

Locale

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hypothesis statement → research problem statement

HYPOTHESIS STATEMENT

Because of how isolating COVID-19 is on users, many lost touch with their local community and are unaware of the resources nearby.



RESEARCH PROBLEM STATEMENT

As user researchers, we want to see how users were affected by the COVID-19 pandemic and see how they would want to be re-integrated into their local communities.

research objectives

FIRST OBJECTIVE

We want to understand what locals **are interested in seeing more of** in their communities

SECOND OBJECTIVE

We want to understand how users **would like to give back** to their local communities

proto persona

Name: Claire Derry

Age: 33



Needs to:

- Spend more time outside of the house
- Change her lifestyle to an overall healthier, more fulfilling one

Wants to:

- Build more connections closer to her area
- Be more aware of nearby resources

Pained when:

- She spends too much time indoors, especially after working in an office all week; accustomed to quarantine routine for 2-3 years

A potential solution is:

- **An app that informs about local events & resources in her community**

interview questions

12 people

9 questions

3 follow-up

3 themes

- How did the COVID-19 Pandemic impact your day-to-day lifestyle?
- How involved are you in your local community?
- How would you like to support your local community?

survey results

Majority of participants were interested in:

Farmers Markets

- Small businesses, local vendors, and healthier food options

Charitable work

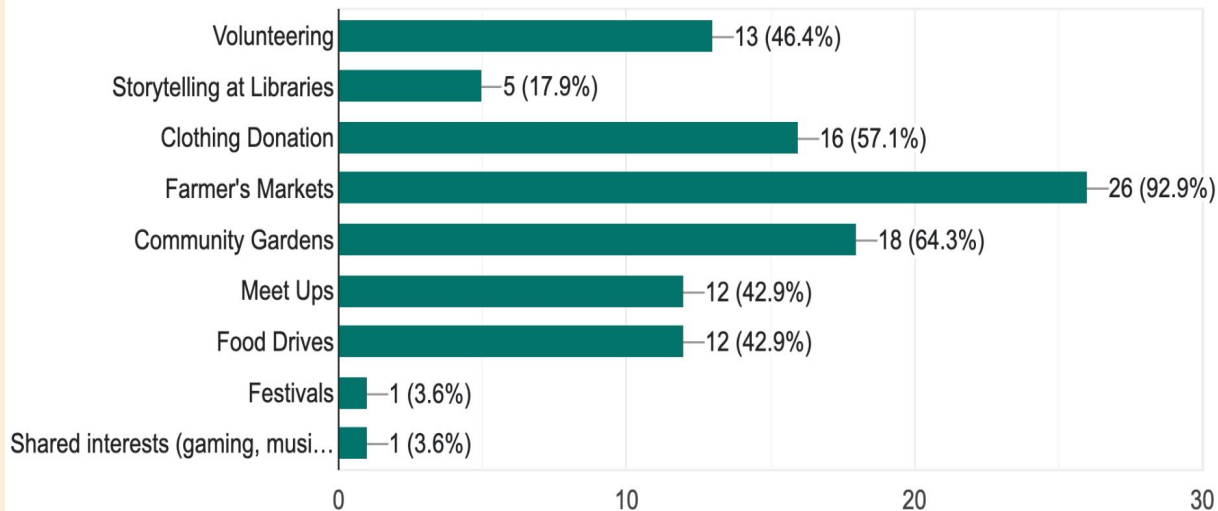
- Volunteering, clothing donations, or food drives

Community resources

- Public gardens or after school programs

What resources, events, and services are you interested in exploring locally?

