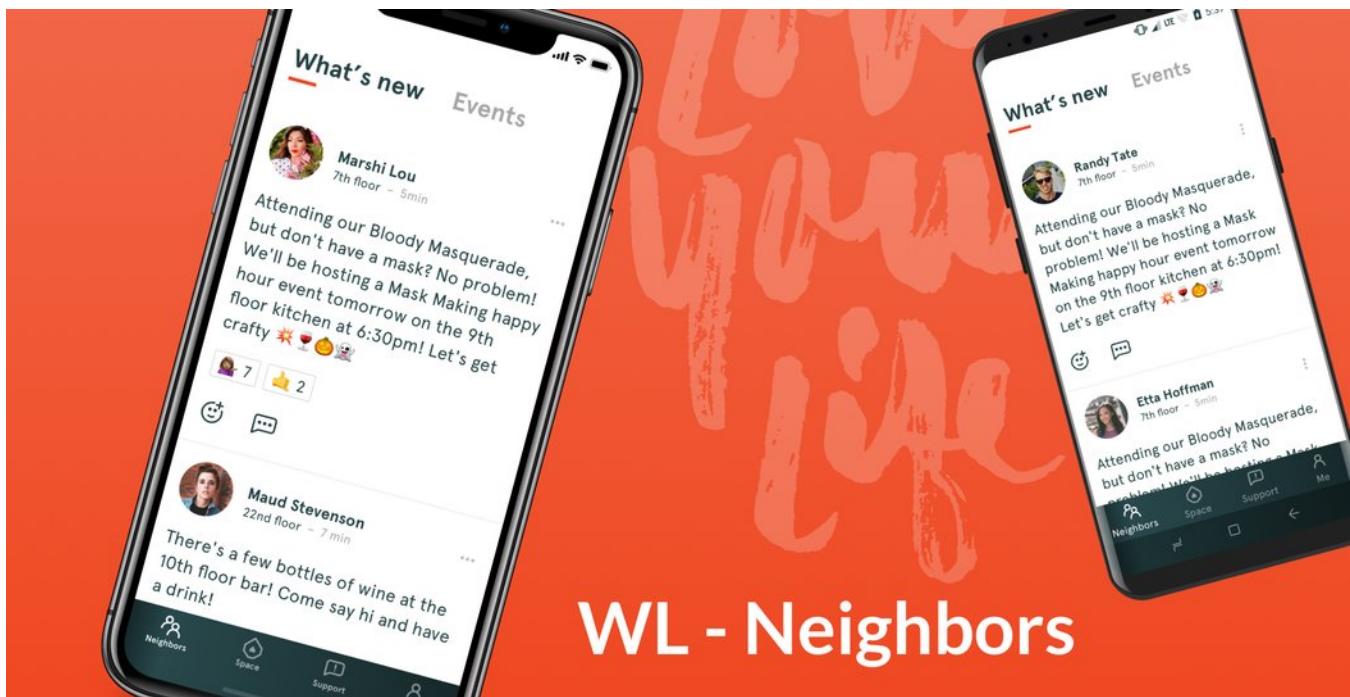


Neighbors (WeLive)

How neighbors can be more ... neighborly.

