User-Centred Design Week 6 Template

Final deliverable content (part 1.3)

Please use this template to prepare the PDF report for your final report part 1.3 group deliverables of week 6. Please respect the word limits and the structure provided. Any material exceeding the word limit, or outside the provided structure will not be read.
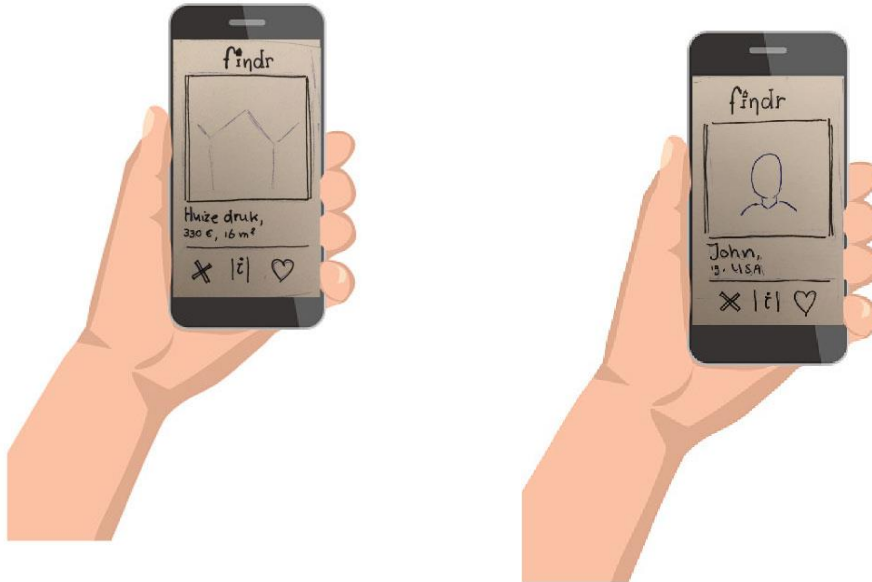
Do not forget to calculate the word count where indicated.

Overview Task week 6:

- Develop and describe a concept for an app that helps people with an apartment find a roommate (and vice versa).
- Develop a scenario and storyboard that show how your design is used.

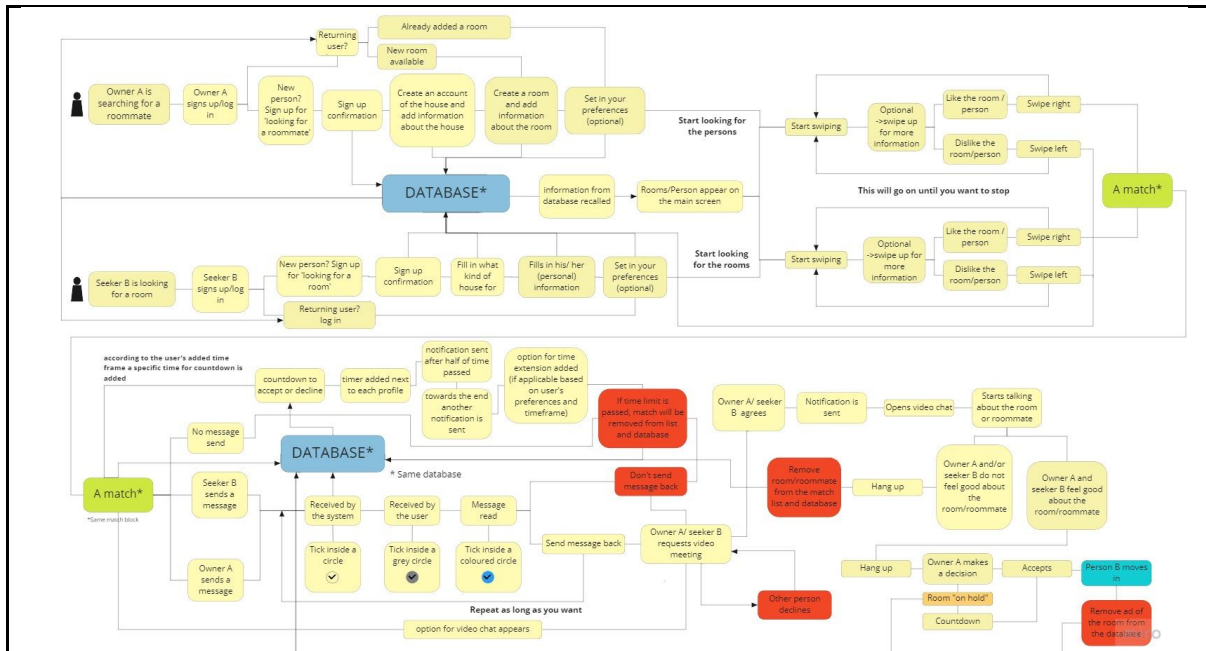| 1. Provide a written description of your concept, you may include sketches if needed. (max. 150 words) |
|---|
| Our concept is something like Tinder, where you swipe right to like a room or a roommate, depending on what you are looking for. If the info you get does not match your requirements, you swipe left. After setting up your account and giving your preferences you can start swiping. You will see some information and a picture first and then if you swipe up you will see additional information. If you like a room and at least most of the room owners likes you as well, there will be a match. From this moment you can chat with each other; ask and send additional info via text or e.g. images, also you can start a (video) call. If there is no conversation for a certain time, the match will be lifted. When you have a new room(mate) and no longer need to use the app, you can easily put your profile on hold. |