28 responses



survey results

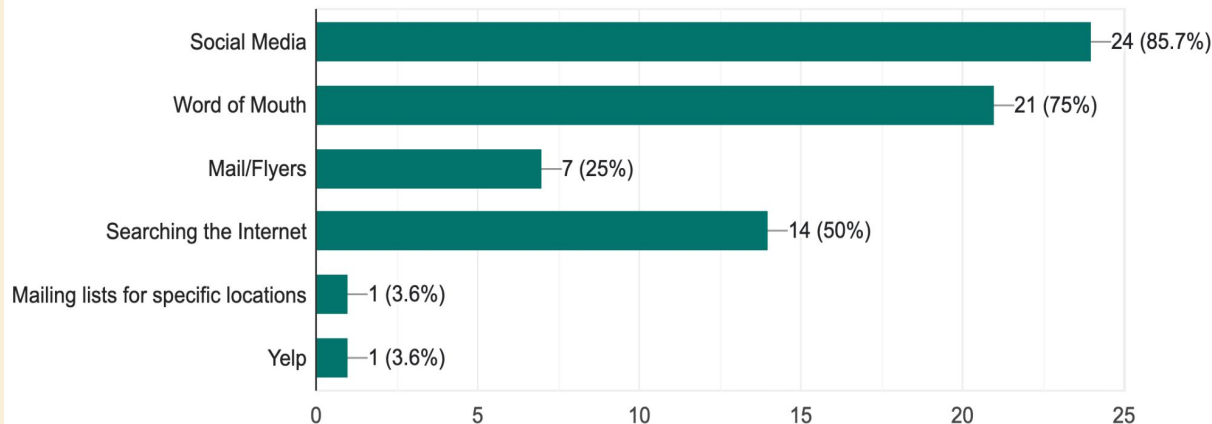
Most people usually hear about events in their area from **Social Media** or **Word-of-Mouth**

Pain Points:

- Last minute
- Only large events
- Expensive

How do you get information from local events that are happening around you? Please check all that apply

28 responses



affinity diagram breakdown

- More people were impacted by the pandemic by **losing touch with loved ones, not being outside**
- Interests in events and resources relating to:
 - **Food**
 - Farmer's markets, local businesses
 - **Nature**
 - **Health and wellbeing**
- Positive emotions regarding **feelings of connections**
- Set backs: **Time constraints, not 'in the loop'**

quotes from our participants

“If I was hearing about [events] more often, I'd probably be more inclined to go.”

- Interviewee 8

“I am looking for more “Access Points” into community involvement.”

- Interviewee 9

“I want to find more resources, and events to attend. Find people that are also interested in their community.”

- Interviewee 12

pain

- **Hearing about events at the last minute** and not having time to plan
- **Not having the time** to attend an event
- **Fear** of being in large crowds in an enclosed space

gain

- **Security** in knowing the resources they can rely on
- **More connection** when supporting their community
- **Sense of fulfillment** from giving back
- **Feeling of belonging** when getting involved

behavior archetype

Market Profile: Victoria P. ("The Isolated User")

Scenario: A user who stays home most of the time due to the COVID-19 pandemic gets curious about their local community events and resources.

Narrative:

A user has established a routine that worked great during periods of social distancing, but now feels intensely isolating.

Hunting for events on social media + online proves to be tiresome and ineffective as many websites aren't updated and social media posts go unseen until it's too late to plan ahead.

Goals:

- Victoria would like to reconnect with her local community in meaningful ways.



Feelings:

- She's frustrated by her failed attempts at connection.



Pain points:

- She spends too much time indoors with her job being remote and her upended social life.



Actions:

- Victoria seeks out events online and through multiple social media platforms.



problem statement

We believe **by creating an app that notifies people of local events and resources**

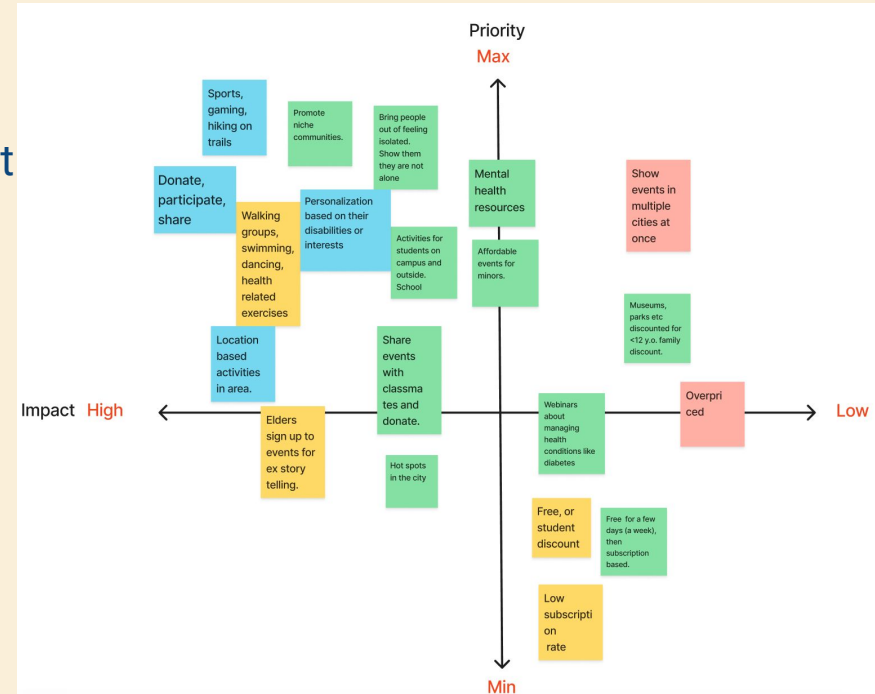
for users who stay in their homes for long periods of time, especially those affected by the COVID-19 pandemic,

