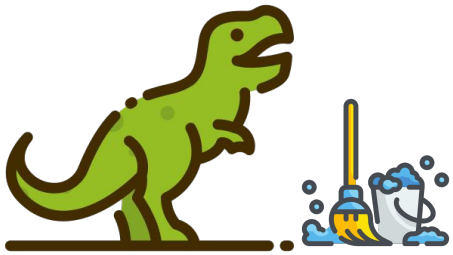
ChoreASaur

Home management worries? Now extinct.



Individual Project

UX Research & Design Role

4 months

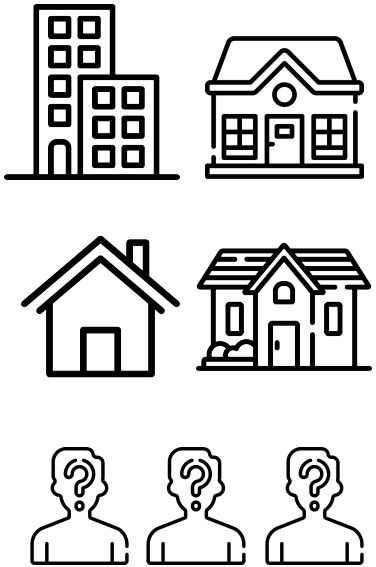
Miro, Adobe XD

Project Context

https://brand.umich.edu/logos/

32,282
undergraduates

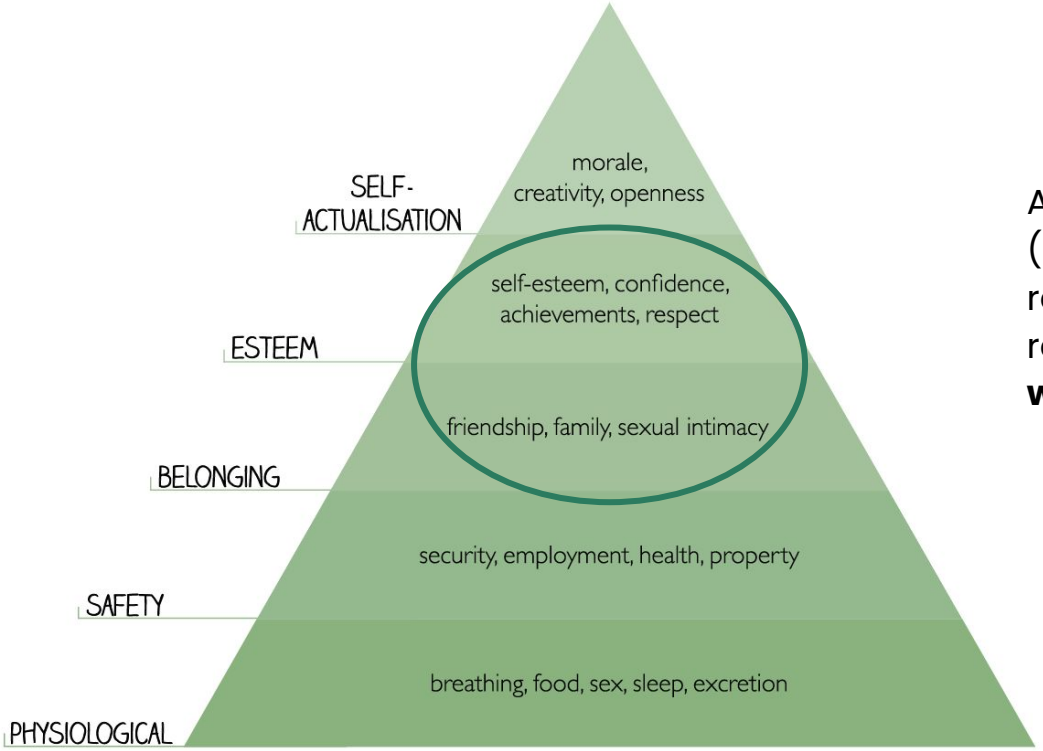
17,996
graduates



Initial Problem:

Alleviation of roommate conflict (stemming from chores and living expectations), from a sociocultural lens

Why is this important?



https://interestingdesign.wordpress.com/2012/02/11/maslows-hierarchy-of-needs-and-advertisement/

According to Duran & Zakahi (1988), "research indicates poor relationships with roommates are responsible for **dissatisfaction with school** and **lower GPA**"

Needfinding

01 **Low effort**

Preference for low viscosity and interference

02 **Flexibility**

Differing schedules and workloads

03 **Expectations**

Students want a way to show their expectations across specific themes

04 **Accountability**

Tracking mechanisms for self and others

05 **Engagement**

It isn't that important!

06 **Culture?**

The right path?

Competitor Analysis

Conflict Alleviation

Chore Division

Living Preferences (Cleanliness, noise, social, privacy etc.)

