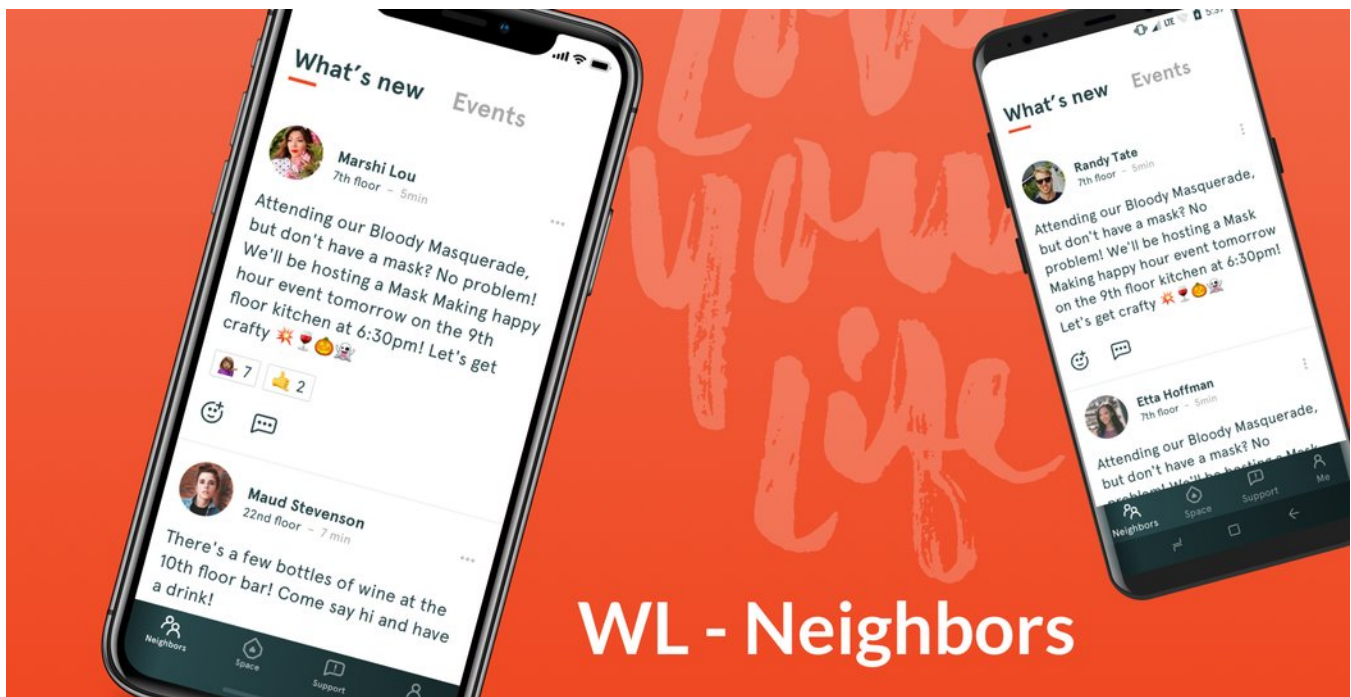


Neighbors (WeLive)

How neighbors can be more ... neighborly.

Role - Lead Designer / Platform - iOS/android



WL - Neighbors

Neighbors?

One of my most significant, measured successes at WeWork/WeLive had been the work done on the social component of the WeLive app.