will achieve a holistically healthier lifestyle and a better connection to their respective communities.

ideation

Top ideas:

- **Personalization** of events based on user interest
- **Location based** activities and events
- Participate, support and donate.
- Make events that interests users **more visible**
- Make an app more **accessible** and **affordable**



user journey map

Name: Victoria P.



Confusion:

- She doesn't know where to find local events.
- When she does happen across one, does not have a good system set up to catalog / save events and then integrate them into her schedule.

Frustration:

- Annoyed that she doesn't hear about events until the day before or day of– making planning ahead impossible.

Product Discovery:

- Through hunting online for events, she finds Locale.
- Locale allows her to discover local, upcoming events and seamlessly add them to her digital calendar.

Success:

- She can now plan to attend events ahead of time– and even share the event details with friends so they can attend together!

competitive analysis + takeaways



Competitor 1 - Nextdoor

CATEGORIES

User Interface/Ease of Use



Competitor 2 - MeetUp

Socializing with others



Indirect competitor 1 - Instagram

Access to resources and services

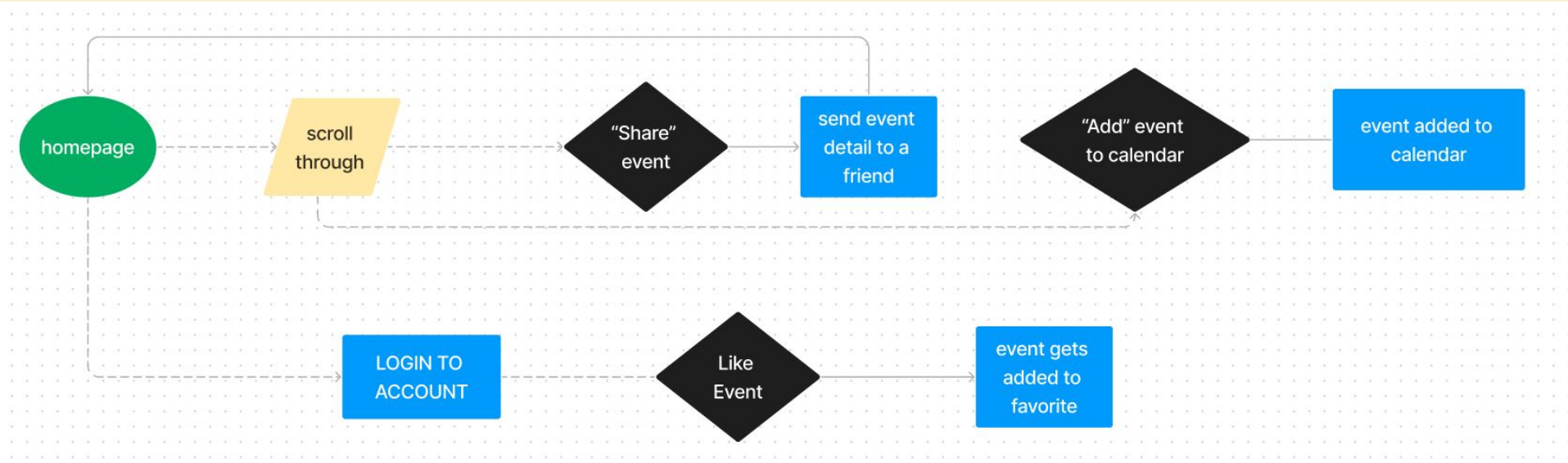


Indirect competitor 2 - Facebook

Events

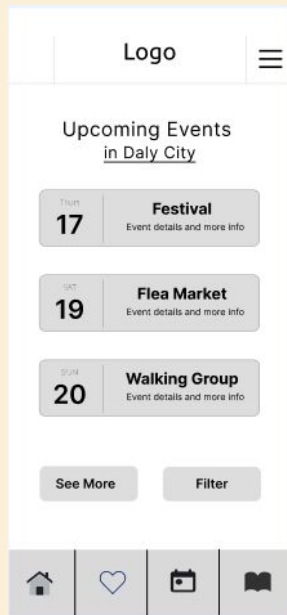
- What doesn't work:
 - Comment section: High risks of **oversharing**
- What is effective:
 - **Simple purpose & straightforward use**
 - **Organized well & based on preferred interests**
- Users may find out about local events **second-hand from their peers and families**

user flow

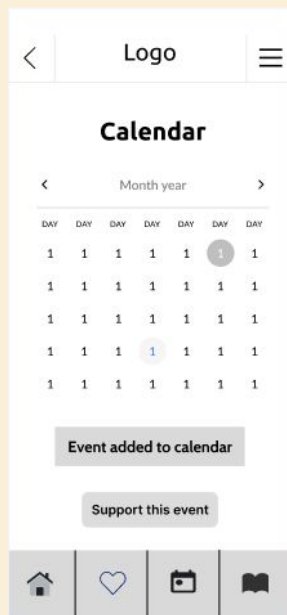


usability testing plan

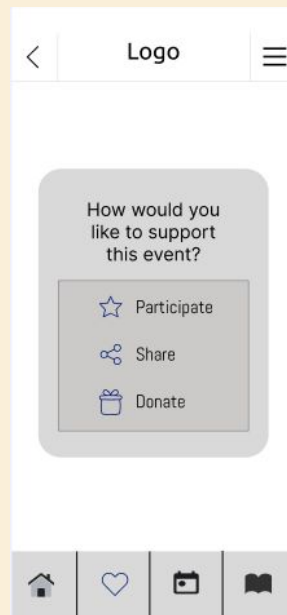
1. Choose "Festival"



