

Daan Unity

Welcome to Daan Unity.

Our application is provided on web responsive and mobile app platforms. Our primary goal was to help people in the community find their basic clothing needs.

The Problem

Most communities have individuals who need basic clothing, and on the other side people have clothes that they often throw away, donate, or recycle. However there are donation centers like goodwill, none of these products create a stronger connection between the donor and the donee. Our application not only allows this communication to happen for greater connections and friendships, we also make sure all of these transactions are free to help the needy.

My Role

Hi, I am Prabhpreet Singh and I am a Software Engineering graduate from San Jose State University, California, United States. I am also a photographer by passion and also do it as a side hustle. I love to create memories of events and life milestones by taking images and making videos.

User Personas



Name

Age: Jose

Education: High School Grad

Hometown: Fresno, CA

Family: Single

Occupation: Unemployed

"It's hard coming out of prison and not finding any jobs. I have been homeless for a few months."

Goals

- Wants to find clothes and shoes that people might be throwing away, or willing to help Jose with.
- Simple app to connect Jose to people that have extra shoes / clothes.

Frustrations

- Can't find a way to communicate with people and ask for shoes and clothes.

Jose finds a family on the app where he sees that someone is offering clothes and shoes. Instead of giving the shoes and clothes to Goodwill for free, which then sells the stuff, the family is able to help Jose out directly.



Santosh

Age: 37

Education: 3rd Grade

Hometown: Mumbai, India

Family: Wife and 3 kids

Occupation: Labour

"I have three kids and no way to get them decent clothes and shoes. I don't get paid much to keep up with basic needs."

Goals

- Find people nearby that will donate for his family.
- Easily accessible on his old device.

Frustrations

- New shoes and clothes are too expensive.
- There are no donations in India.

Santosh needs clothes and shoes for his children and his family. He can not afford new shoes and clothes, so he goes on the application and asks for his needs. Some people in the community come up with extra clothes and shoes to help out Santosh.

Research

We conducted our research with potential target users, from the ages of 15-62, male and female. We started the research with assumptions and doing competitive audits to see what the competition is offering. Then we gathered the pain points users were experiencing by the insights we discovered.

Some of the pain points were:

- There is no way to tell when this post was created
- Menu system isn't clear
- Doesn't work for everyone

The information we got allowed us to understand that our application had one main goal: to be informative but also clean and clear for users to read.

Problem Statements:

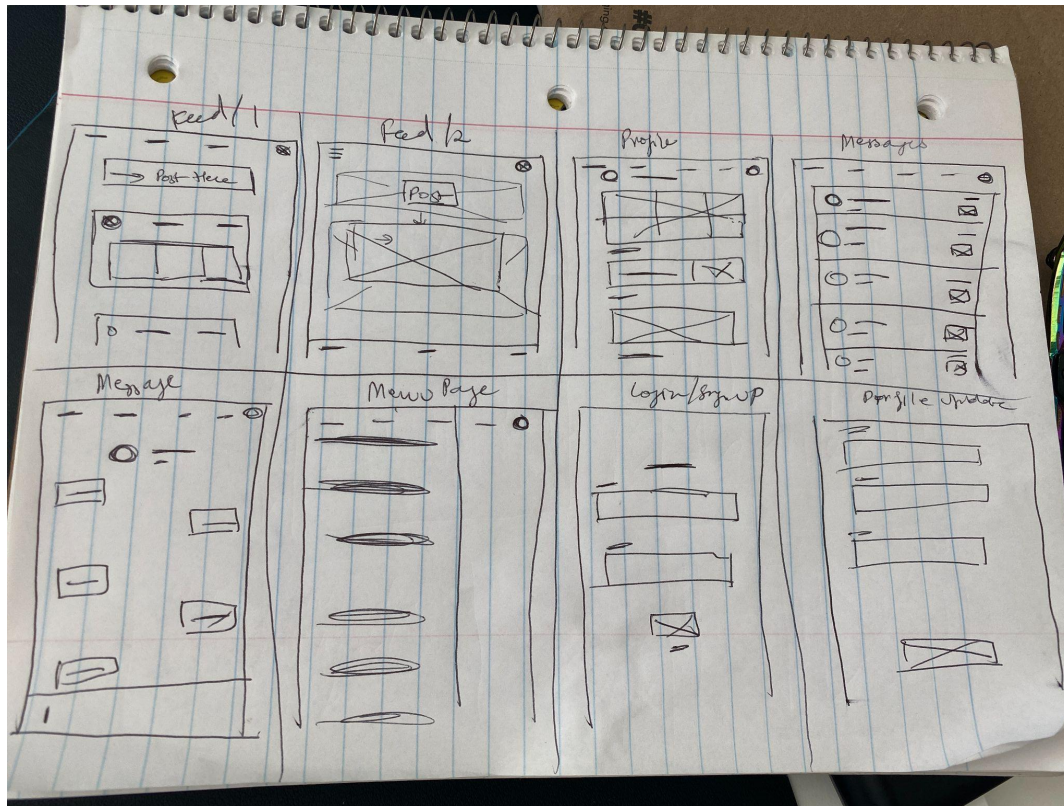
PROBLEM STATEMENT

Santosh is a/an Low wage worker in Mumbai
user name user characteristics
who needs Clothes and shoes
user need
because He can not afford them for his family.
insight

