Project Pitch

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Context & Motivation

In the past month alone, individuals across 4 living groups have made at least 200 requests to borrow items. Many of these requests go unnoticed or ignored as they get lost in the spam of living group email lists. What if a person in need of an item never even needed to send this request in the first place?

Purpose

- Avoid email spam
- Allow users to easily find and borrow items
- Allow users to lend unused items
- Motivate social interactions among students

Concepts

- living group: location of the students and objects to be lent or borrowed
- item: object to be borrowed or requested by users
- trustability: idea of how reliable someone is when borrowing and/or lending objects

Risks & Mitigations

Trust:
- trustability rating, send out survey to gauge trustability among MIT students and to see if MIT students trust other MIT students enough to share their stuff

Privacy:
- only show contact information upon item request approval

Intricate Design
- we work on the design upfront with a mvp and then expand off of that

Users' trust of one another
Depends on users to function

App Use

1. Student A is looking for a hammer
2. Student B owns a hammer
3. Student A searches for hammer and discovers that Student B owns one
4. Student A requests the hammer, potentially offering an incentive
5. Upon review, Student B approves the request
6. System provides contact information for both Student A and B
7. The two exchange items and both end up happy :)
8. Student A provides a positive review to Student B and vice versa, increasing their trustability