

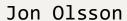




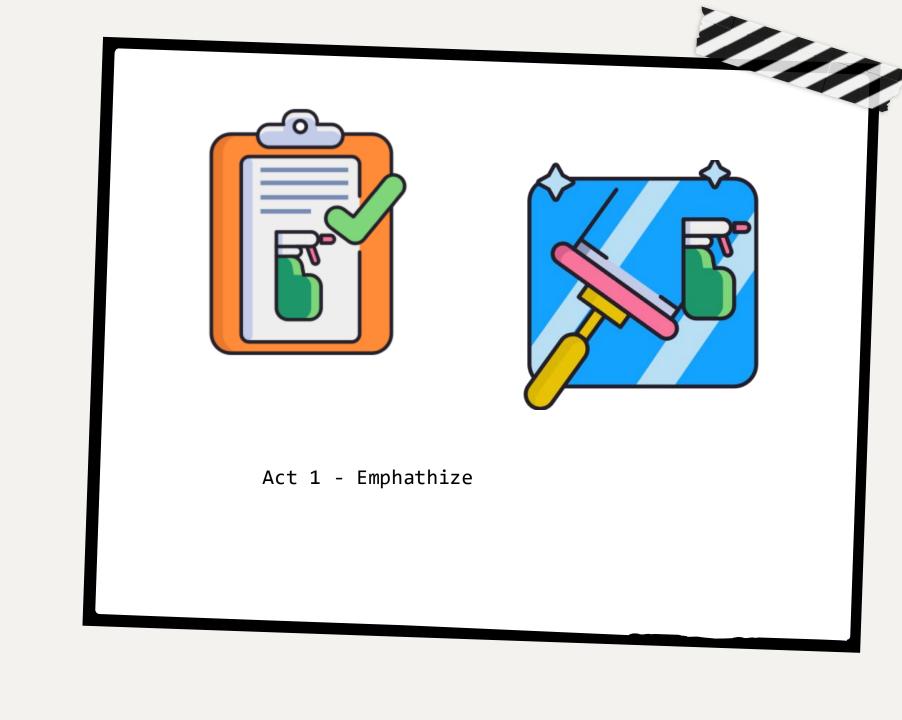


# CLEANO

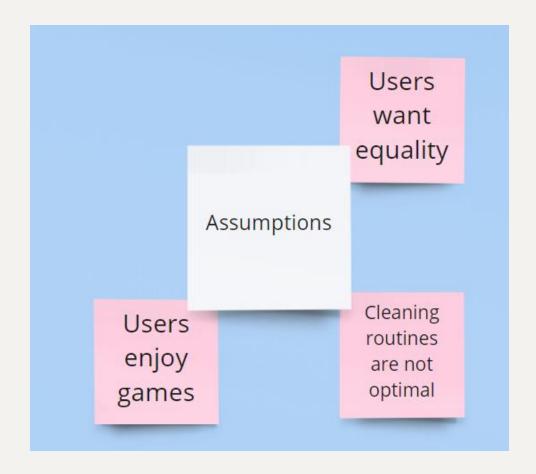












### Goals

- Increased willingness to clean
- Equality
- Entertainment value

# Problem

HOUSEHOLD CHORES

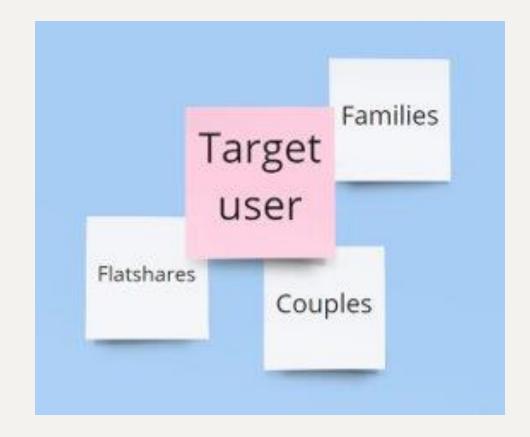
Lack of equality and efficiency

No entertainment value