Within 5 months, we increased weekly social engagement from 4% to 38%

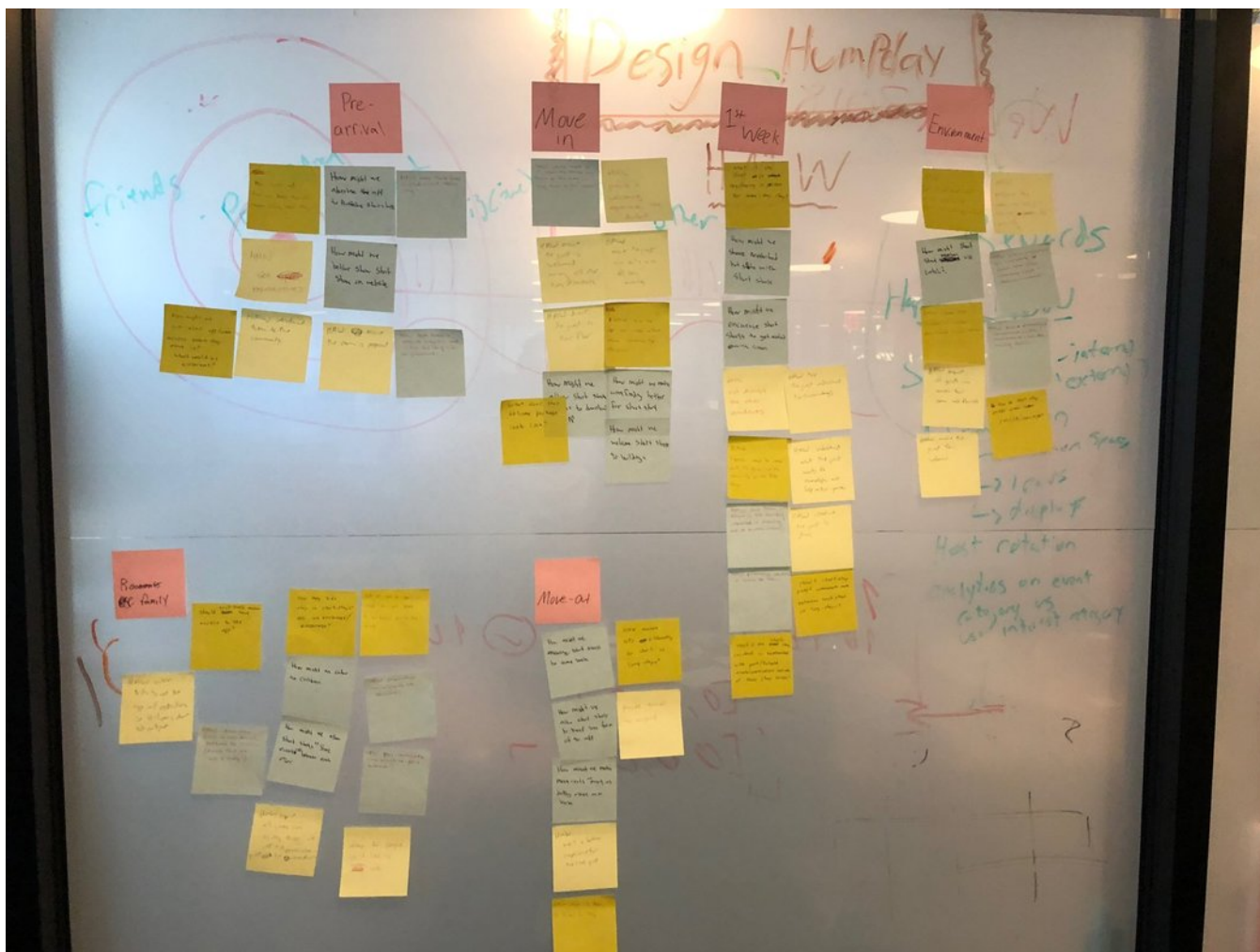
For reference, the WeWork app had an average 21% weekly social engagement rate. Yes, it might be like comparing apples and oranges. I understand that, but it was an achievement that surpassed our own goal of 11%-15% engagement. ■

