All Abode

home management made simple

concept presentation by Angelia-Grace Martin

created by Team 63:
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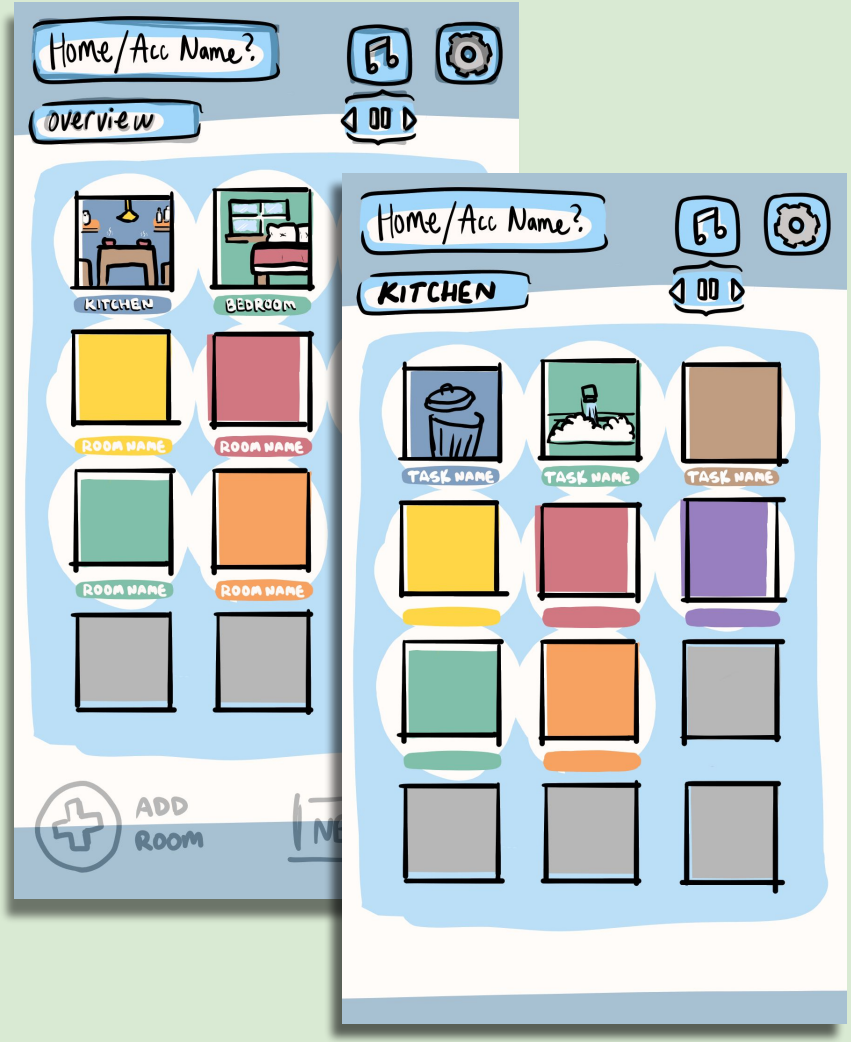
what is All Abode?

All Abode is a home organization app designed to promote collaboration between members of a home with regard to chores, tasks, and general organization. The app provides many features to support this goal, such as creating a “household” within the app that can be shared via invite link, and swapping tasks between household members. What initially began as a self-help idea became primarily focused on maintaining a home in tandem with others, as feedback and user testing revealed the collaboration aspect to be All Abode's strongest and most user-friendly feature.