Role - Lead Designer / Platform - iOS/android



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. ■

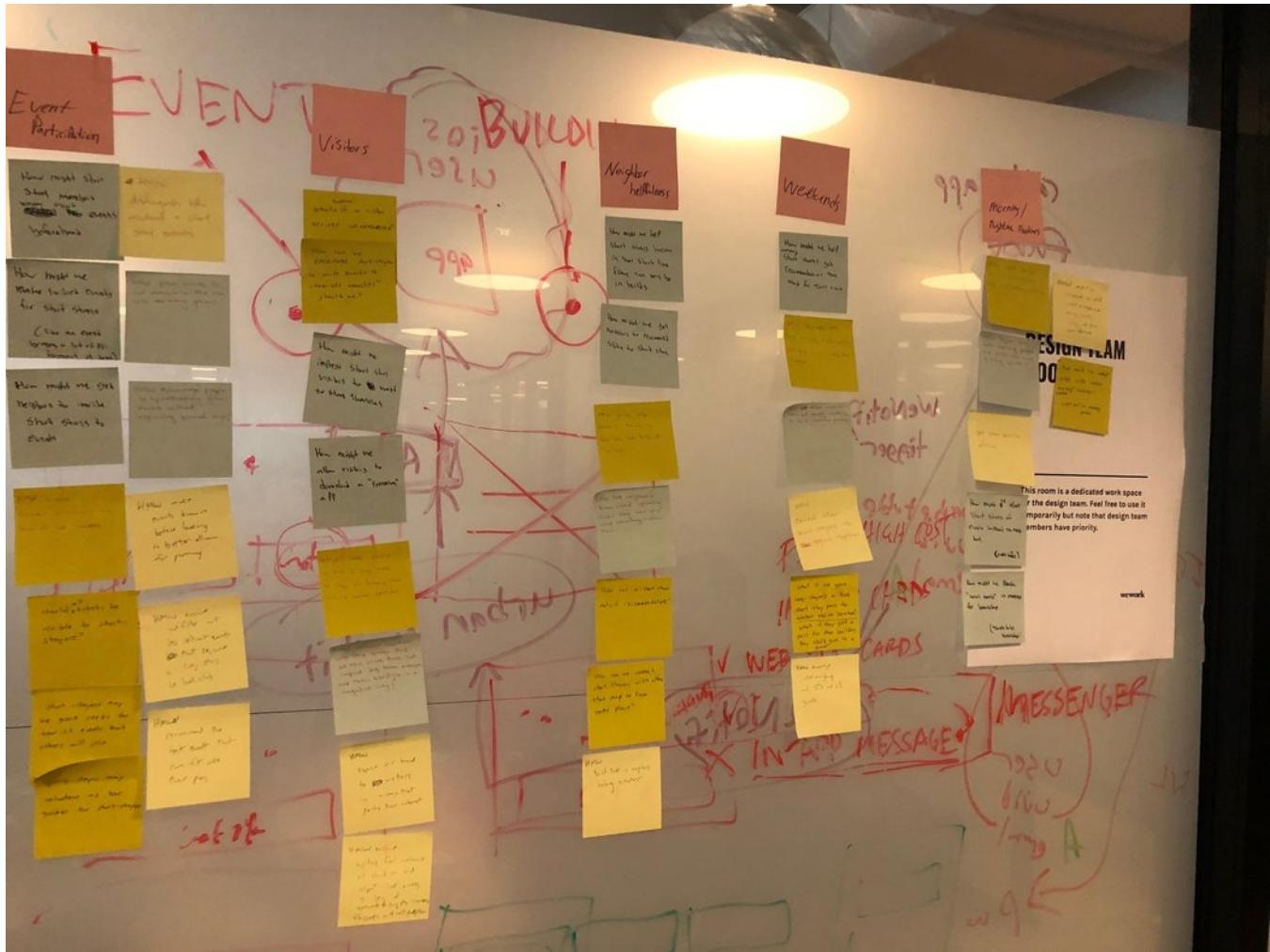
How did we, a nimble 8-person team, get such an impressive engagement rate? We took action on some clear low hanging fruit (sorry for contributing to the overuse of that phrase), and strategically went after the big things our members wanted. I'll list them each down below.