Tody

?

New Design Problem:

Alleviation of roommate conflict (stemming from chores and living expectations), ~~from a sociocultural lens~~ based on general individual differences

Goal

To **reduce roommate conflict** by designing an accessible, easy-to-use system that allows roommates to efficiently set expectations and divide and track chores/errands based on their preferences

Students co-inhabiting with 1 or more other students

Design trade-offs

Low effort	⟷	Customizability
To track others	⟷	To not feel tracked
Individual preferences	⟷	Collective preferences

Personas and Scenarios

Anya Parikh
MPH Student at U of M
Co-op housing
Student athlete

Goal/Tasks

- ❖ Trains 6 days a week at odd hours
- ❖ Aims to build relationships with housemates as no time for social life
- ❖ Assigned to dishwashing and vacuuming weekly for the house

Pain Points

- ❖ Lack of time and difficulty scheduling housework/activities
- ❖ Feels uncomfortable bringing up need for flexibility
- ❖ Sometimes forgets her house tasks due to workload

"I feel like I'm struggling to manage my time for my given housework, and I don't know how these people (roommates) will react if I voice my needs"

“Survey” mobile app

Step 1

One person creates a “House” and other roommates join

Step 2

Each roommate fills a survey with their expectations and availability

Step 3

Once all surveys have been filled, ChoreASaur auto-divides chores and creates expectations dashboard

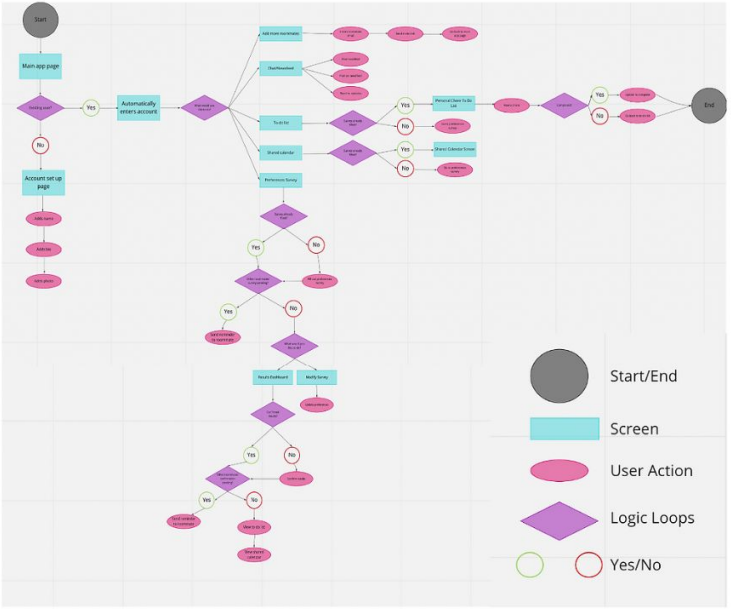
Step 4

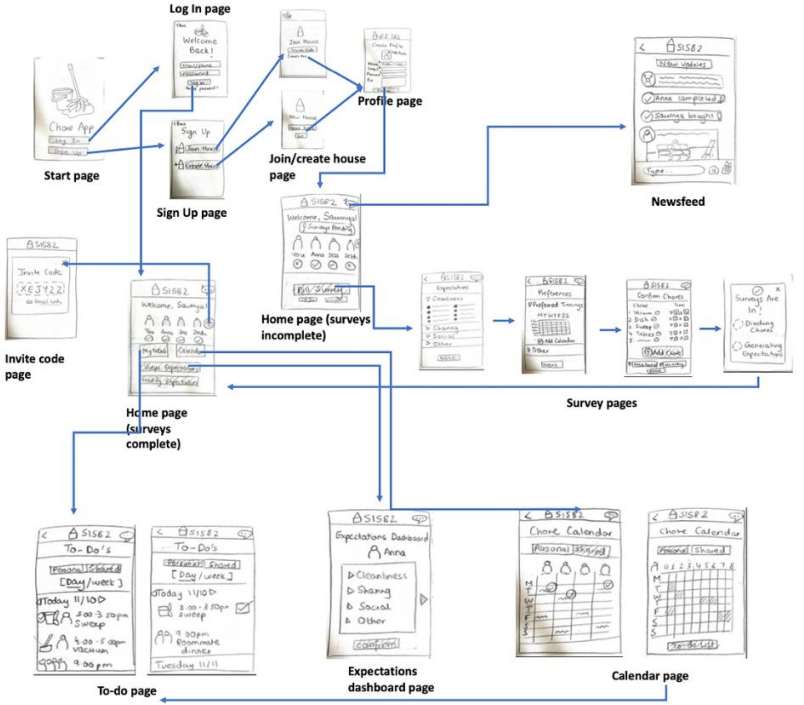
Roommates view, track and “complete” chores via tracking tools