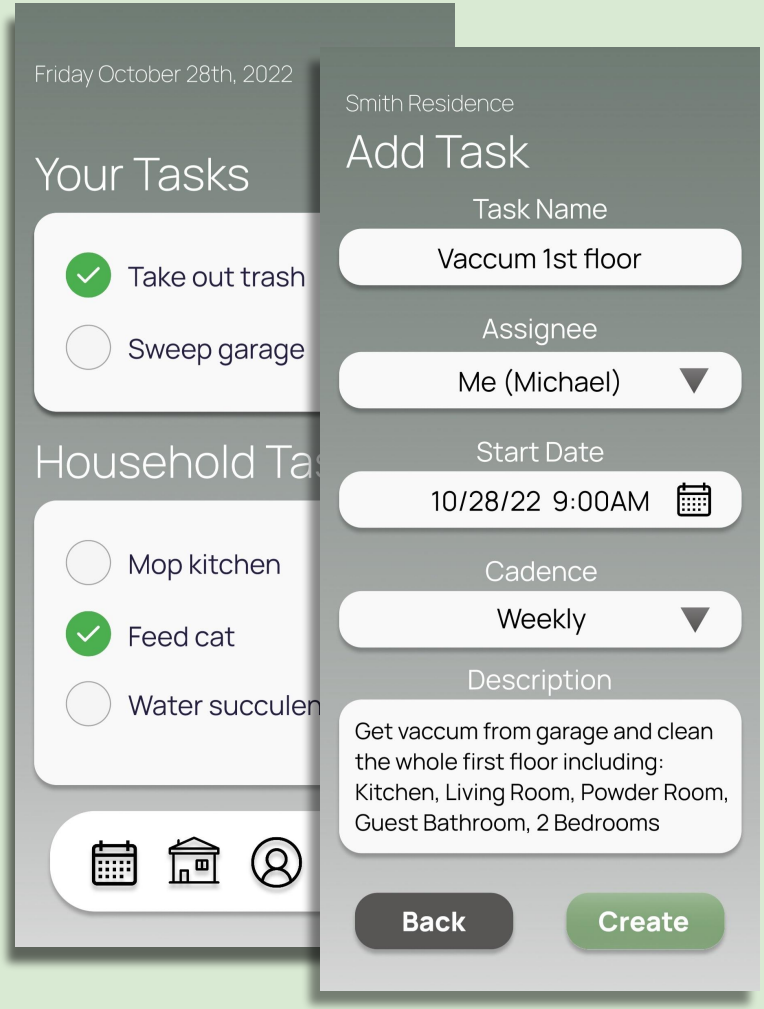


FIRST ITERATION: SIMPLE SKETCHES

- Tasks organized by room
- Little to no collaborative aspects; primarily a personal self-help app
- Features a music library, a tutorial, and affordances with clear signifiers for adding rooms/tasks

At the very beginning stages, our team constructed a few simple mock-up sketches; we had a collection of ideas that we intended to fit together into a single cohesive service. While messy, it gave us a starting point, solidifying our initial vision.

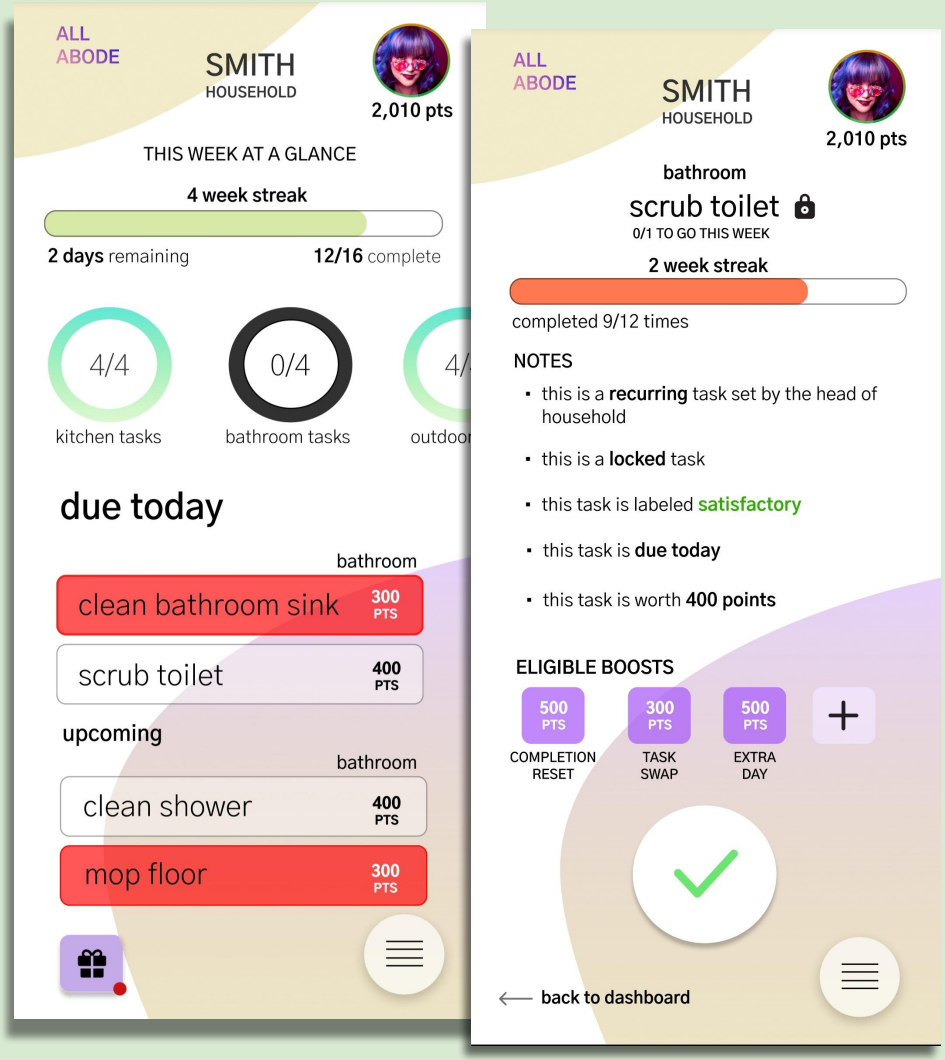
Further into the design process, many of these features were scrapped/reworked; the music library proved tangential to the main service and added a distracting signifier to the home page, and the “add room” function served little purpose following a home’s creation within the app.