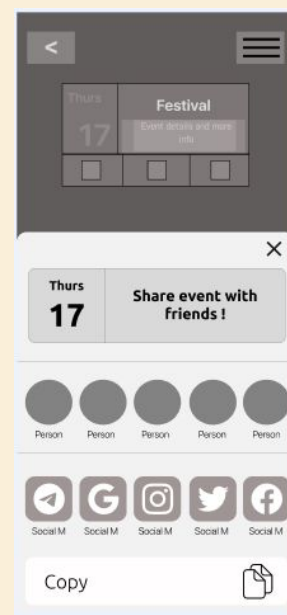
2. Set date on calendar



3. Support event

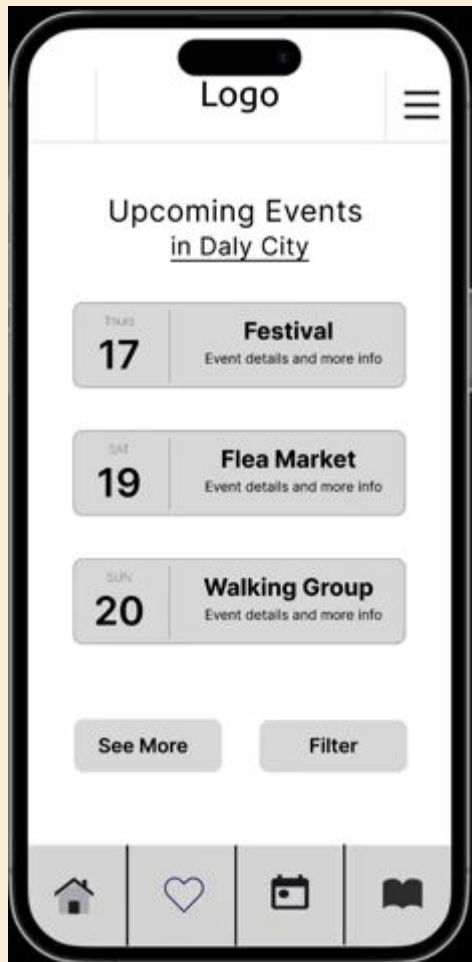


4. Share event



analysis of usability testing results

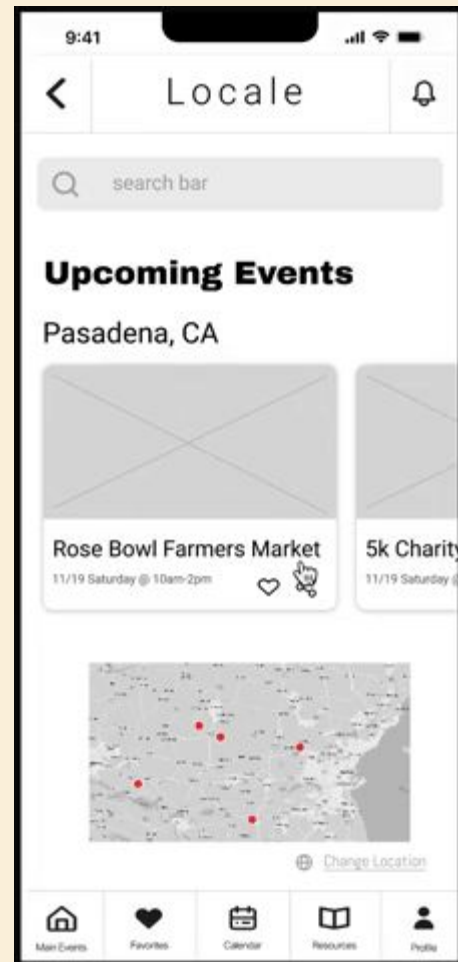
- A lot of **confusion** around **how to complete a task** and **knowing when tasks were complete**
 - Non-intuitive
 - Excess iconography
- In response to user confusion
 - Made UX **more intuitive** -> **smoother user flow**
 - Adjusted the UI and CTA buttons by **adding labels** and **adjusting their placements**
 - Our mid-fi was able to **clearly and effectively communicate its purpose to users.**



lo-fi prototype



mid-fi prototype



conclusion + final thoughts

Recap of Problem Statement:

We believe **by creating an app that notifies people of local events and resources**
for **users who stay in their homes for long periods of time, especially those affected by the COVID-19 pandemic,**
will achieve **a holistically healthier lifestyle and a better connection to their respective communities.**

The impact of the solution on the user:

