

WHAT IS TIDYHOME ?

a chore organizational app for young professionals and students



GOALS

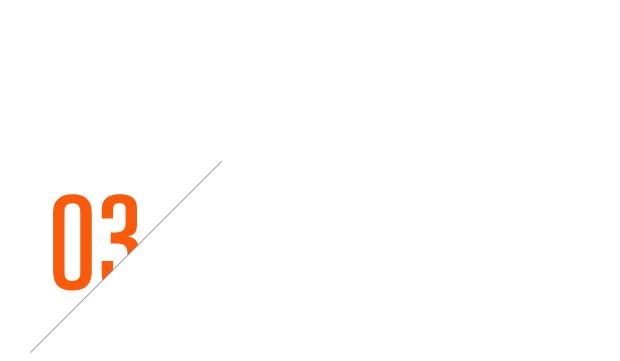
- keep housemates accountable for assigned tasks and encourage users to become responsible adults
- 2 help young adults transition into life with housemates outside of their parents' home
- maintain relationships by avoiding awkward confrontations or potential altercations

INITIAL INQUIRY

what comes to mind when we reflect on our freshman year?

as students ourselves, what is one of the biggest struggles we face in living independently?

in what ways can we encourage students to work together?





VISUAL INSPIRATION AND EXPLORATION

- EatStreet simple and clean interface
- 2 Venmo rustic photography
- 3 airbnb modern typography



Sec Verizon ♥ 12:47 PM Need Help?

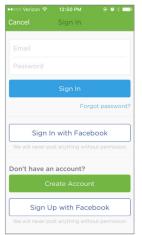
ILEATSTREET

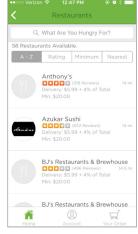
It's time to get fed

ENTER YOUR ADDRESS

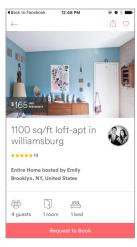
Saved Addresses

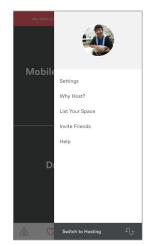
FIND RESTAURANTS



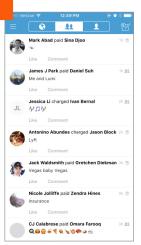




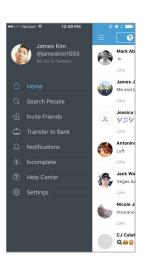


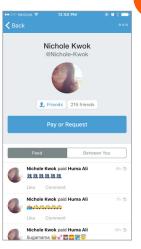


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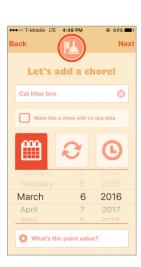
 \Box





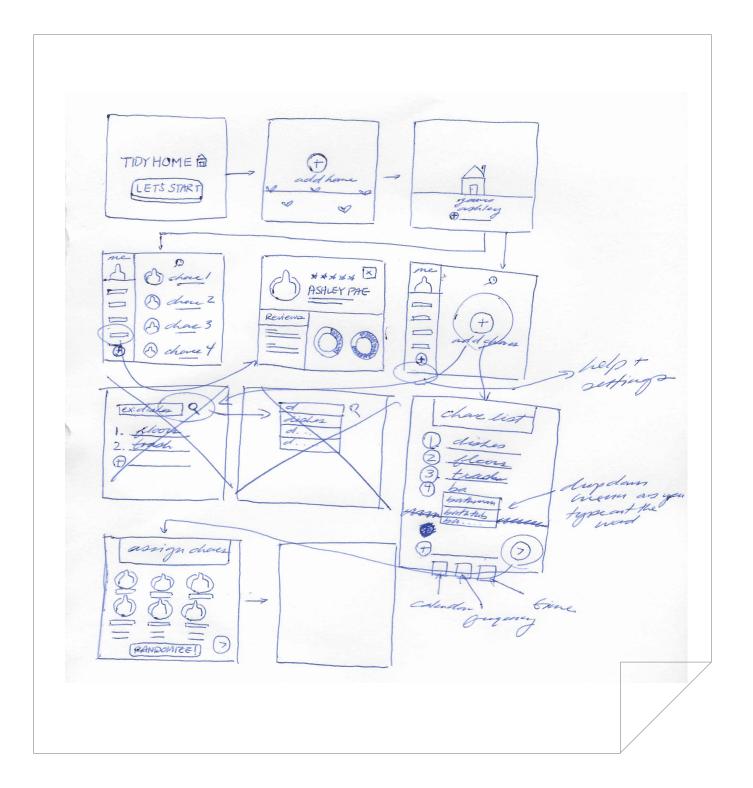






04

WIREFRAME

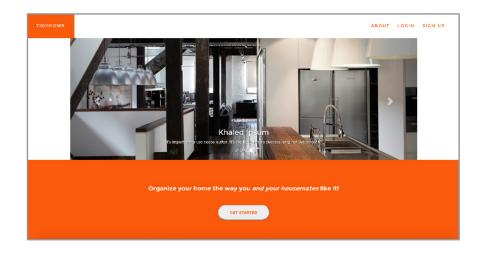




PRELIMINARY PROTOTYPES





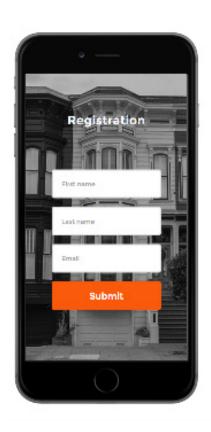






PRELIMINARY **PROTOTYPES** (CONT.)











THE CHALLENGES

making the app responsive across platforms

designing the user experience and visual hierarchy for the home screen

finding the right balance between a sophisticated design aesthetic and understanding the needs of a younger target audience





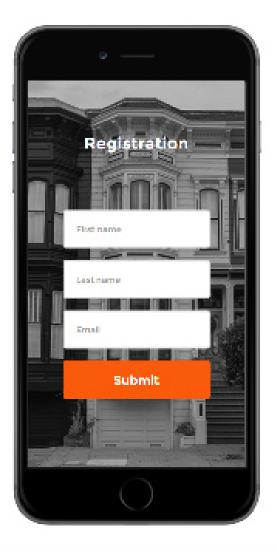
AUDIENCE TEST

- clicked on "Log in" before signing up for an account
- clicked "add chore list" first and then clicked on the menu tool after
- clicked on "add housemates" first and then the "help" and "settings" icons
- liked the color, picture and logo and thought there was a desperate need for this app
- said they would use the app if it ever became a real app



FEEDBACK





- 1 registration form needed username and password
- 2 incorporate strategic use of color to identify completed and incomplete tasks on home screen
- on login screen, move "Sign Up!" and "Forgot Password?" to the bottom

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LESSONS LEARNED

- use spot color treatments to direct the user's attention and reduce clutter
- don't deviate from the original purpose of the project and fixate on small design details
- know our audience!
- make sketches and mock-ups prior to coding



FINAL PROTOTYPE