SECOND ITERATION, CONCEPT I

- Collaborative features introduced
- Tasks provide the primary focus of the home page; organized by “yours” and “not yours”
- Features a simple yet complete “add task” screen that would endure through every design iteration, with only minor tweaks
- Navigation takes place via the hotbar located at the bottom of the screen, subscribing to a common mental model

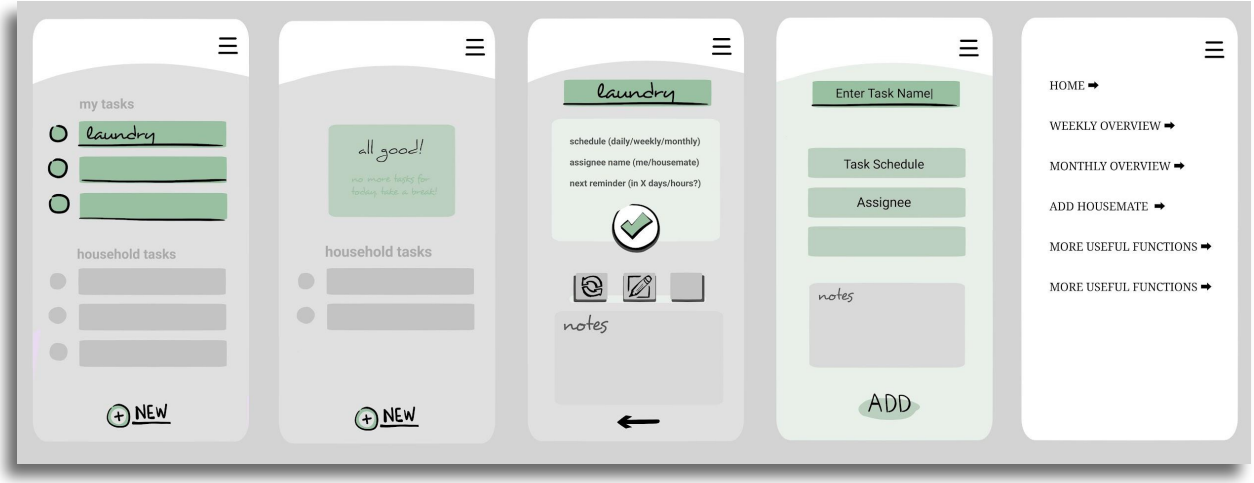
After the initial sketch and agreement on a vision, our team developed several higher-fidelity prototypes, each with unique navigational tools and affordances. The concept shown here is minimalist in nature, with a sleek modern color scheme and a very simplistic homepage. It takes inspiration from many management app trends, so as to appeal to a wide audience and fit users’ existing mental models.