This made users feel curious about what's happening near them

Good reminders

THANK YOU!

ALL REFERENCES & DOCUMENTATION

- SURVEY
 - ◆ [SURVEY GOOGLE FORM](#)
- INTERVIEW PLAN
 - ◆ [INTERVIEW QUESTIONS](#)
- INTERVIEW NOTES
 - ◆ [INTERVIEW TRANSCRIPTS](#)
 - ◆ [USER INTERVIEW VIDEOS](#)
- AFFINITY DIAGRAM & EMPATHY MAP
 - ◆ [AFFINITY & EMPATHY MAP FIGMA FILE](#)
- USER INSIGHTS
 - ◆ [USER INSIGHT POV STATEMENT WITH ITERATIONS](#)
- HOW MIGHT WE STATEMENT
 - ◆ [HMW STATEMENT WITH ITERATIONS](#)
- PROBLEM STATEMENT
 - ◆ [PROBLEM STATEMENT WITH ITERATIONS](#)
- IDEATION
 - ◆ [ALL IDEATION & MATRIXES FIGMA FILE](#)
- STORYBOARD
 - ◆ [STORYBOARD FIGMA FILE](#)
- COMPETITOR ANALYSIS
 - ◆ [COMPETITOR ANALYSIS EXCEL](#)
- USER FLOW
 - ◆ [USER FLOW FIGMA FILE](#)
- WIREFRAME SKETCHES
 - ◆ [GOOGLE FOLDER TEAM SKETCHES](#)
- USABILITY TESTING PLAN & NOTES
 - ◆ [USABILITY TESTING VIDEOS](#)
 - ◆ [ANALYZED USABILITY TESTING RESULTS FIGMA FILE](#)
- ANALYSIS OF USABILITY TESTING
 - ◆ [ANALYZED USABILITY RESULTS FIGMA FILE](#)

TOOLS USED

FIGMA, GOOGLE DRIVE