

Team Derecho

Re-designing Room Draw

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Understanding the Room Draw Process

Phase 1: Who am I living with?

1. **Stress** begins
2. Students find **roommates** and suitemates
3. Groups are finalized and randomly assigned **rankings by group**
4. Pinboards are set up on the **Dining Hall Mezzanine**
5. Planning and **negotiations** begin

Understanding the Room Draw Process

Phase 2: Where are we living?

6. Groups express their interest in a space **by placing their pin**
7. Higher ranked groups **bump** lower ranked groups from rooms
8. Like minded groups find each other by **reputation or happenstance**
9. Rooms and suites are **locked in**

Surfacing Hallway Culture

There are Four Room Draw Personalities

	Disengaged	Engaged
Part of a Group	Shep	Ruth
Independent	Dylan	Nancy

Nervous Nancy's Story

- Rising sophomore
- Friends with everybody
- Independent
- Cares about culture
- Cares about who she lives with
- Has preference in the location of room

Relentless Ruth's Story

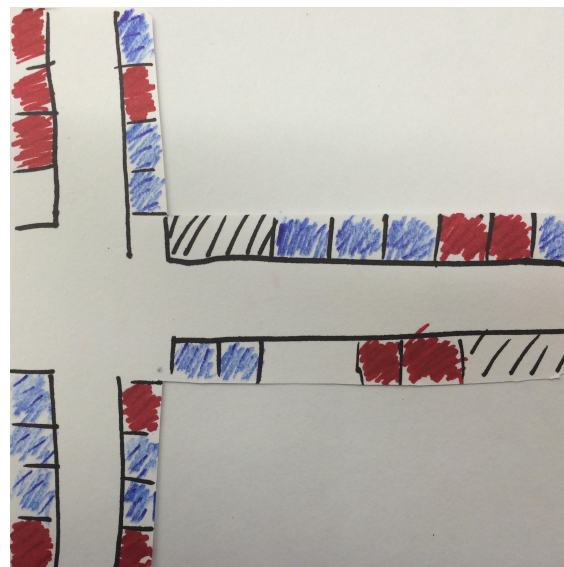
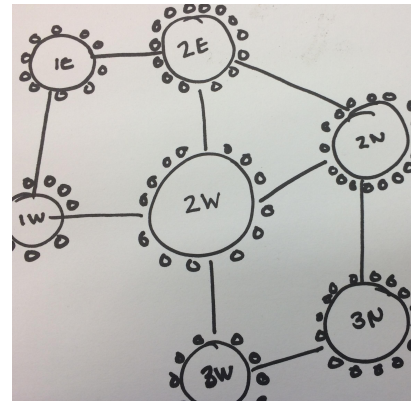
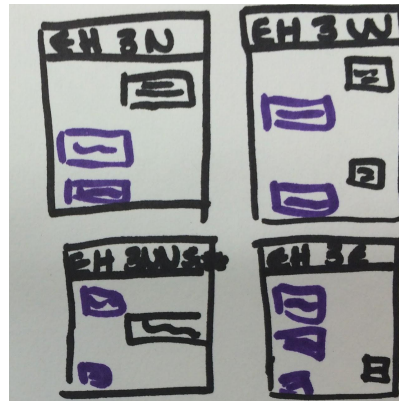
- Rising Senior
- Coordinating most of the Two North suites in East Hall
- Wants to create a hallway that throws large scale parties
- Cares that suite members will be engaged and comfortable at the events they are going to throw
- Wants compatible double to live in the Two North double
- Wants to be able to discuss suite culture before there are problems

The Needs of Our Users

- Engaged Users:
 - care a lot about culture
 - need to see where people are living
 - want good communication around who is in their hallway
- Disengaged Users:
 - Can't require more work than the current system
 - Being more engaged should make the tool work better

Possible Design Directions

- Enabling **Communication**
 - who is living where
 - intentions to switch rooms
 - other room draw related issues
- Visualizing **Big Picture**
 - Information on who is living where
- Surfacing **Hallway Culture**
 - a source of culture information



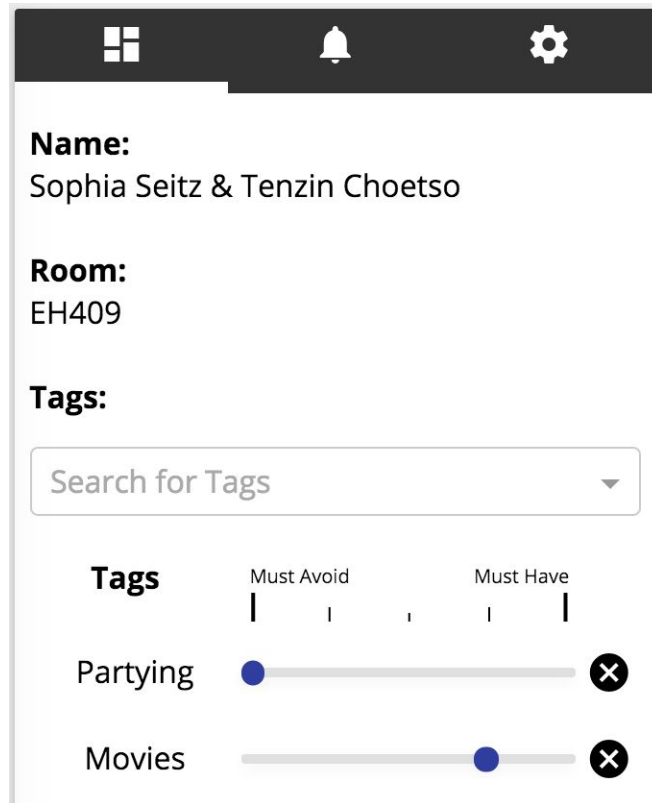
Demo!



Launch Demo

Why did we Choose Tags?

- Using Tags
 - **Low activation energy** way to engage with the app
 - Live updating map provides **instant** feedback and gratification
 - Custom tags allow users to curate what's important
 - Search to add reduces the number of duplicate tags



The screenshot shows a user profile settings screen. At the top is a dark header with three icons: a grid, a bell, and a gear. Below the header, the user's name is 'Sophia Seitz & Tenzin Choetso' and the room is 'EH409'. The 'Tags' section features a search bar labeled 'Search for Tags' and a slider interface. The slider has two endpoints: 'Must Avoid' on the left and 'Must Have' on the right. Two tags are shown: 'Partying' with a slider positioned near 'Must Avoid', and 'Movies' with a slider positioned near 'Must Have'. Each tag has a circular button with an 'X' icon to its right.



Name:
Sophia Seitz & Tenzin Choetso



Room:
EH409

Tags:

Search for Tags

Tags Must Avoid Must Have

Partying  

Movies  

Questions?