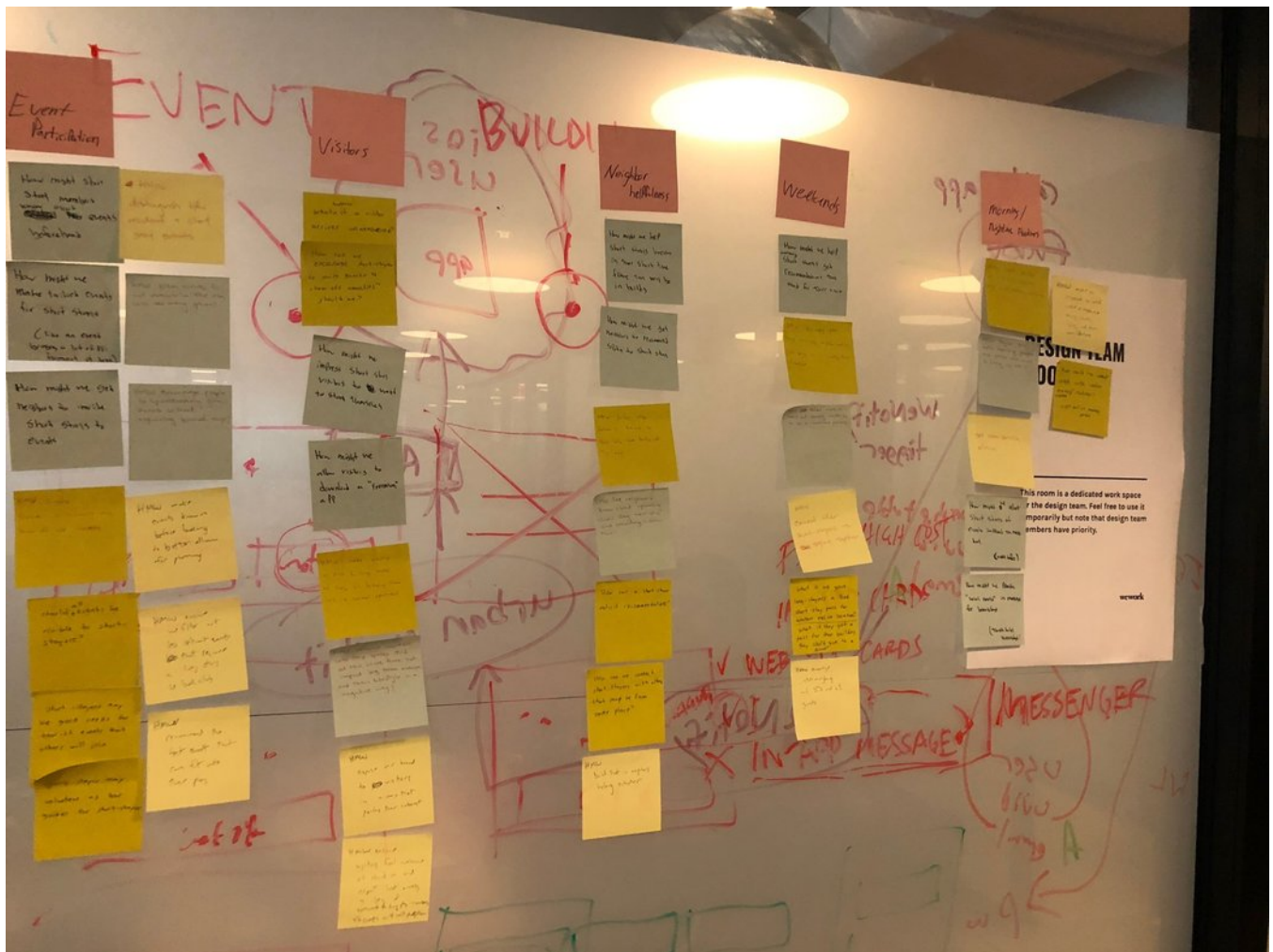
How did we, a nimble 8-person team, get such an impressive engagement rate? We took action on some clear low hanging fruit (sorry for contributing to the overuse of that phrase), and strategically went after the big things our members wanted. I'll list them each down below.

