Neighborly

This app mainly helps young people in the community to build connections and reduce the loneliness and alienation of groups such as young people living alone. At the same time, by accepting game tasks and joining activities, it increases people's interaction and communication, helping them get familiar with each other faster.
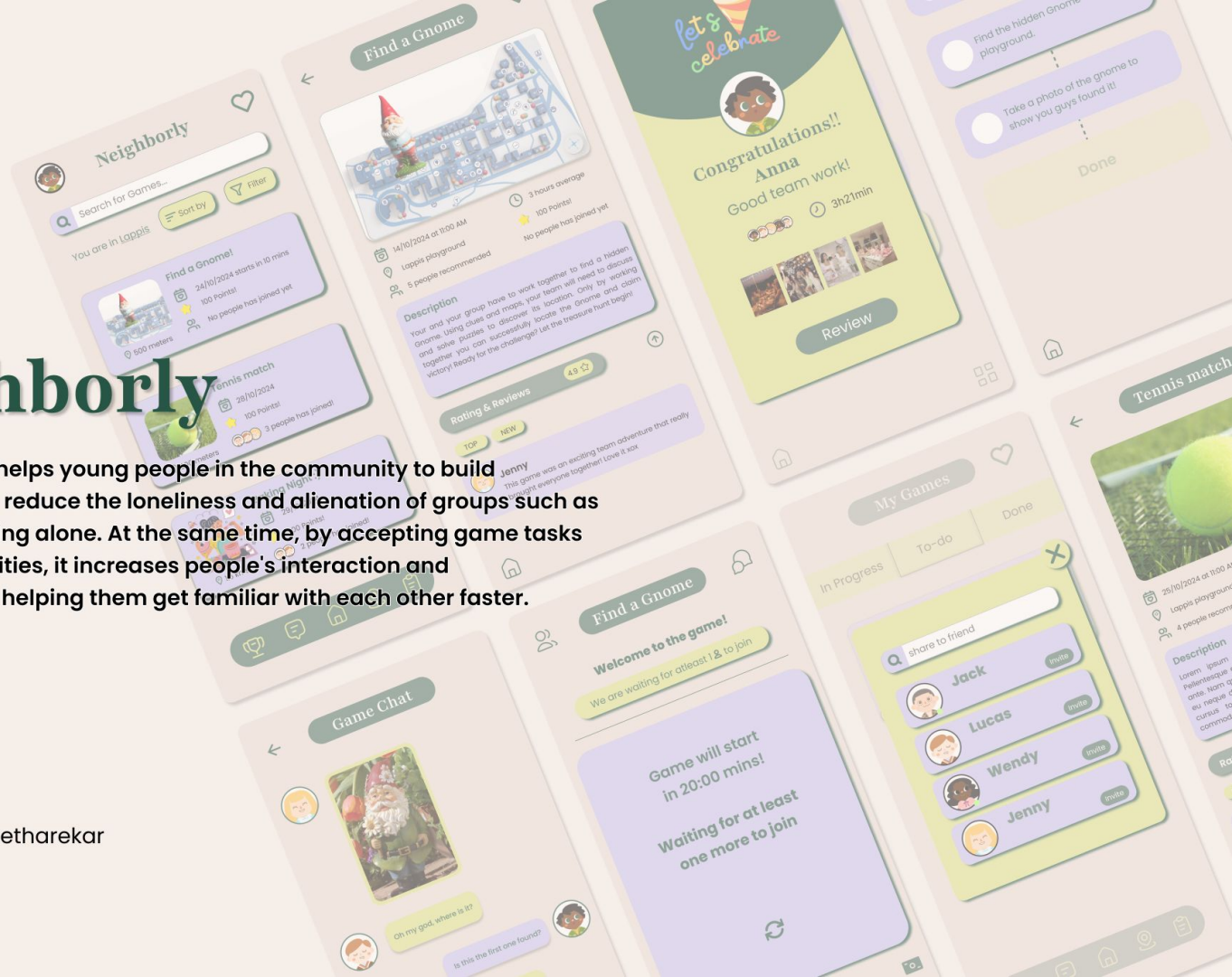
Group 25
Members

