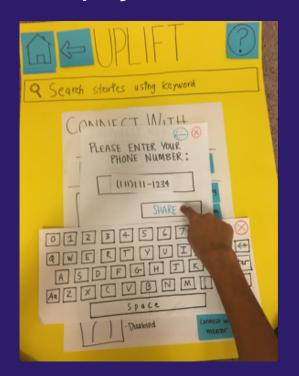


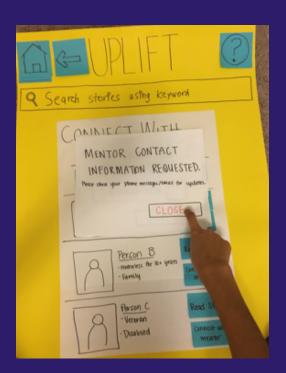














### **Testing Overview**

Conducted at Bellevue Public Library

Three participants, two homeless people and one librarian

### **Testing Process**

Pre-screening questionnaire to ensure participant is related to target audience

Paper prototype was iterated after each user test.



### **Testing Process**

Task #1 & #2:

Send story to user's cell via SMS

Filter all stories by searching for 'interview' fail, send the story via SMS

### **Testing Process**

Task #3 & #4:

Find all available mentors, then request contact info via email

Find all mentors who have experienced drug addiction, then send story to SMS

#### **User Feedback**

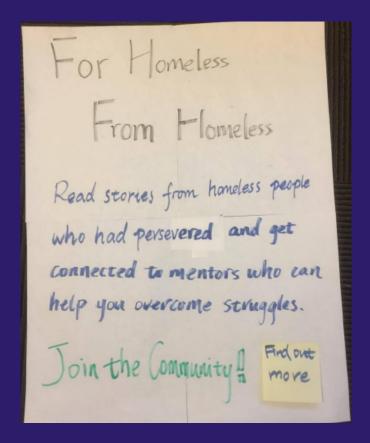
Purpose of the app was not clear

Application functions were unclear

Search needed to be clearer and more inclusive

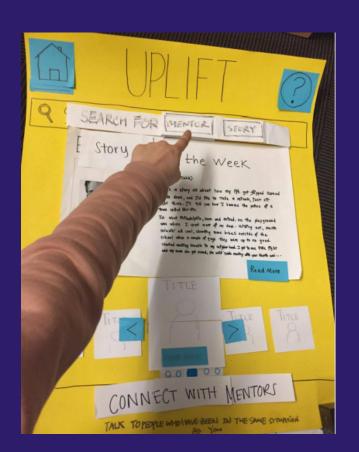


Added an intro screen with a brief synopsis. Users open the design with a 'Find out more' button



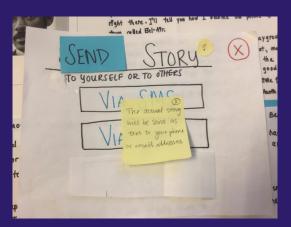
Added a tab to search bar that signals to users what results will appear

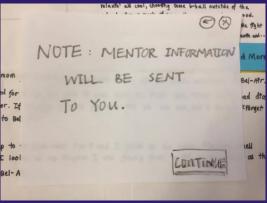
Added mentors to search bar



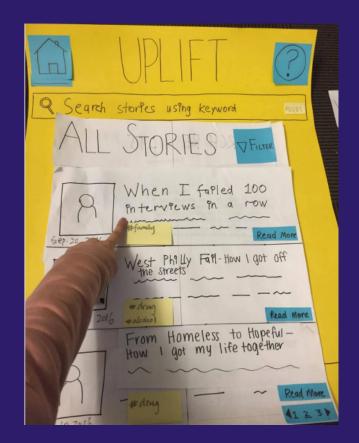
Changed terminology to better match user's mental model

Added more descriptions to everything

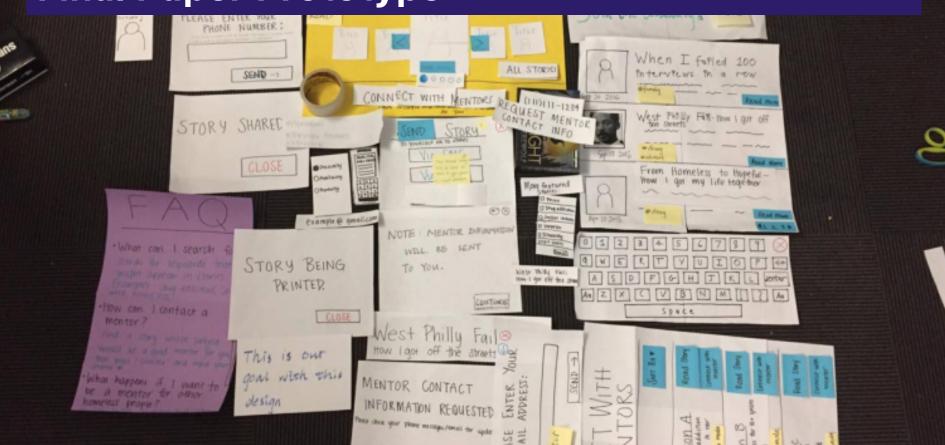




Displayed additional story metadata, more obvious filters, breadcrumbs.