Research and workshops

A lot of the low hanging fruit (used it again ■) had to do with code stability and bugs. It makes sense; the app has to work. But where do we take the app? I held a bunch of user sessions to do card sorting and questioning to identify how they viewed their space. What did they feel like they were missing? Moments of delight that they've experienced. We wanted to know what their overall experience before moving forward.

Once we've gathered insights, the team went through some design exercises, how might we exercises, and affinity mapping. We attacked first the lifetime view of a member. When they experience a 'moment' with WeLive to better understand what we could affect. Below are a few pictures from those 'Design Humpdays' (every Wednesday devs and product set aside time to do design workshops).





We then did another workshop to focus on how we could use the feed to make an impact on any of those points above. A lot of that separated into social interactions, utility, and moment-based opportunities.





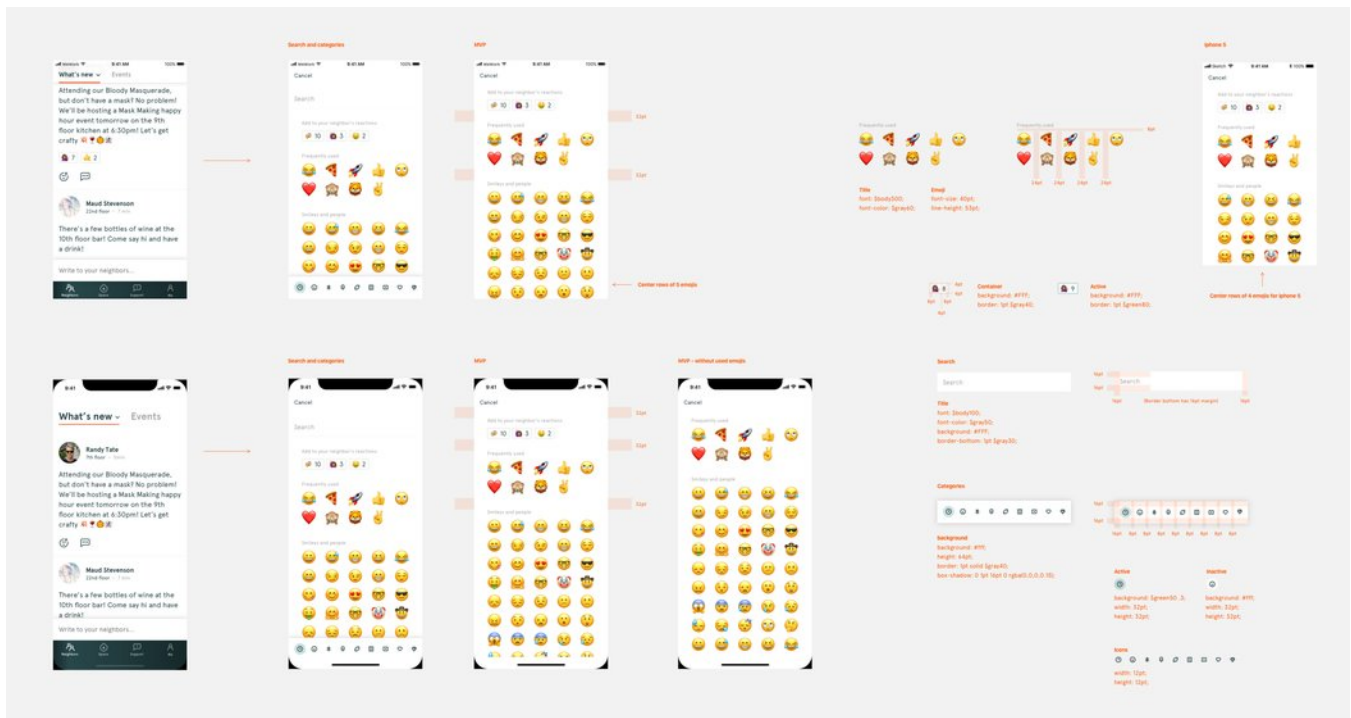
WeLive feed



Add a reaction



Just to show it live.