Shradha Shivaji Retharekar
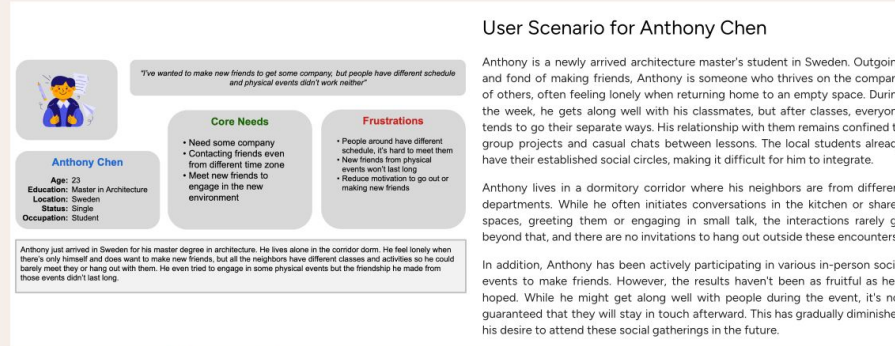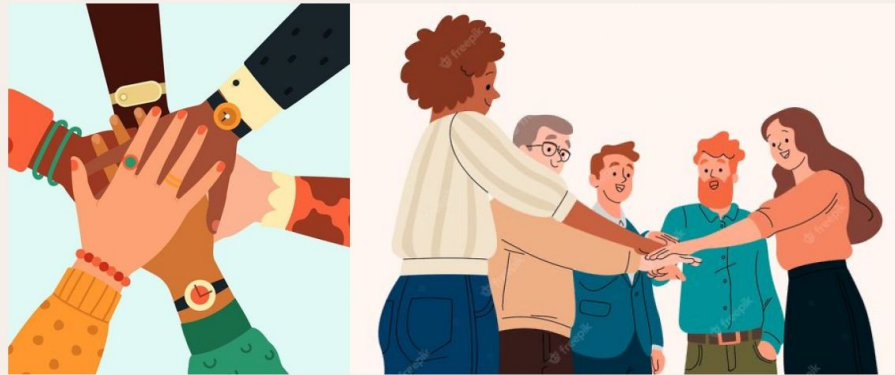Sofia Marcus
Wei-Jun Lin
Ruopeng Zhang

Background

Through personas, we found the problems related to people living alone: they generally feel lonely and helpless sometimes, but there are no channels around them to get help or talk.

User persona with scenario

User Scenario for Anthony Chen

Anthony is a newly arrived architecture master's student in Sweden. Outgoing and fond of making friends, Anthony is someone who thrives on the company of others, often feeling lonely when returning home to an empty space. During the week, he gets along well with his classmates, but after classes, everyone tends to go their separate ways. His relationship with them remains confined to group projects and casual chats between lessons. The local students already have their established social circles, making it difficult for him to integrate.

Anthony lives in a dormitory corridor where his neighbors are from different departments. While he often initiates conversations in the kitchen or shared spaces, greeting them or engaging in small talk, the interactions rarely go beyond that, and there are no invitations to hang out outside these encounters.

In addition, Anthony has been actively participating in various in-person social events to make friends. However, the results haven't been as fruitful as he'd hoped. While he might get along well with people during the event, it's not guaranteed that they will stay in touch afterward. This has gradually diminished his desire to attend these social gatherings in the future.

Aim

Create a warm and comfortable social setting in the neighborhood to help a person who feels isolated to socialize.

Helping people in the community to socialize more comfortably

Solution Overview

Solution Plan

Gamification: Creating a small game consisting of multiple task activities. It would be a multiplayer activity targeting neighboorhoods where each neighboorhood has its own tasks. It would be a social application where the main idea is to gamify socialasation, making it more fun and less awkward by providing the users with a common goal to complete together. Using a point system could also help users with motivation to help them do tasks to socialaze.