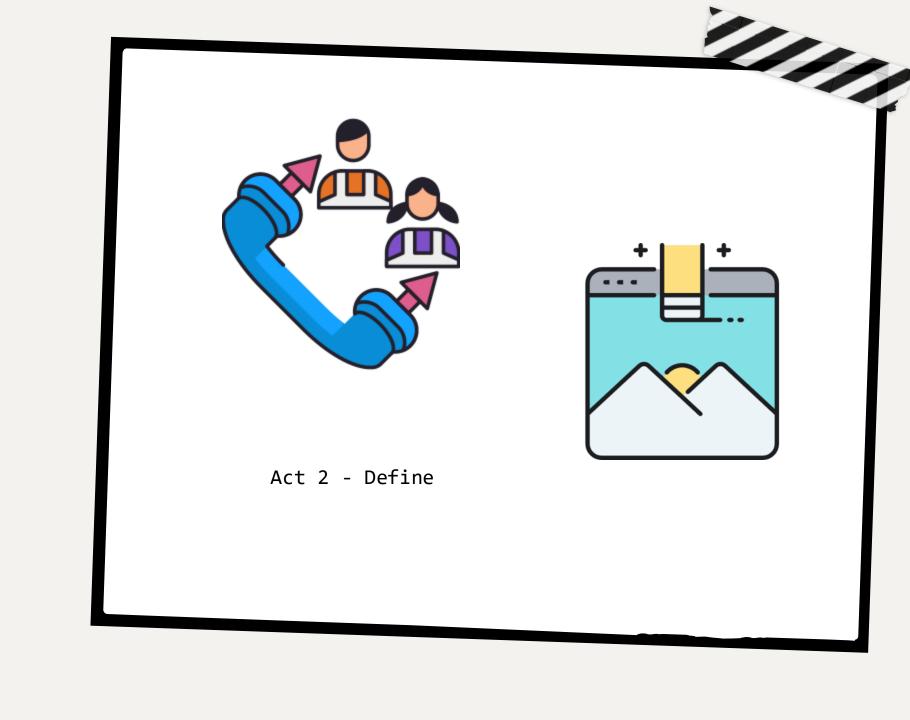
#### Research articles

- https://www.nbcnews.com/better/lif estyle/chore-war-how-stopfighting-about-housework-getcleaning-done-ncna1039916
- https://www.womanandhome.com/life/ the-chores-that-cause-the-mostarguments-between-couples-arefinally-revealed/
- https://www.goodhousekeeping.com/u k/lifestyle/a32333390/houseworkdivision-expert-advice/