Research and workshops

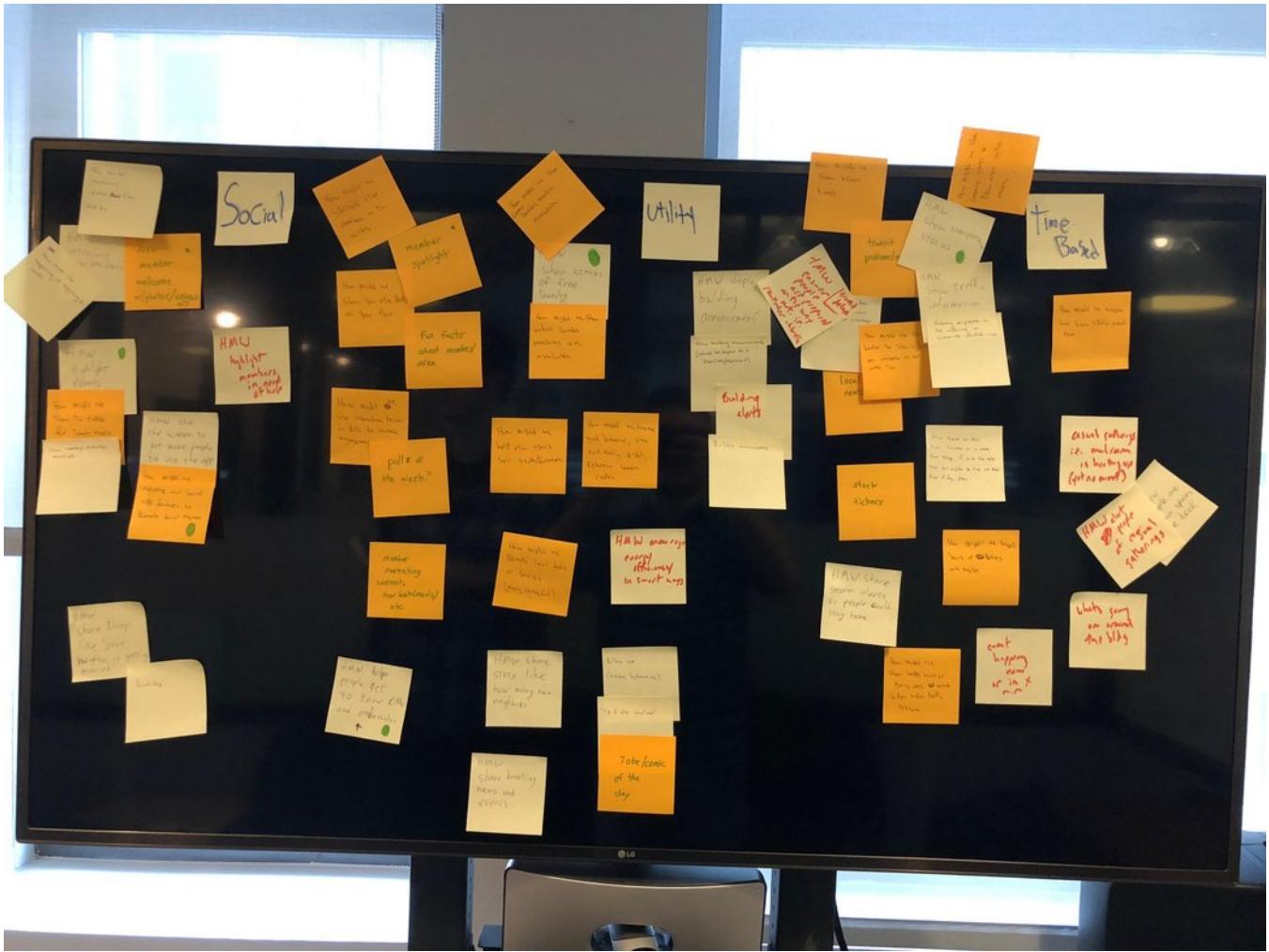
A lot of the low hanging fruit (used it again ■) had to do with code stability and bugs. It makes sense; the app has to work. But where do we take the app? I held a bunch of user sessions to do card sorting and questioning to identify how they viewed their space. What did they feel like they were missing? 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).