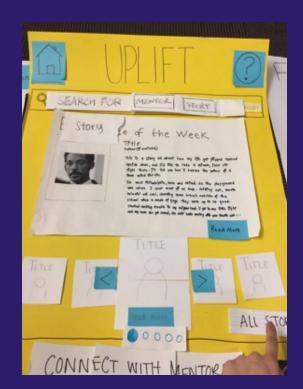


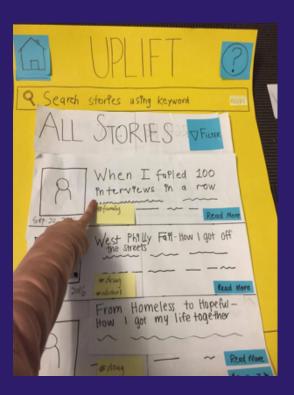


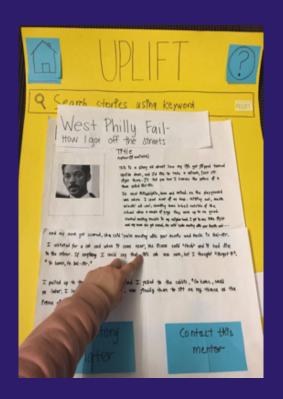


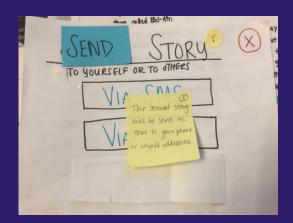
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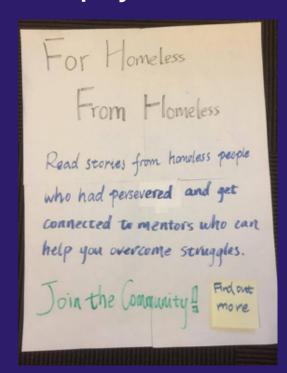


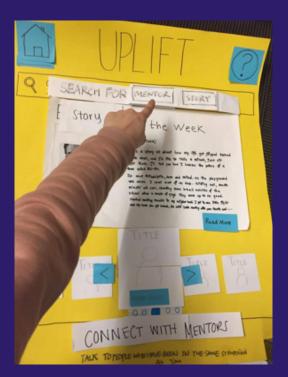


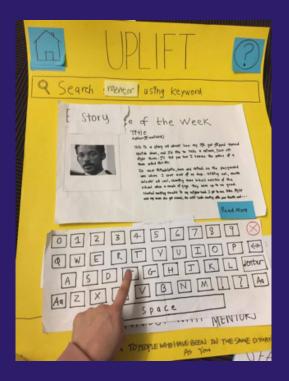


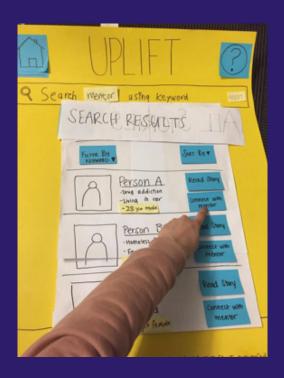


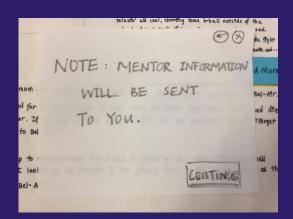
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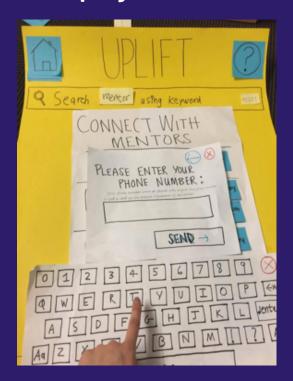


