

# Favors for Neighbors

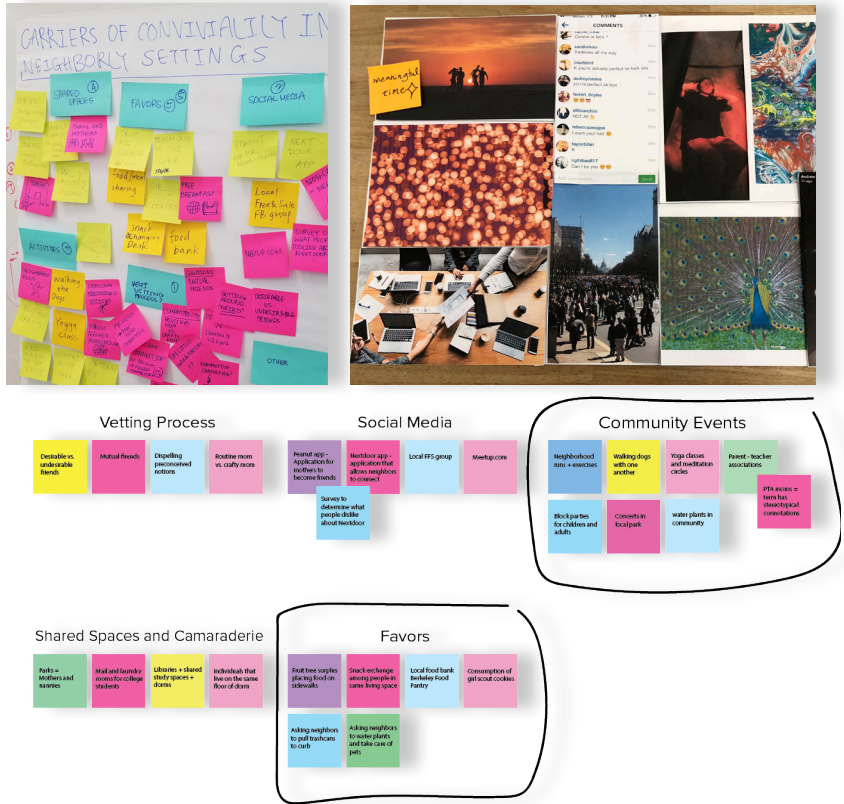
## REINTRODUCING CONVIVIALITY TO NEIGHBORHOODS

Favors for Neighbors aims to promote neighborly conviviality and interdependence. The platform contains a user interface that users can use to request favors from one another.

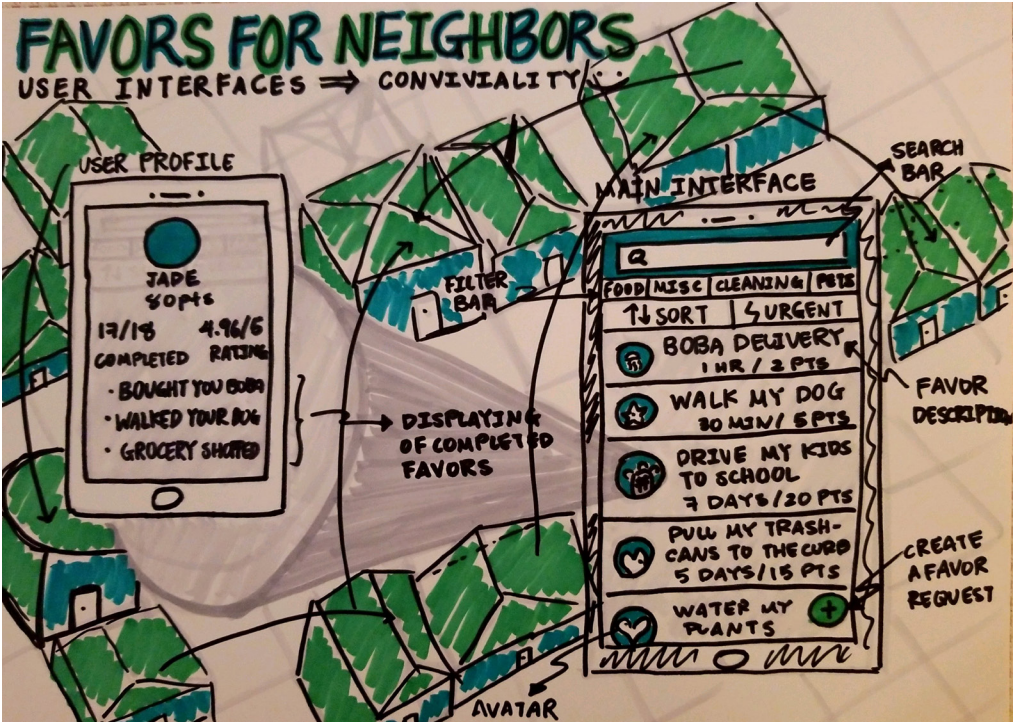
I specifically wanted to examine how social and cultural norms in 2018 affect how neighbors interact with each other. After interviewing individuals from different generations across different cultures, I found that neighbors in the past readily cultivated relationships with one another, a characteristic that does not occur as frequently today.

This project was presented at the UC Berkeley Jacobs Summer Showcase.

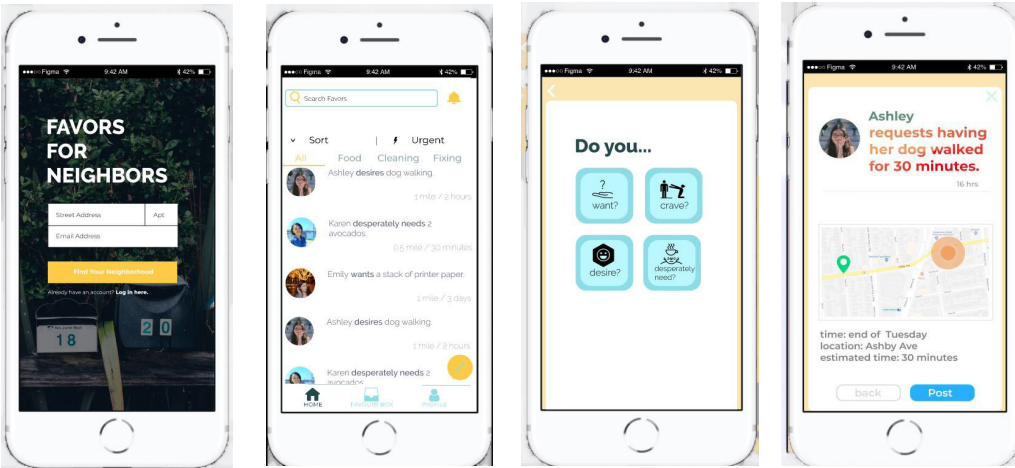




Creation of moodboards and subsequent brainstorming session to determine design space. Affinity diagramming led to decision to design at the intersection of community and favors.



Creation of low-fidelity prototpye sketches. In this stage, I determined the functionality of interface and what types of interactions allowed by our interface.



Creation of mid-fidelity prototypes. Followed a venmo-like news feed to “humanize” favors between individuals.

## PROJECT INFORMATION

Client: Class Project  
Date: June - August 2018  
Role: User Researcher and UI/UX Designer  
Collaborators: Karen Tu, Amy Paskiewicz