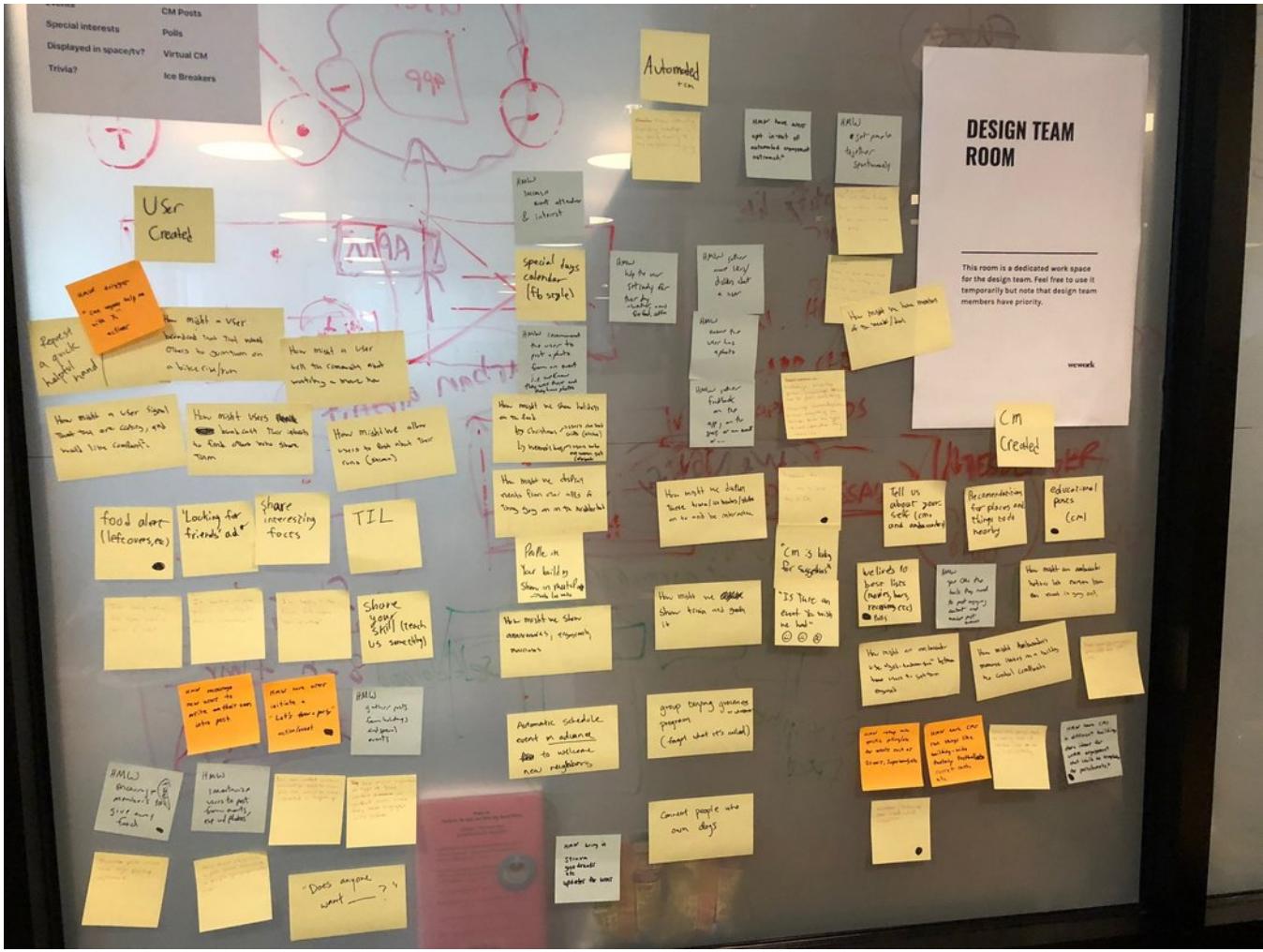




We then did another workshop to focus on how we could use the feed to make an impact on any of those points above. A lot of that separated into social interactions, utility, and moment-based opportunities.



And more based on user-created, automated, and Community Team created activity.



Reactions

From all of this gathering of information and findings, we realized measuring all of this with a 'like' action on our cards might not be the best paradigm.

As we watched how users were commenting to posts on the current feed, they would use emojis more than we initially expected. There were Facebook pages for these buildings as well (made pre-WeLive app) that members loved (as they should - it solved many of their issues). On Facebook, they took full advantage of Facebook's reactions.

On our app, we made a team decision to open the floodgates (bring on the emoji-keyboard!). It was certainly a team debate for over a week on if we should do it, and another week of how. It wasn't as straightforward as we expected.



6:48



What's new



Danni Bailey

Community Team · 1 day ago

...

Poke bowls in the 9th fl kitchen
(Tuna or Salmon)