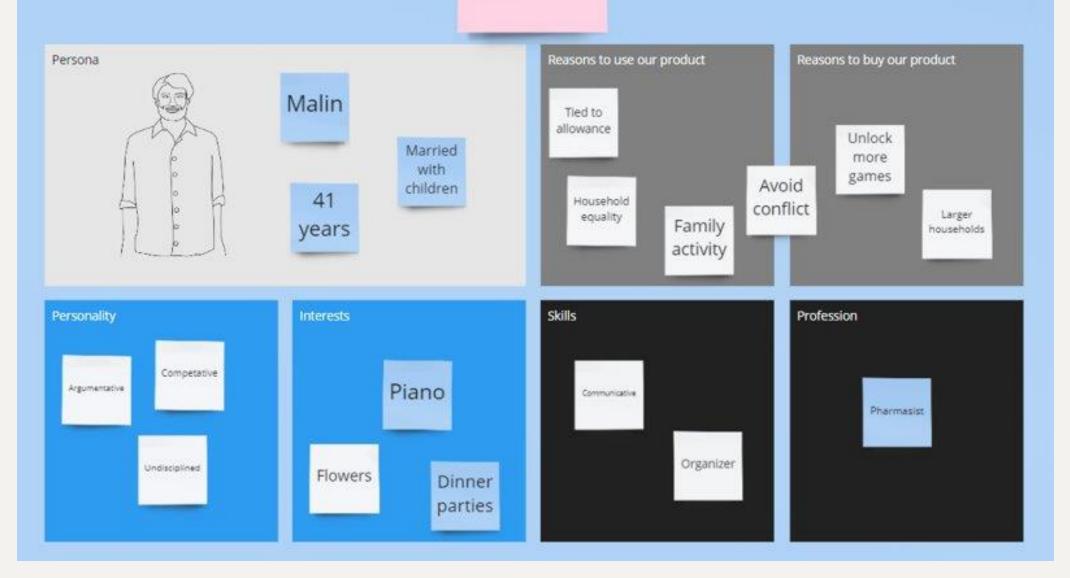


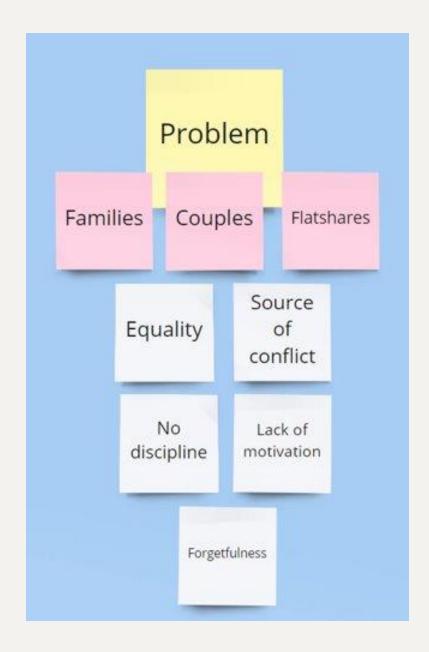
## What can go wrong?

- Not applicable in real life
- Cause of arguments
- Users refuse to do assigned chores