SECOND ITERATION, CONCEPT II

- Bright, colorful design
- Tasks organized by when they're due, with many different measures of completion—by room, as in the original sketches; by a weekly progress bar; and by individual color-indicated task
- This concept contains many more features beyond simple task management, and hosts microtransactions with "points" earned by completing tasks. This abundance of features results in some distraction from the app's core function, which is to keep users and their housemates on top of tasks.
- Navigation takes place via menu located in the bottom right corner, with an easily identifiable signifier of four horizontal lines.

STAGE 2 PROTOTYPE: TASK-FOCUSED DESIGN



- Simplistic, minimalist design
- No-frills menu that prioritizes ease of task-based navigation
- Sparse use of color for a sleek, modern design with mass appeal

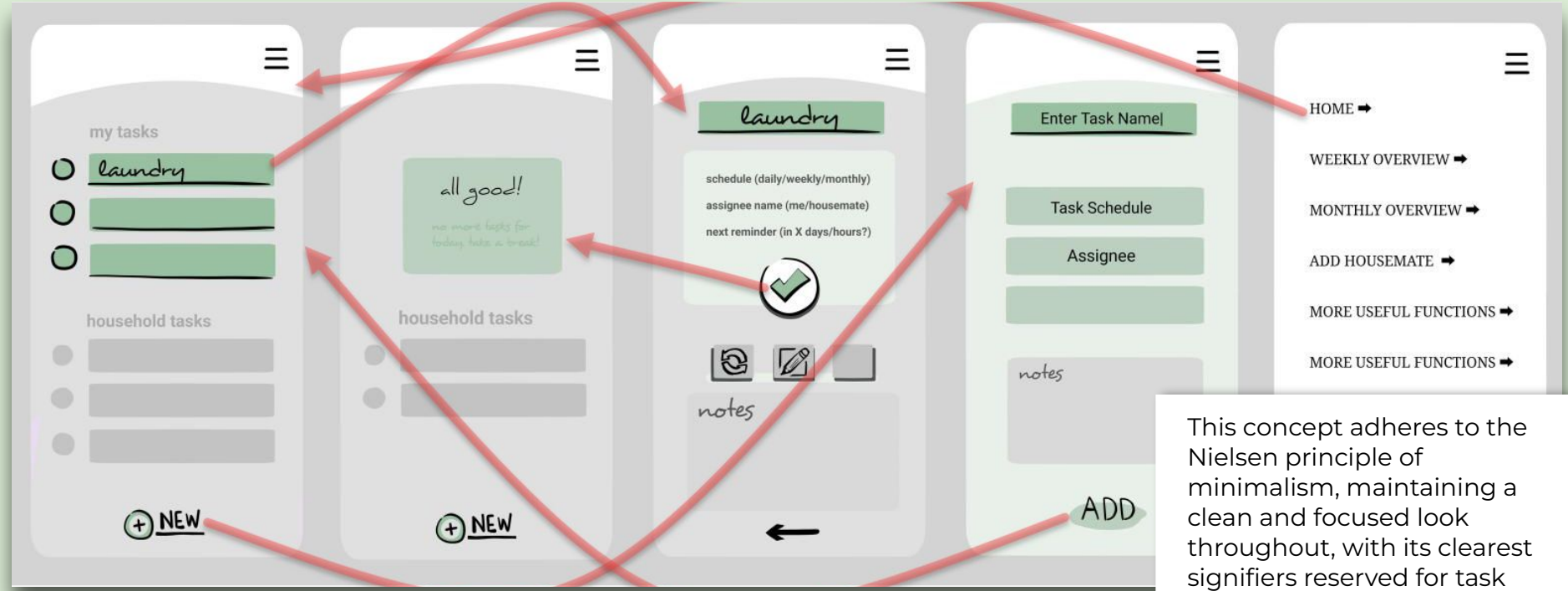
Our team constructed this design due to positive feedback regarding minimalist choices in our various concept screens. We'd received pushback against the "feature creep" of some more complex screens, and this design addressed that. Ideas such as "boosts", a music library, and some collaborative aspects were dropped for this concept, prioritizing All Abode's core task management functions, and promoting overall simplicity.