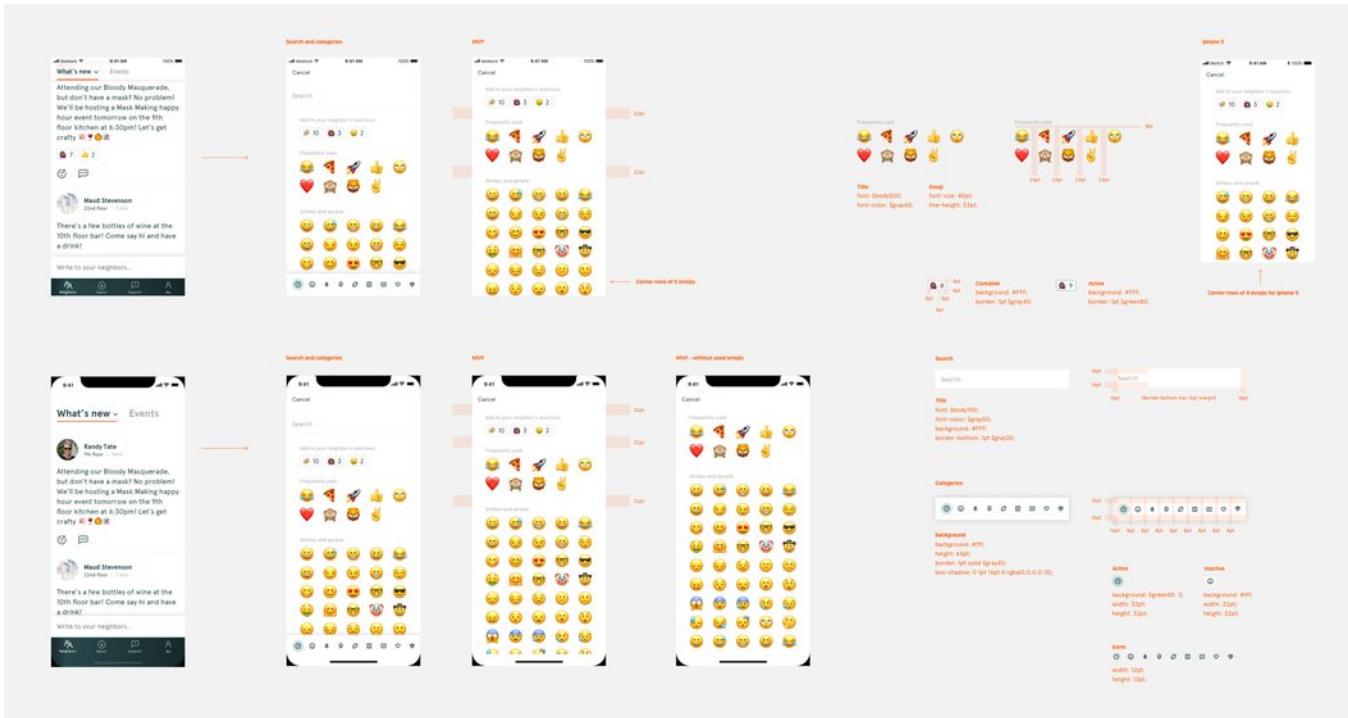


1 reply

Write to your neighbors...

Neighbors Support Me

Just to show it live.

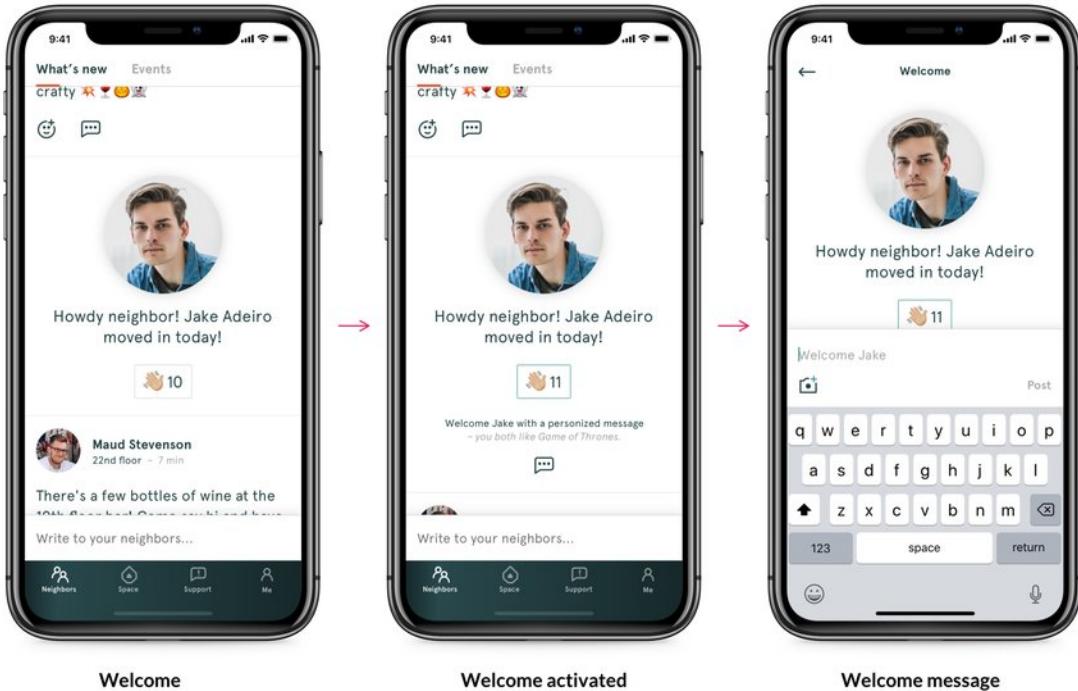


In building out reactions, there was a lot of discussion on scale and flexibility – as well as on the backend do we use unicode or images.

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).