# User persona







### Needs

- Suitable to all ages
- Meditatory purpose







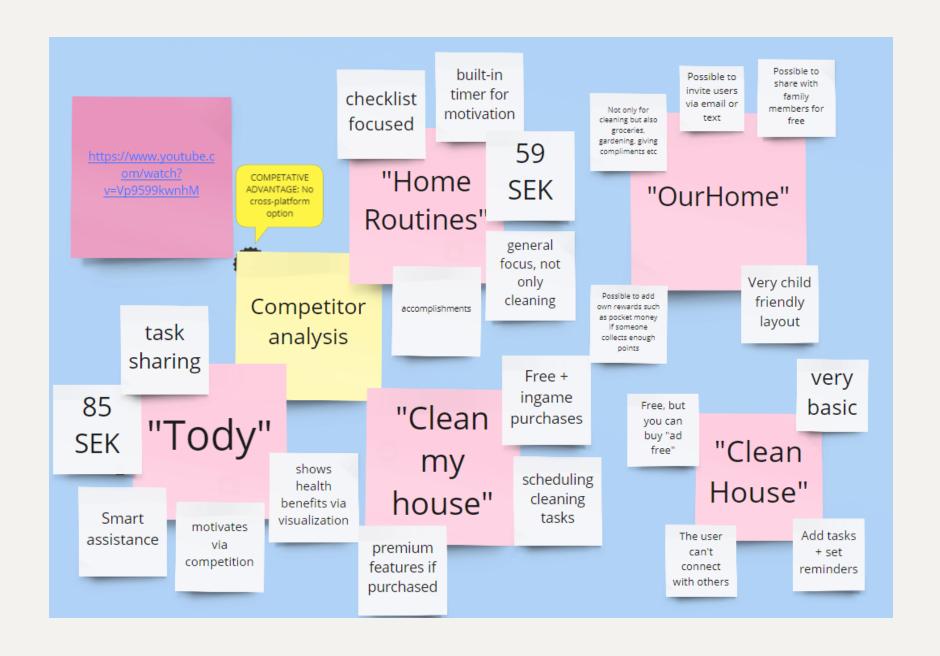


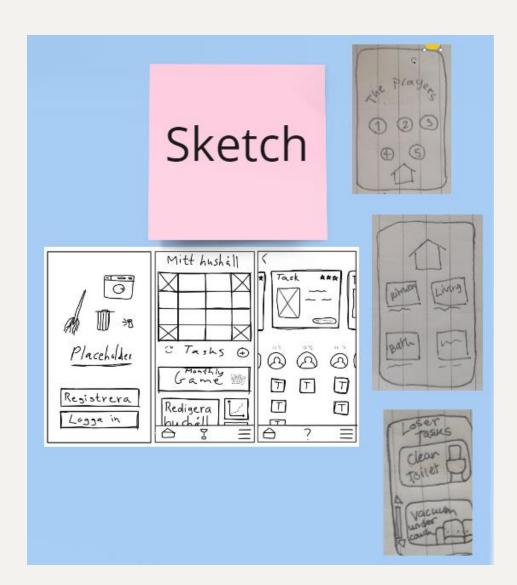




#### Research

- Competative
- Feature
- Pricing
- Advantages





Features.

Early concept.

# Games

# App

Monthly

Task rating

Own rewards

Points as currency

Zones

Task completion vouching

Decides task assignment competit ion/shari ng tasks



# Design choices

- Title + icons (age range)
- Swipe motions (gaming)