STAGE 2 PROTOTYPE: MEMBER-FOCUSED DESIGN

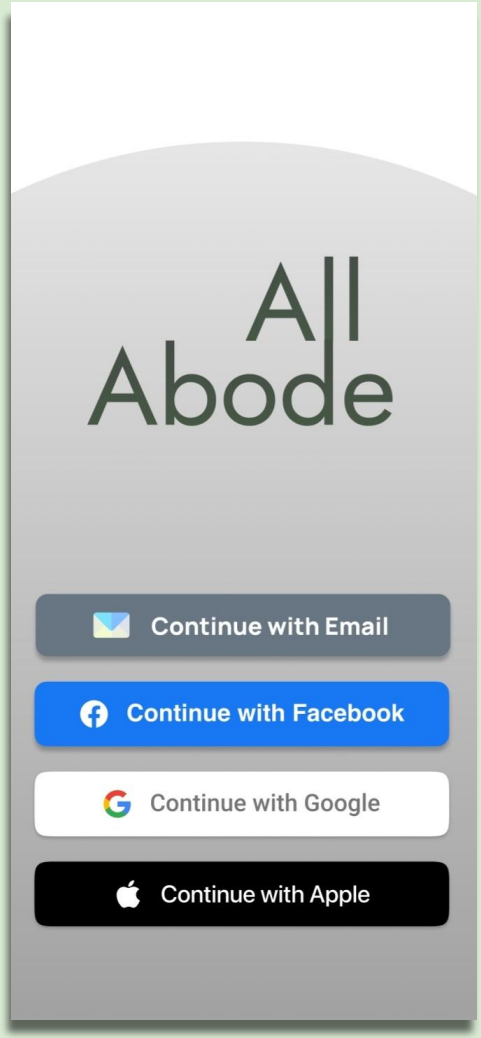
- Warm and welcoming use of color; sticks to neutral tones for wider appeal
- Layout primarily focuses on users and their housemates, with large affordances and clear signifiers dedicated to member-based navigation

Our team constructed this design in response to overwhelming praise of the concept's *collaborative* aspects from its testers and evaluators. This design focuses on collaboration between housemates, with household members at the core of the homepage, and member profiles providing the main way a user interacts with tasks of the household.

We chose to move forward with the concept that provided the most modern and simplistic look, with a task-focused rather than member-focused design.



This concept adheres to the Nielsen principle of minimalism, maintaining a clean and focused look throughout, with its clearest signifiers reserved for task management. Tasks can be easily viewed, created, marked complete, and swapped with housemates.