In building out reactions, there was a lot of discussion on scale and flexibility – as well as on the backend do we use unicode or images.

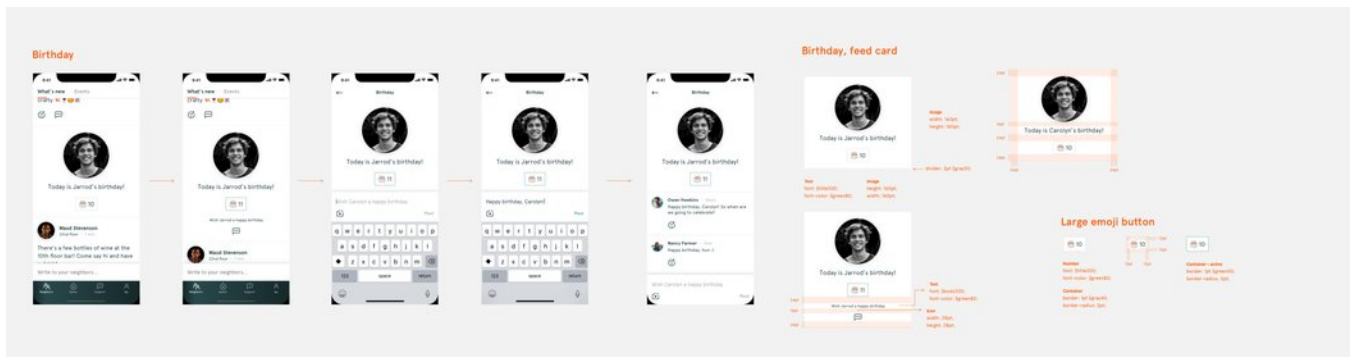
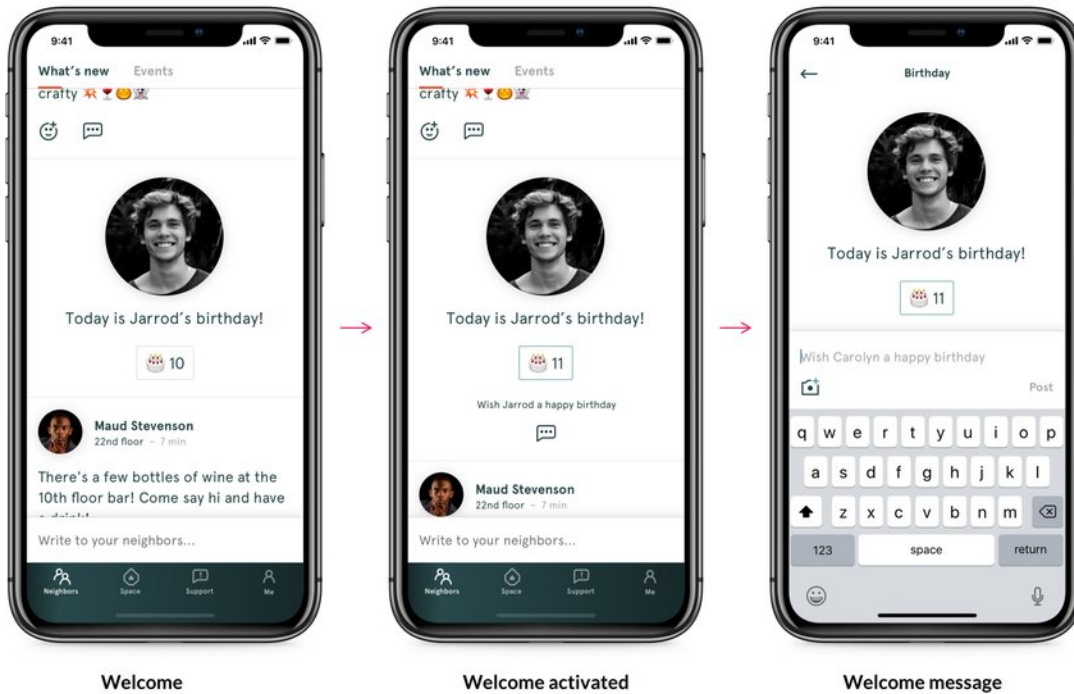
Welcome messages

One way we experimented with social interactions was with welcomes. There are two main types of WeLive memberships. There are those who live month-month (lease), and those who are short stay, maybe in the building for a night to a week.