Welcome

Welcome activated

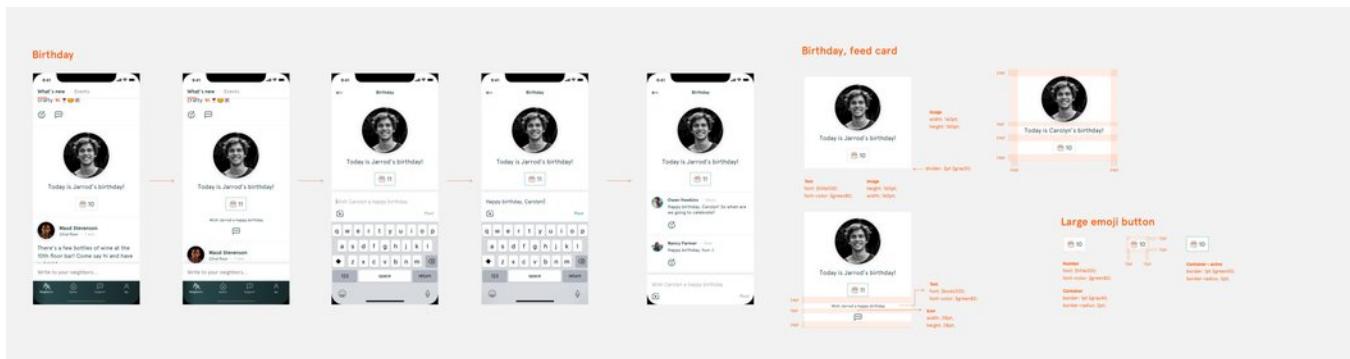
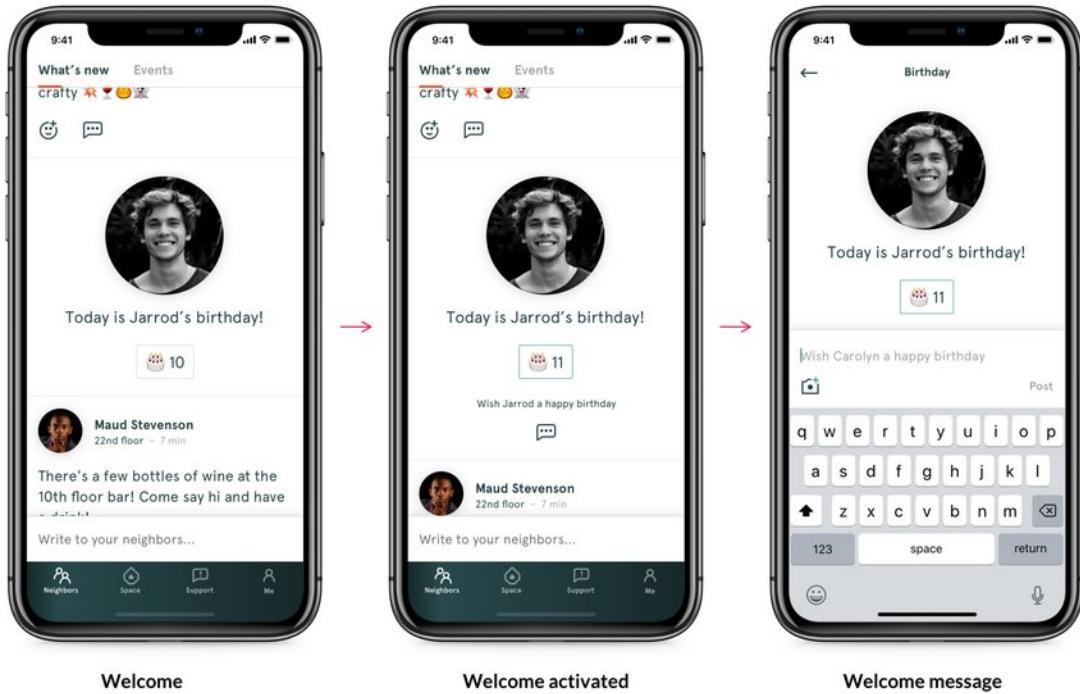
Welcome message

This section displays a grid of screens illustrating different welcome scenarios and UI details:

- Welcome, move in:** Two examples of the welcome screen for a new neighbor moving in.
- Welcome, feed card:** A detailed view of the welcome screen for Jake Adeiro, showing the personalized message and a large emoji button.
- Welcome, short stay:** Two examples of the welcome screen for a neighbor visiting.
- Large emoji button:** A detailed view of the emoji button, showing its dimensions and styling.