Picture used: https://www.istockphoto.com/nl/vector/mobile-phone-in-hand-gm488355462-74059867

Word Count: 154

2. Please add a diagram of the conceptual model of your concept, showing at least important objects and actors, together with their key properties, and show how they interact (1 image).

To have a better view:
https://miro.com/welcomeonboard/E4ipEGOms0ncM3SibPuDYz6mKGWUAWvzQSI0QMioEIDwwIjeIsUdCrHKR2YpJyLk

3. Based on one of your personas, write a scenario in which you show how your concept is used. Include at least a brief description of your persona, their goals, context of use, motivation and how your design will be used (max. 300 words).
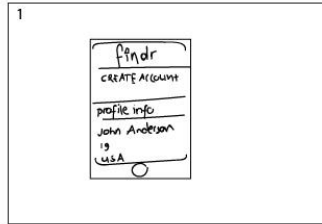
John Anderson:

John, an international student, creates an account on the app FINDR. He uses the app to search for rooms where they accept internationals and speak English. He thinks it is very easy to select his preferences. He does not like to spend money, so in the preferences he indicates how much he wants to spend on a room. When swiping he finds it very important to see as much visual details of rooms as possible, thus he really appreciates when he finds a lot of images and videos of the rooms. When he thinks a room is a good option, he swipes up to see more details about the room. He thinks the app is very organized. Because he lives abroad and his studies start soon, he tries to get in contact with as many room owners as possible. He receives some messages from the room owners. It is not hard for him to get a videocall with them as his outgoing personality wins them very easily. He must wait for the owners to decide, by using the voting feature of the app, whether they accept John to live with them or not. John receives a push notification that the house wants him to move in with them.
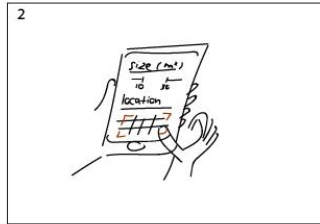
Word count: 210

4. Translate your scenario into a storyboard, using the template provided on Canvas, and paste the storyboard in the box below.
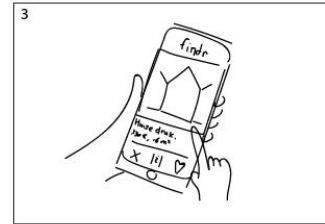
PERSONA: John Anderson
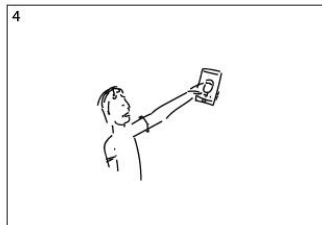
USER STORY/SCENARIO: Johns first time using Findr

1

John opens the app and creates an account by filling in his personal information
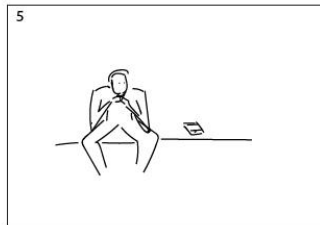

2

He indicates his preferences, so that he only sees the rooms that are relevant to him
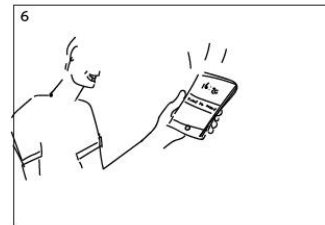

3

John swipes all the rooms that he likes to the right

4

One house has requested a video call in order for them to get to know John

5

John is waiting for a response from the house before the deadline expires

6

John receives a push notification that there is a message from the house saying they want him to live with them

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