A welcome for their visit allows 1 - members who live there month to month to be more comfortable with new people coming in and out of their space. And 2 - allows for the newcomer to get invited to gatherings. Although interests was a thing that never made it into the app, the flow for this was to introduce people by what they like (and if you match those interests).

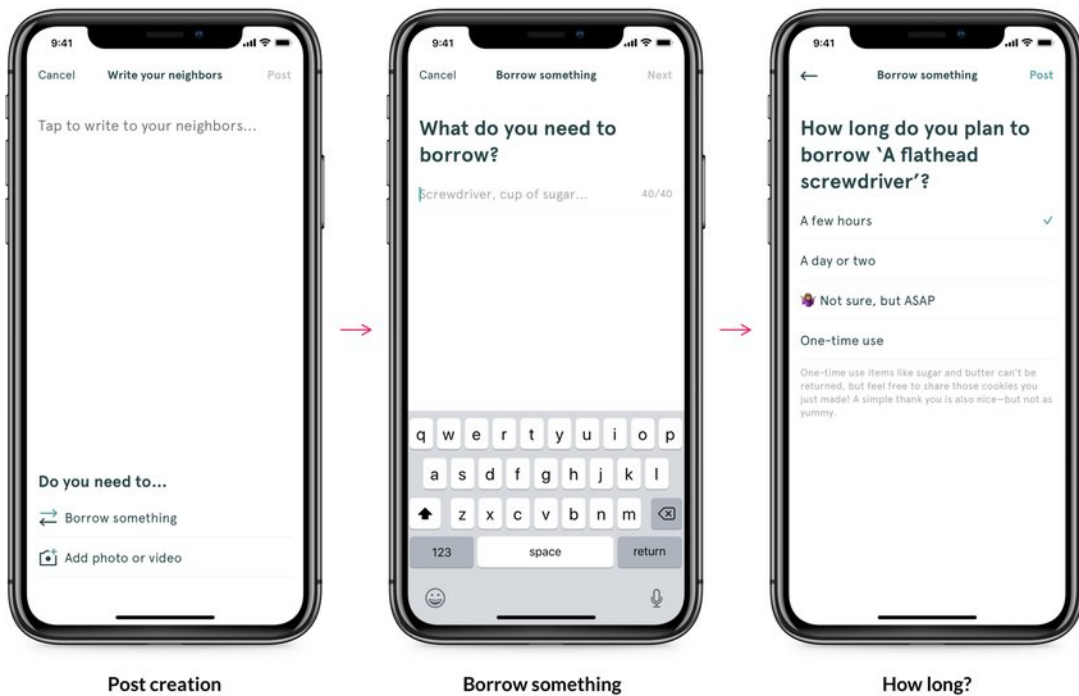
Birthdays

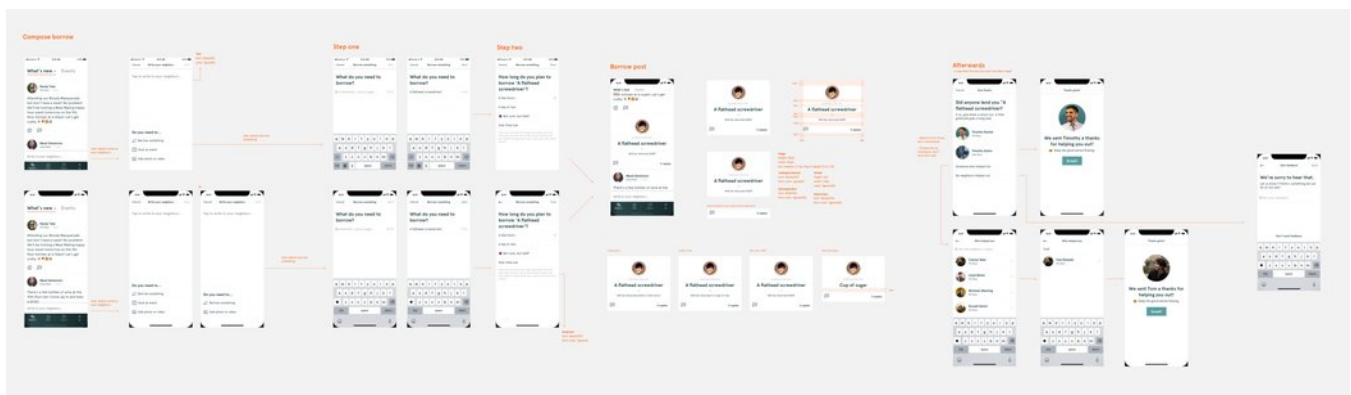
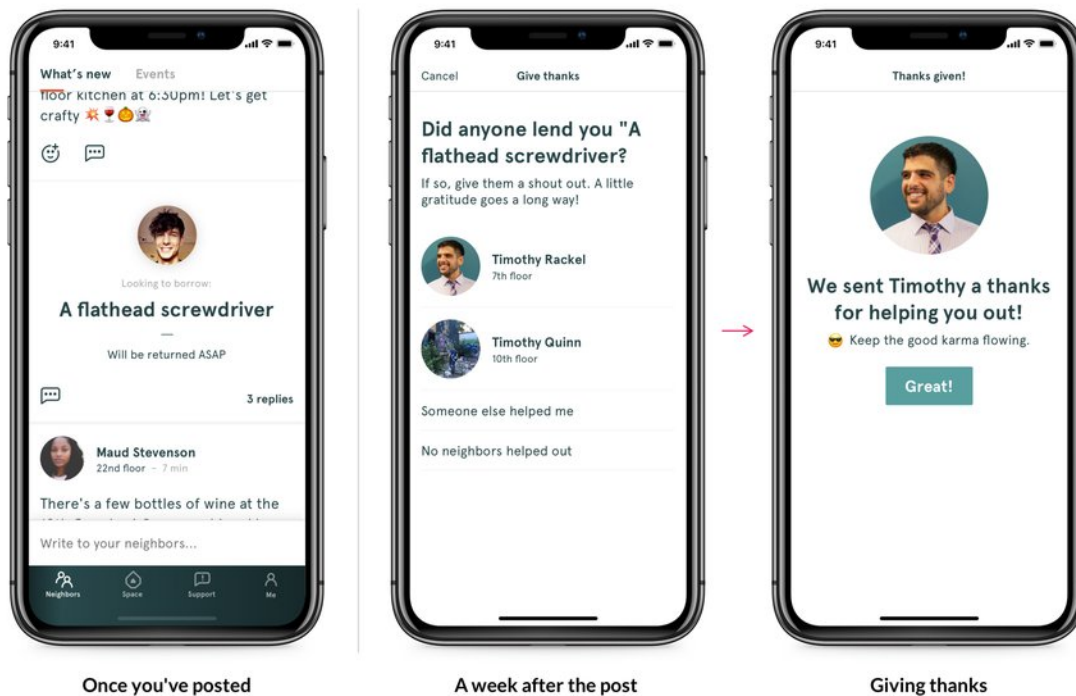
Birthdays are a great ice breaker – even if some people are shy about revealing their age. Another experiment with creating engagement dealt with allowing members to wish each other a happy birthday. It followed a similar pattern to welcoming, which helps make these flows feel expected and easier to build.



Borrowing

One thing members do within the space is borrow items from one another. Whether it's tape to wrap presents, or they need a cup of sugar for cookies. We wanted to try a post directed towards those interactions.