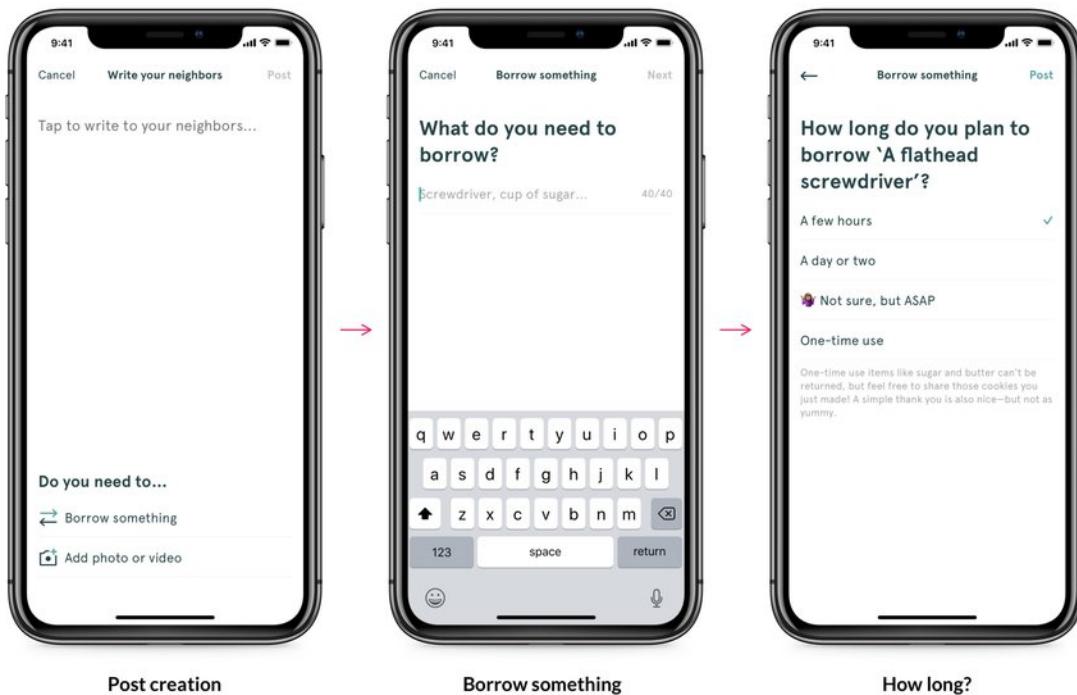
Birthdays

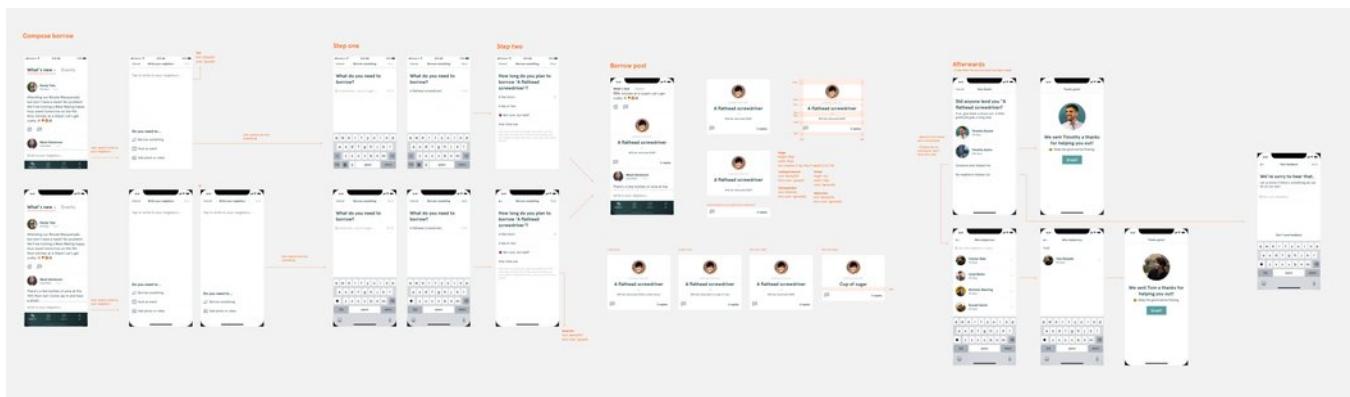
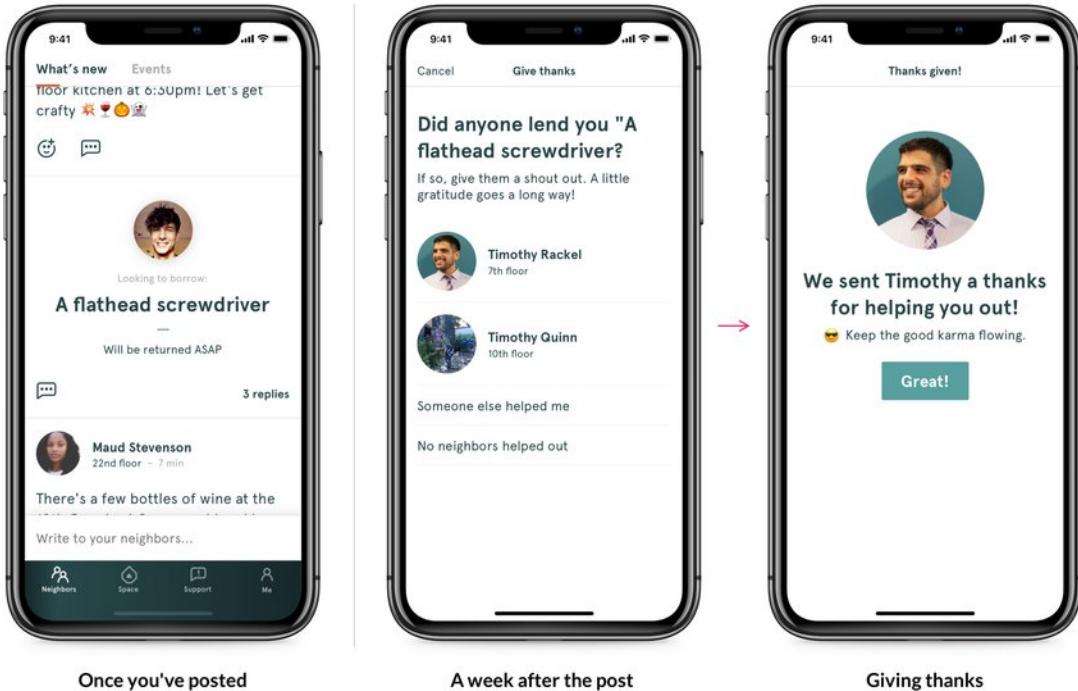
Birthdays are a great ice breaker – even if some people are shy about revealing their age. Another experiment with creating engagement dealt with allowing members to wish each other a happy birthday. It followed a similar pattern to welcoming, which helps make these flows feel expected and easier to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