# Wireframe











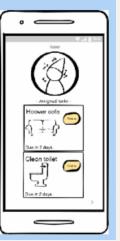


















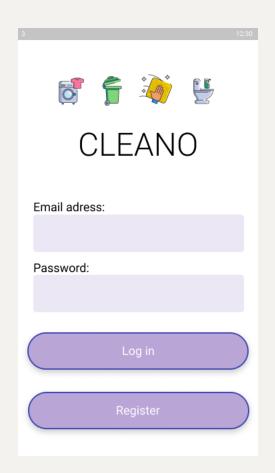


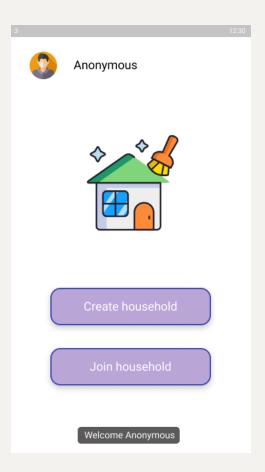


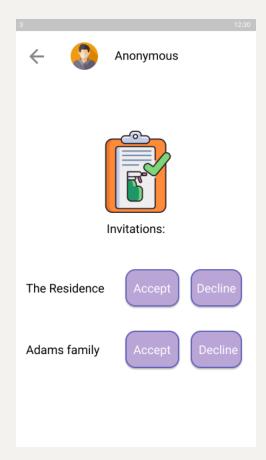
Act 4 - Prototype

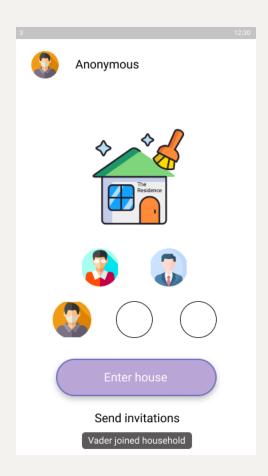


# Sign in / Household creation / join household / Invite



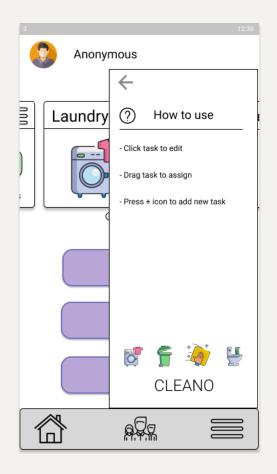


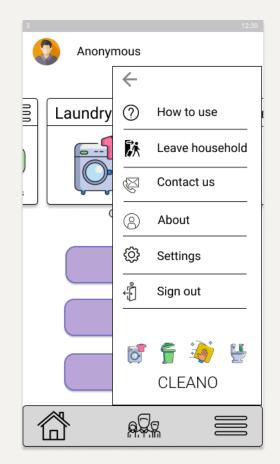


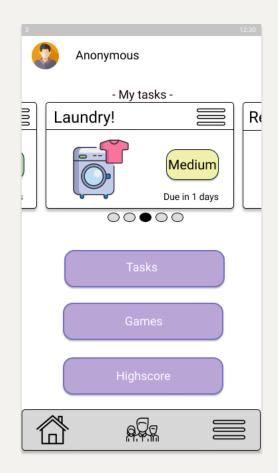


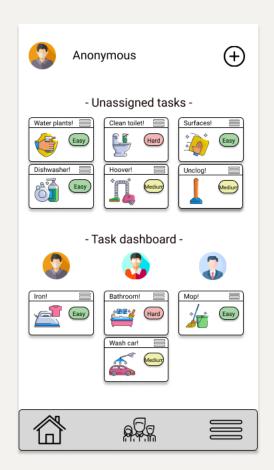


# How to use / Menu / Home page / Tasks overview





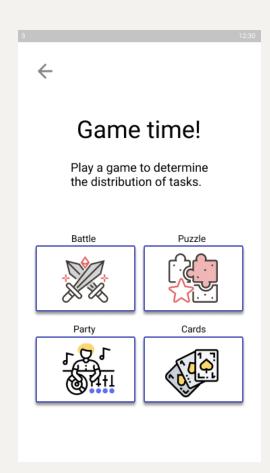


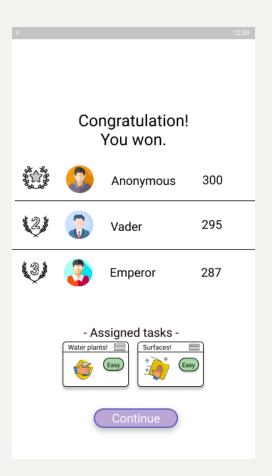


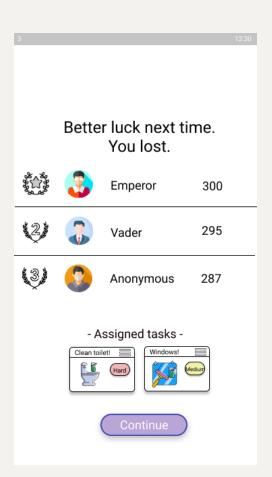


# Create task / Games overview / Winner page / Loser page

















Act 5 - Test





## **TESTING**

# Interview 'Lina'

Osäker på grafen

Unsure about graph

"Vad står dagar och veckor för"

"What does days and weeks represent"

> "Popup klara uppdrag försvinner för fort"

"Popup for challenge achieved disappears too quickly"

"Tydligt med + och - tecken"

Clear purpose using + and icons Större titlar pga färgval

Bigger titles due to choice of color

"Förstår inte tre översta symbolerna under skapa utmaning"

"Don't understand symbols under create challenge"

"Inte så mycket instruktioner"

"Not many user instructions"

Knappar har stark färg

Buttons have strong color

"Naturligt vill jag klicka i boxen, inte på dagen"

"Inclined to click box, not day"

> Vill se egen statistik

Would like to see user statistics "Titlarna försvinner"

"Headlines disappear"

"Ej nödvändigt att blurra lördag och söndag när lås finns"

"Not necessary to blur Saturday and Sunday when there is a lock icon"

Lila fungerar bättre på skapa utmaning sidan

Purple as a color works better on create challenges page "Syftet är en klimatapp"

"Purposes is a climate app"

