Cards Paper Prototype

The Cards Paper Prototype offers users a quick and fun way to distribute tasks in the household. It works by firstly adding cards with respective tasks in the household. More cards can be easily and dynamically added in order to include all tasks needed in the household. Each card has a multitude of attributes: Priority, Difficulty, Category, Expectations, Deadline and Notes. This allows for quick classification of tasks. After defining all tasks, the users have the possibility to mark tasks that they want to do more than others (e.g. because they are better at a specific task or like to do it). These tasks are marked with a flower corresponding to the user. Next, the user can start shuffling the cards to distribute the tasks. Tasks that were prioritized by the user are more likely to be assigned to him. Finally, the cards assigned to each user are placed on their "hand". In case the users are not satisfied with the distribution of tasks, they can simply reshuffle them and/or add/remove cards. The shuffling algorithm tries to distribute the tasks in such a way that each user has a similar sum of difficulties. Moreover, a button is provided in order to see which tasks other users were assigned too. This overview can be sorted by different criteria.

Needs solved:
A way to compare time and effort spent on tasks
-> encoded in difficulty scala

Distribute household planning
-> task distribution by shuffling

Planning/tracking app to compare time spent on household tasks / work without giving too much private information
-> almost no personal info required

Outsourcing of decisions
-> shuffling distributes tasks

Avoid Forgetfulness
-> one can always take a look at the tasks one still has to do

Specialization (Better distribution of tasks e.g. take preferences into account)
-> Users can mark their preferences before shuffling

Better communication of expectations
-> discussing and stating expectations of each task when adding a new card/task

Skip unimportant tasks if not in the mood/overwhelmed
-> priority provides criterion for choosing which task to skip

Cards Shuffle

CHOOSE · Waihe · Funeral · Scroll

CHOOSE · Funeral · Scroll

CHOOSE · Waihe · Funeral · Scroll

SHUFFLE

settings can set if task randomly assigned or can be chosen

swipe up to reject

Task

set star for "evergreen"

style like pokemon card

swipe for previous task

Priority 5
Difficulty 3
category

swipe for next

swipe down to accept

card deck