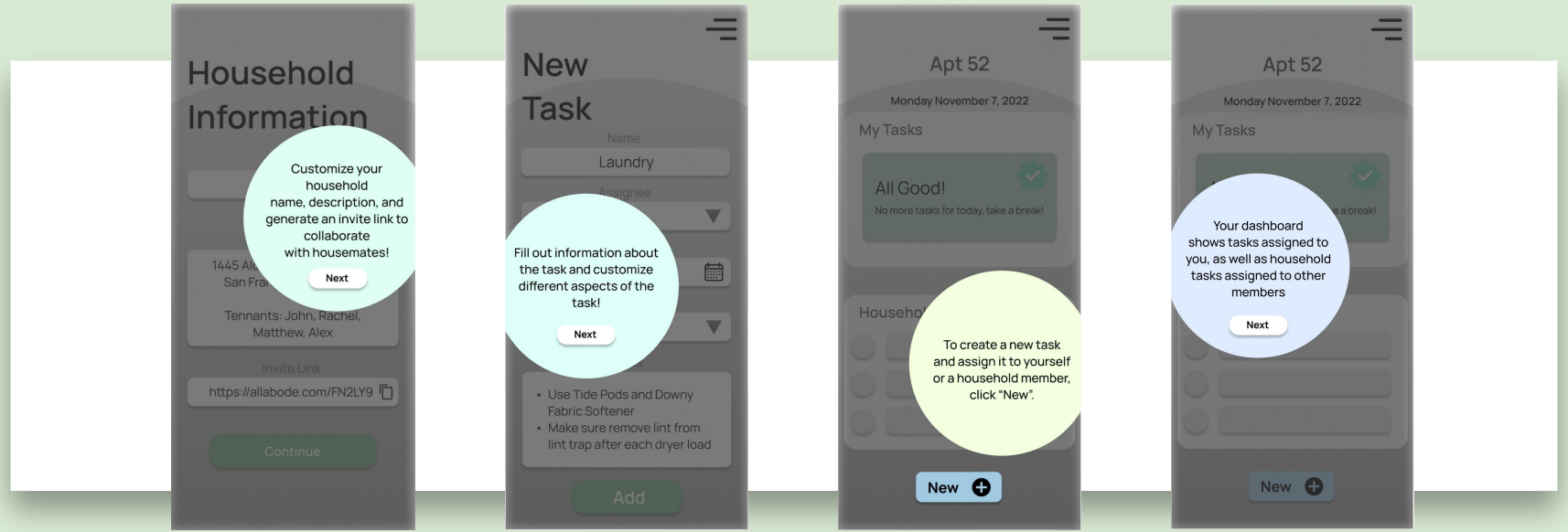
The Final Prototype

This final prototype addresses concerns raised by user tests as well as colleagues' heuristic evaluations, ensuring adherence to the Nielsen design principles and ease of use for a wide audience.

This prototype begins with a clear and simple startup screen: nothing but the application name and sign-in options. These sign-in options are helpfully marked by company logos, ensuring that users have no trouble selecting their sign-in option.

As noted by our expert heuristic evaluations during the latter design stages, "many of the most critical problems faced by the app revolved around … **information accessibility**." Thus simplicity and the use of well-known logos help to ensure users don't get confused right from the start.

You can explore the final prototype yourself here.

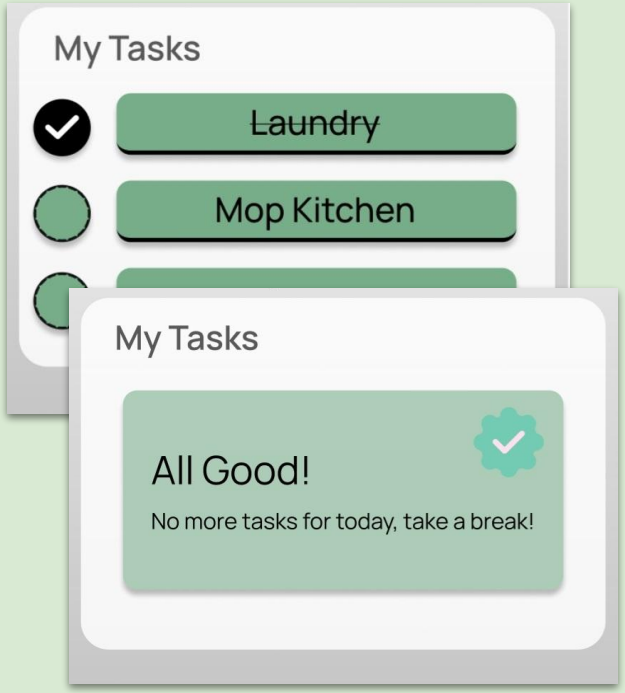


Immediately upon signing up for the app, users are greeted with the option of a tutorial. If selected, this tutorial guides the user through the app's many functions. As the only reading-heavy portion of the app, it presented unique challenges to our dyslexic test subject, who audibly struggled through the tutorial.

Conforming to **aesthetic design** / **consistency and standards** while *also* **addressing the needs of neurodivergent users** proved a challenge, as consistent/aesthetic fonts tend to be very uniform, which makes reading more difficult for many with ADHD or Dyslexia. To address this divide, our team decided to offer multiple font options for users, including more readable fonts (such as Comic Sans MS and OpenDyslexic) as well as more uniform fonts (such as the original font with which the app was presented to subjects).

