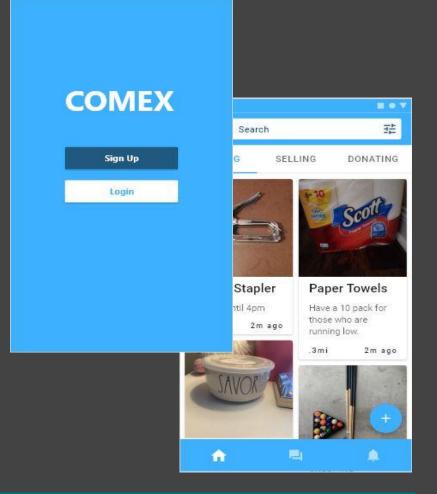
# Comex

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Juan Cortes
Lauren James
Raheel Jooma
Camille Pascua



### Audience & Problem Space

#### **Audience:**

People who are living in high-density compounds, such as apartments and student dorms (preferred by people seeking affordable products and convenience)

#### **Problem Space:**

- Absence of a communication system between residents in the same building regarding product availability
- Residents need items in their immediate vicinity
- Useful parties were unaware of requested exchanges amongst neighbors
- Residents want to use an item temporarily and without purchase
- Facilitator tool needed for residents to lend, sell, or donate items

### Team Roles & Responsibilities



Project Manager Abele Amsalu



Content Strategist
Lauren James



Usability Engineer
Juan Cortes



UX/UI Designer Raheel Jooma



Quality Assurance Camille Pascua

#### **Initial Concepts**

- A platform where neighbors can communicate about product availability in their dorm or apartment complex for exchanges
  - o initially strictly for student housing residents
  - initially only for borrowing items (currently for selling, donating, and lending items)
- Capability to communicate with residents in nearby apartment buildings
- Eliminate inconvenience and unnecessary expenses (transportation, overspending, etc.) of store trips
- Build a sense of community



#### **Usability Tests**

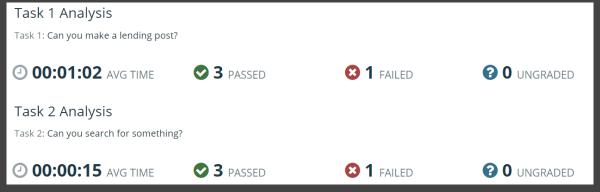
Usability test: We used the Validately platform.

Methods: Give users a mock app with certain tasks they have to accomplish.

Findings: We realized users were taking more than the ideal time to make a posting so we decided to make that process more efficient. We also realized that users really like the layout and general UI/UX of our app.

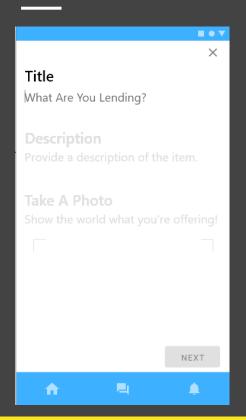
Changes: We cut down the amount screens users have to go through to make a posting. This should make the process more streamlined.

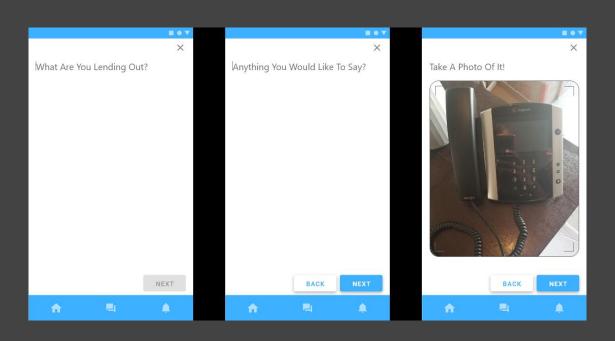
#### **Usability Tests Results**





## **Updates**





# **Final Thoughts**

# Demo!