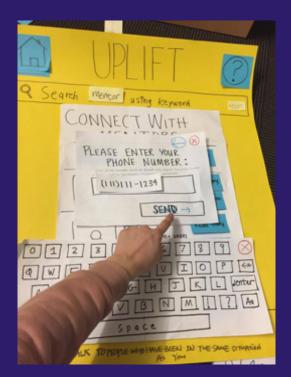


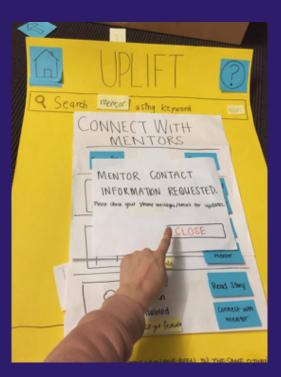




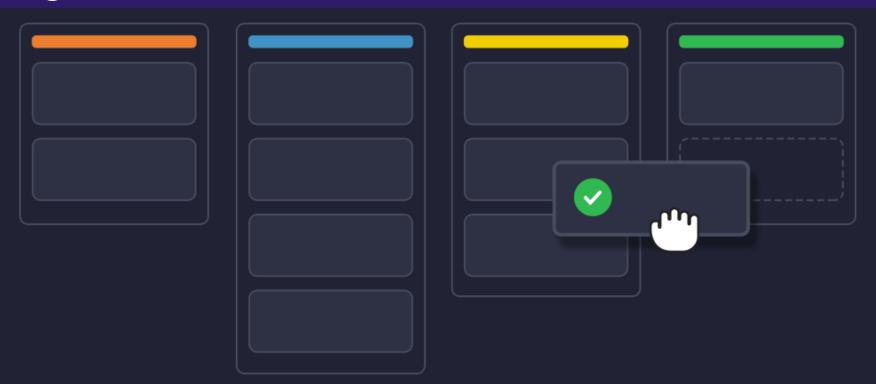






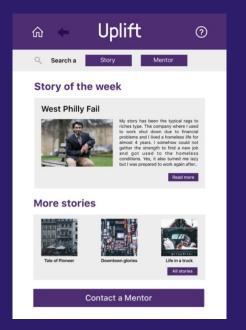


### Digital Mockup

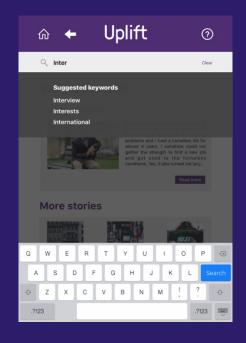


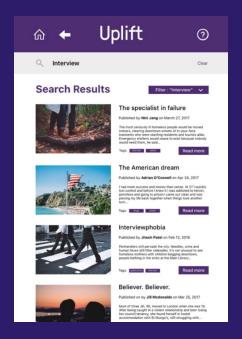
### Task 1



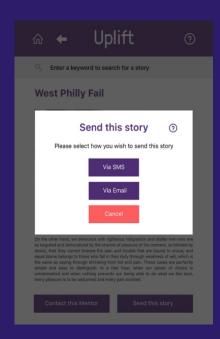


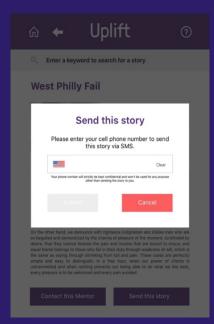


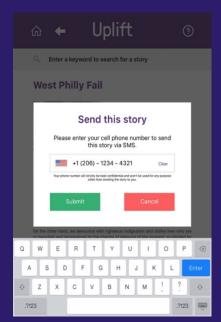


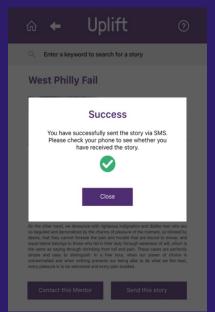






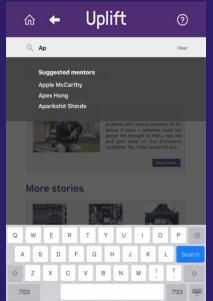


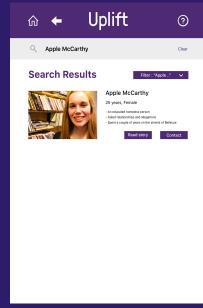


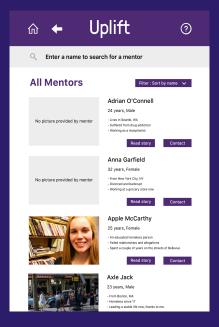


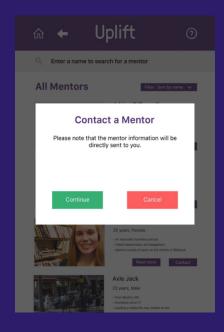
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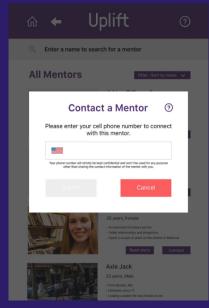


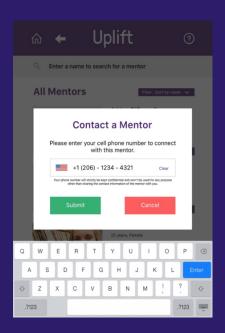


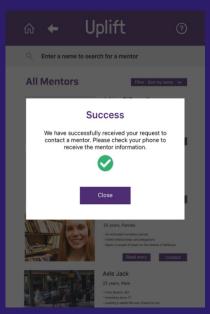












#### **Summary**

User research can be much more than just interviews and surveys

Designing features clearly and briefly is difficult

User testing is critical for a design to be effective

Feedback from users and people related to the users can be insightful

Poverty is not an accident. Like slavery and apartheid, it is man-made and can be removed by the actions of human beings.