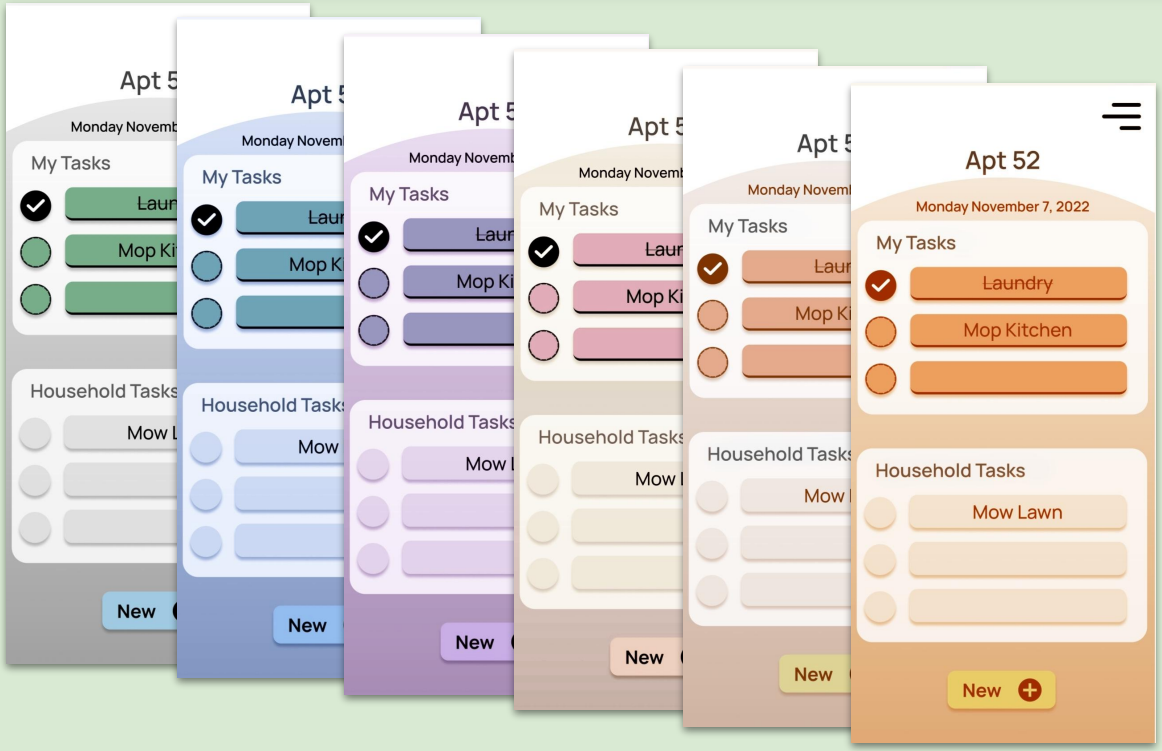
All Abode's homepage is simple with a few distinct pops of color, enabling its key affordances—the user's remaining tasks—to stand out from the rest.

Additional screen states for task completion (signified by a check and strikethrough) and checklist completion ensure that the app's main function, keeping track of tasks, is achieved with ease on the part of the user.



As quoted by an evaluator in the earlier design stages, "Maybe the one thing you could do would be to try to use more **minimalistic buttons** as that's kind of the **trend** for most apps," **referencing the Nielsen heuristics of minimalism as well as mental model adherence**. As a result, these buttons are as simple as possible, making use of color differences and symbols (as opposed to excessive words) to communicate information regarding task assignment/completion.

One additional problem that the app faced was its distinct lack of color, as noted by a subject during the user testing phase: **“I wish it wasn’t so grey!”** To address this and still appeal to the tastes of a large user base, our team developed several color schemes selections.



Users will have the option to select from many different color palettes in which to render the app, allowing their home management experience to be **tailored to them**—whether they’re fondest of the original design in sleek grey/green, a softer pink layout, or a bright cheerful orange. Hearkening back to the warmer and colorful layouts of earlier concepts, these color scheme options **round out the design in a way that still adheres to minimalist principles.**