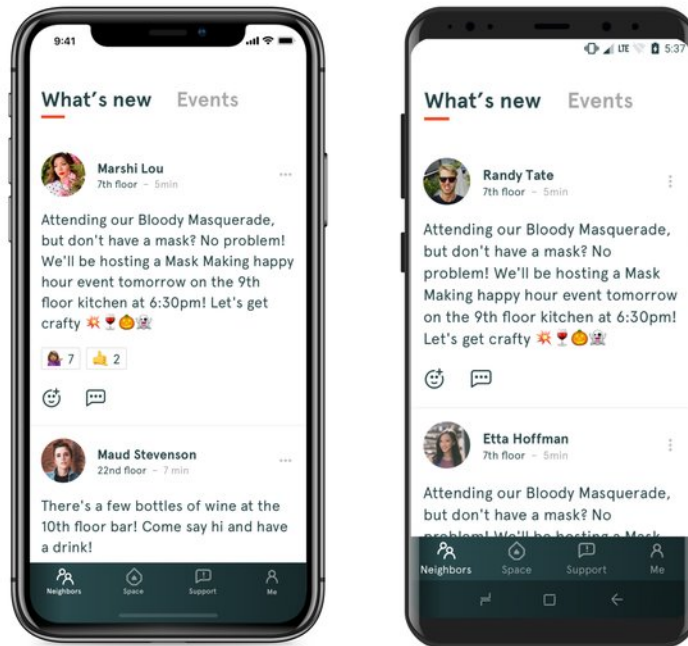


The neighbors tab

All of these features come together into one tab called 'neighbors'. It's all about getting to know actively or passively those who live around you. And having lived at a WeLive a few years ago, I can say that I miss having the ability to feel part of my building's community. Now I live in a walkup across the hall from a neighbor I hardly see – let alone their name.

For this final section, I'll show a few snapshots of the neighbors tab and the pieces that went into it.

Neighbors tab



Conner Blair
 Attending our Bloody Masquerade, but don't have a mask! No problem! We'll be hosting a Mask Making happy hour event tomorrow on the 9th floor kitchen at 6-8pm! Let's get crafty 🍷🎭👤👤
 👍 10 🍷 3 🎭 2



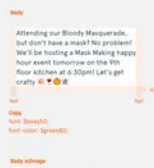
Connor Blair
 100%
 Attending our Bloody Masquerade. But don't have a mask! No problem! We'll be having a Mask Making happy hour event tomorrow on the 9th floor kitchen at 6:30pm! Let's get crafty 🍷🍹🎭👤

🍷 🍹 🎭 👤
 🚩

23 replies

Open emoji keyboard
 Using new emoji link, choosing smiling emoji just adds to the

Opens post view with keyboard open to comment section



Guys, pizza on 9th floor kitchen: my style, peppers and mushrooms, and pepperoni. @Tomjennings.



font: Bbody100;
font-color: \$green80;

A group post that is in the school's view area



Conventions Play

Guys, pizza on 9th floor kitchen: my style, peppers and mushrooms, and pepperoni. @Tomjennings.

[illegible][illegible]

Activate here for no register



Image	Title
height: 200pt; width: 342pt;	font: Sitka200; font-color: Green80
Border	Description
border: 2pt Gray30	font: Slabdy300; font-color: Green80
	URL
	font: Slabdy300; font-color: Gray60



is mad, then elgers



Friendsgiving - Splash



[External link that updates](#)



Central District at Crystal City
Join the conversation about this project.
[columbiacdc.com](#)

replies in feed



When to show replies



Avatar
height: 40pt;
width: 40pt;

Name
font: \$body200_bold;
font-color: \$green80;

Date
font: \$body_300;
font-color: \$gray60;

Background
background: #fff;
border-bottom: 2pt \$gray30;

Body
font: \$body200;
font-color: \$green80;

Reaction icon
width: 28pt;
height: 28pt;

View more
font: \$body200_bold;
font-color: \$green80;