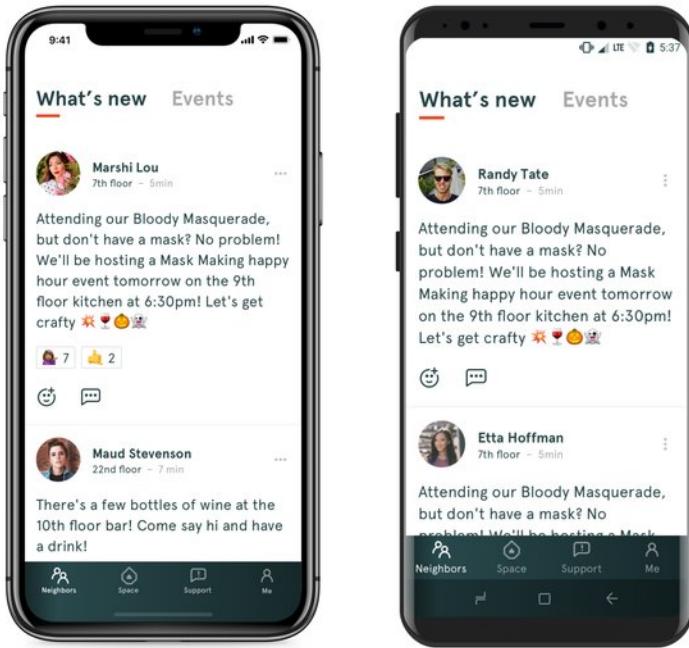


The neighbors tab

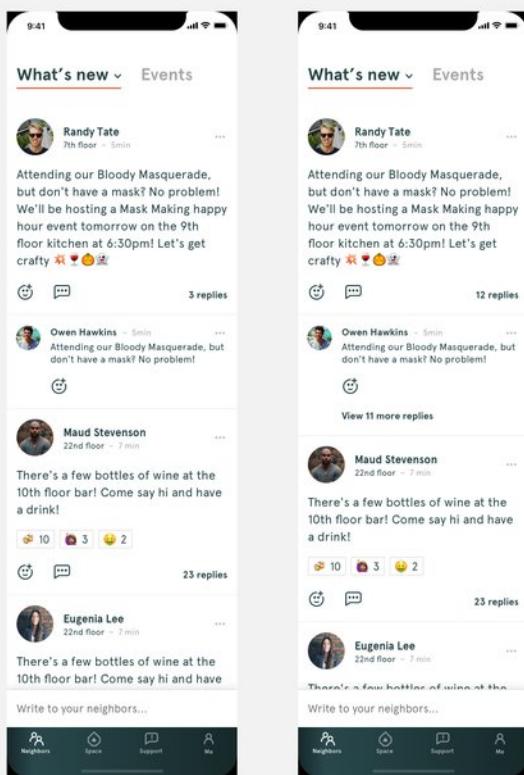
All of these features come together into one tab called 'neighbors'. It's all about getting to know actively or passively those who live around you. And having lived at a WeLive a few years ago, I can say that I miss having the ability to feel part of my building's community. Now I live in a walkup across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



replies in feed



When to show replies

1 reply 2 reply 3 reply+

No

Yes

Owen Hawkins ~ 5min
Attending our Bloody Masquerade, but don't have a mask? No problem!



Owen Hawkins ~ 5min
Attending our Bloody Masquerade, but don't have a mask? No problem!



[View 11 more replies](#)

Avatar height: 40pt; background: #fff; width: 40pt; border-bottom: 2pt \$gray30;

Name Name font: \$body200,_bold; font: \$body200; font-color: \$green80; font-color: \$green80;

Date Date font: \$body200,_300; font: \$body200; font-color: \$gray60; font-color: \$gray60;

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

Owen Hawkins ~ 5min
Attending our Bloody Masquerade, but don't have a mask? No problem!



Owen Hawkins ~ 5min
Attending our Bloody Masquerade, but don't have a mask? No problem!



16pt 16pt 4pt 20pt 16pt 24pt 16pt 16pt