PROBLEM STATEMENT

Jose is a/an A poor unemployed man
user name user characteristics
who needs Clothes and shoes
user need
because He can not afford them himself.
insight

Initial Designs



Wireframes

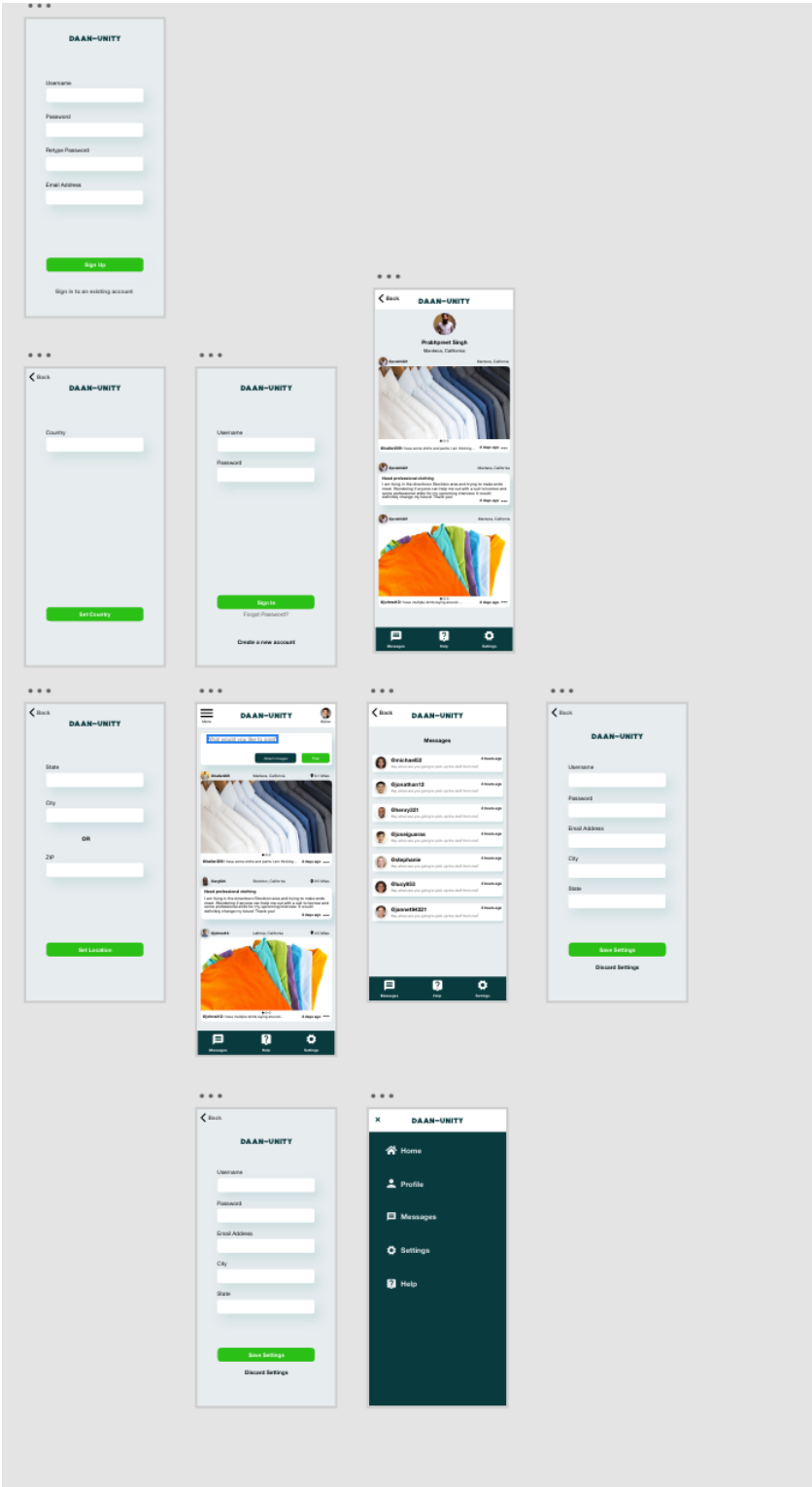


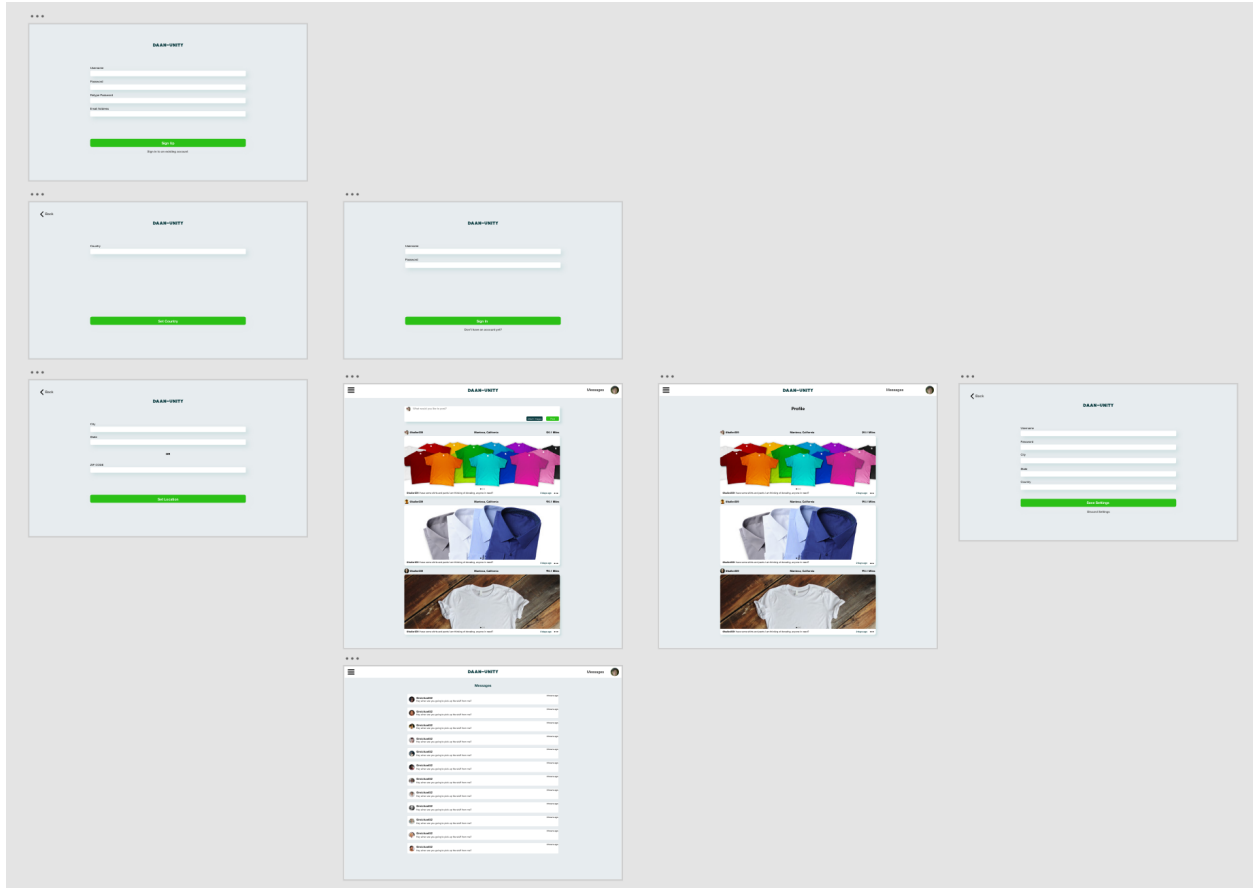


Usability Tests and Results

- **Title:** Usability Test of Daan Unity.
- **Author:** Prabhpreet Singh, UX Designer, prabhpreetsinghh@gmail.com
- **Stakeholders:** Residents of community
- **Date:** 06/20/2021
- **Project background:** Our application allows users to communicate and access items such as clothing and other needs.
- **Research goals:** Research goals included use of accessibility, time consumption on donation, gathering notes on the pain points.
- **Results:** We worked on bettering the application by making more pages and cleaning up the process of viewing and navigation. We added a few items to the menu navigation and also created a few more features such as posting images.

High Fidelity Designs





<https://xd.adobe.com/view/e6a6a0bd-edea-45bb-82f7-2a60a91da14e-b3f5/>

Accessibility Considerations

Our app is designed throughout with numbers and icons so that universally people from any background can use this application. We follow a very similar approach to using the application like other social media apps such as Facebook, Instagram, etc. We also use alt text for screen reading if any of our users expect it to be.

What I learned

In terms of learning, I think this application could be just a start to an imagination of where humans help each other in the same community. 'One man's trash may be another's treasure'; keeping this quote in mind, I believe that we can help one another out and create a much better and stronger community.