"Så lägger man in vad man ätit. Förstår"

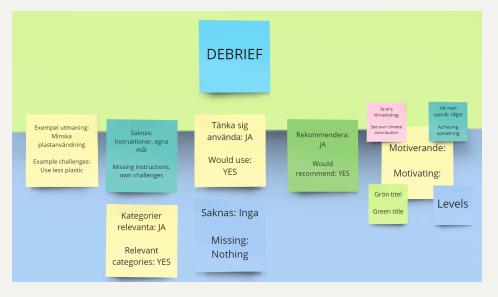
"That's how you add what you have eaten,. Got it."

"Pil är samma som utmaningar"

"Arrow equals challenges"

## Test person 1

- Female, 30-35
- Lives with partner
- Takes on most chores
- Previous flatshares



# Interview 'Fanny'

#### **TESTING**

"Bostad och bostad 2?"

"Household and household 2?" Oklar font

Unclear

+ och - tecken i fel ordning

+ and - icons reversed "Appen grundar sig på utmaningar"

"Main purpose of app is challenges"

"Funktion för streckkoder"

"Feature for bar codes"

Nyheter stjäl fokus

News steal focus

"Bra med lås"

"Good with lock" "Kan jag klicka någon merstans"

"Can I click anywhere else" "Är data för utmaningar?"

"Is data used for challenges?"

Gillade poängsystem och screen

Liked point system and screen overview"

"jättenajs"

"Very nice"

Vart klickar jag för att mata in data för en dag?

Where to I enter data for a specific day?" "Mindre politiskt"

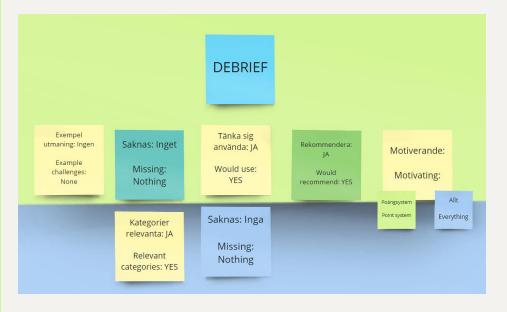
"Less political"

"Formulera greta/trump på annat sätt"

Reformulate Greta/Trump analogy"

## Test person 2

- Female, 20-25
- Lives at home
- Not interested in chores
- Never lived alone

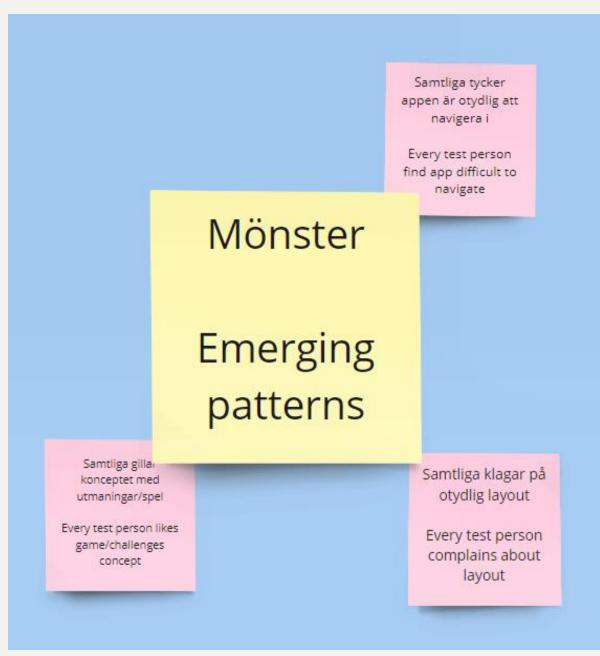


# Qualitative interviews

- 2 participants
- Testing + debrief
- Useful for hypothesizing

## How might we

- Make navigation more seamless?
- Expand upon challenges without stealing focus?
- Adjust layout with impeding swipability?





Thank you for your time.