Main Functions

Start frame
- Different events (for gamification)
- Location--"You are in Lappis" to show your neighborhood (resonate w/ interdependent)
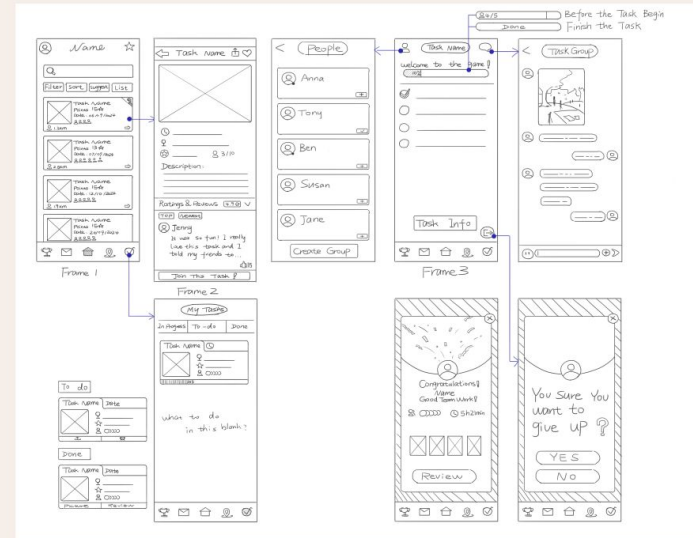- Search bar - My Games list on the navigation bar
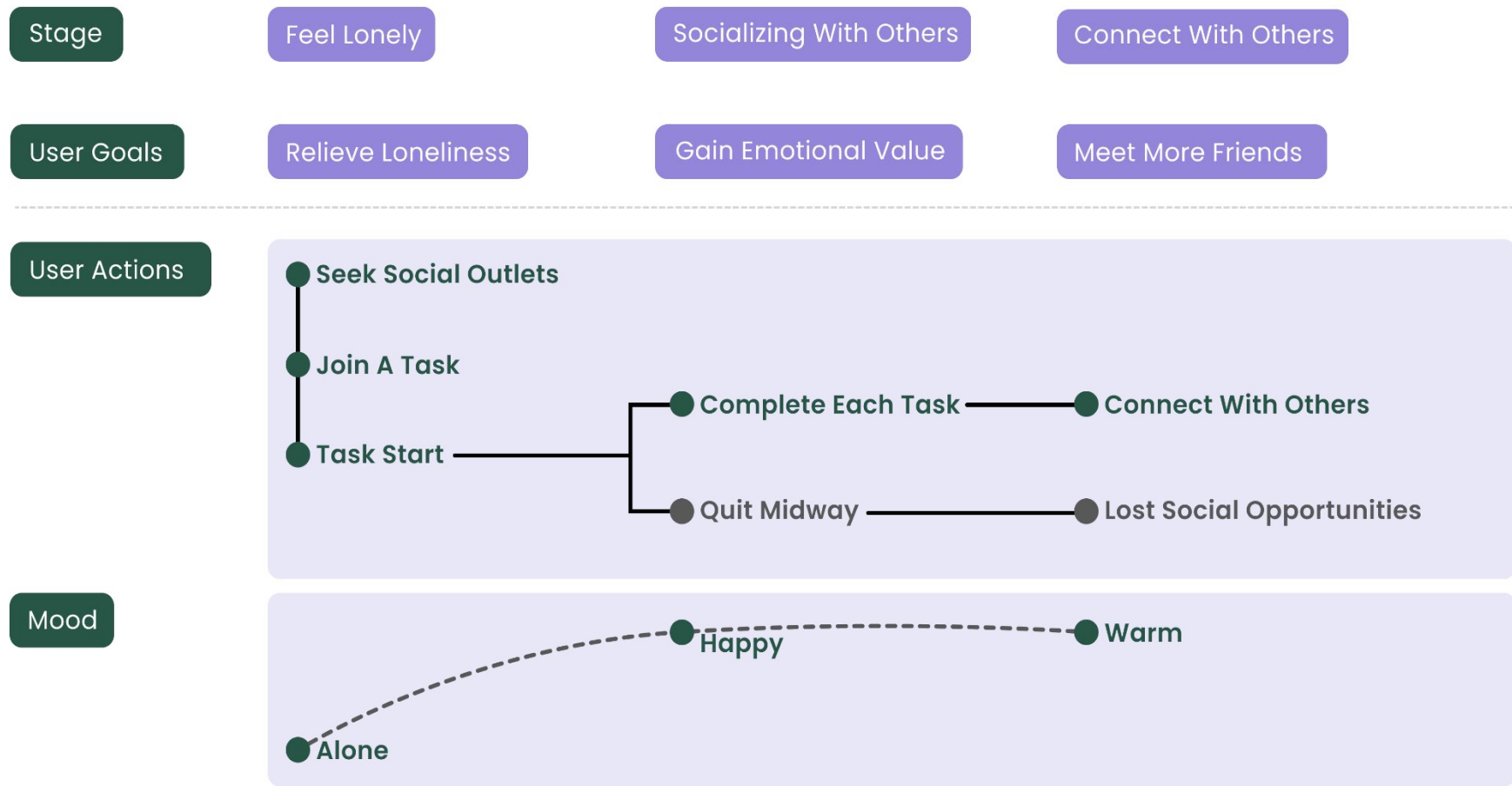
Game Information
- Join the game

Game Page
- Waiting page
- Progress bar
- Task cards - for you to check and follow it step by step
- Chat room & adding game mates

My Games list
- Done
- To-do
  - Share your friends
- In progress

Lo-Fi

Stage	Feel Lonely	Socializing With Others	Connect With Others
User Goals	Relieve Loneliness	Gain Emotional Value	Meet More Friends

User Actions

- Seek Social Outlets
- Join A Task
- Task Start
  - Complete Each Task —— Connect With Others
  - Quit Midway —— Lost Social Opportunities

Mood

- Warm
- Happy
- Alone

This User Journey Map shows the steps users take to achieve their social needs by using the basic functions of this app.
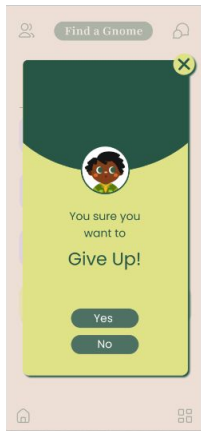
UI Design

Home page
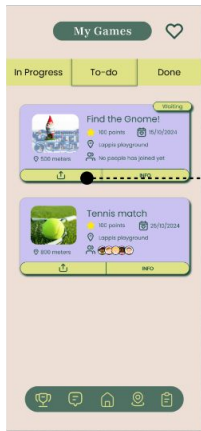

Task Info

In Task

Chat Group

Task Members

Finish Task

Exit Interface

Task List

Share to Friends

Design highlights

The entire app is designed around functions such as selecting and completing tasks, and connecting with friends. By accepting tasks online and completing them offline, people in the community can get familiar with each other, while increasing online and offline interactions.

THANK YOU