Step 5

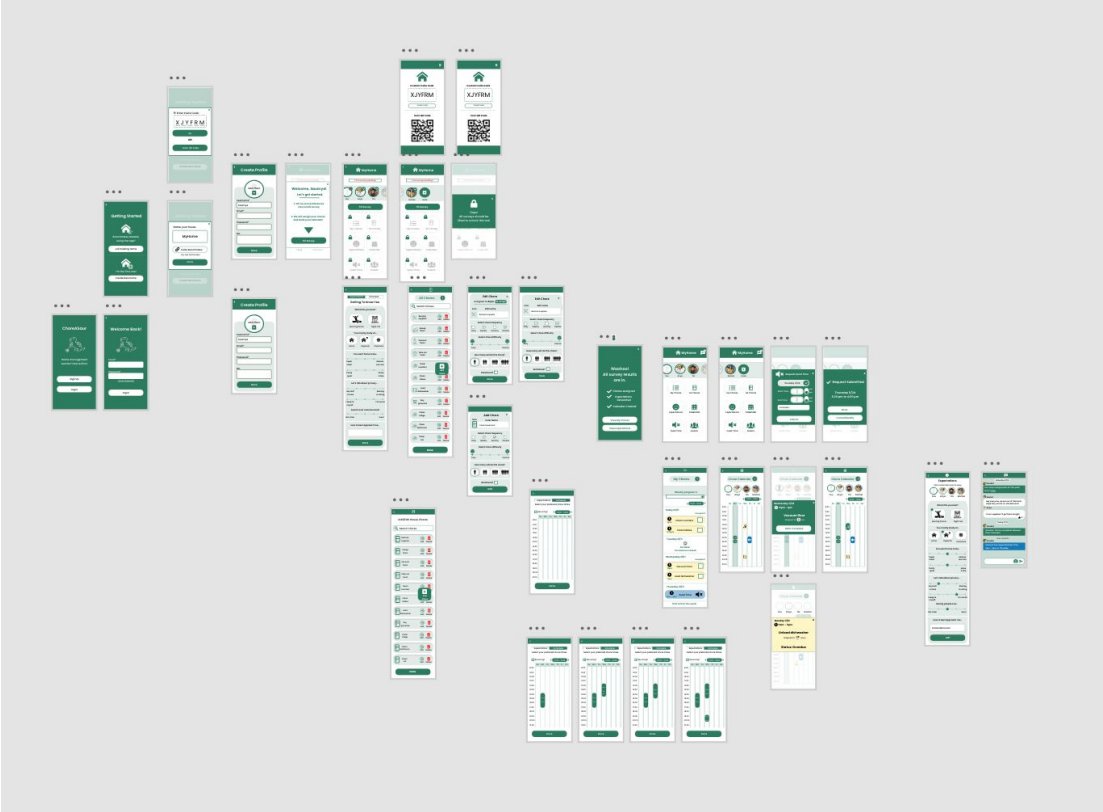
Roommates may use ancillary features - “Quiet Time”, “Add Guests”, Newsfeed

Visualizing flows





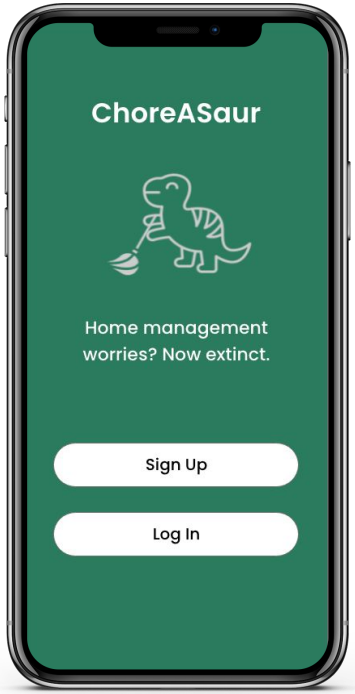
Visualizing flows

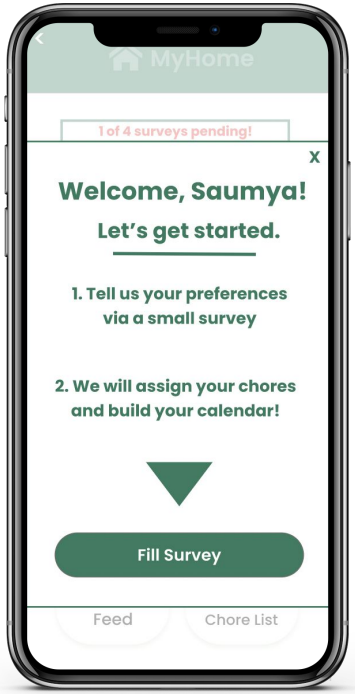


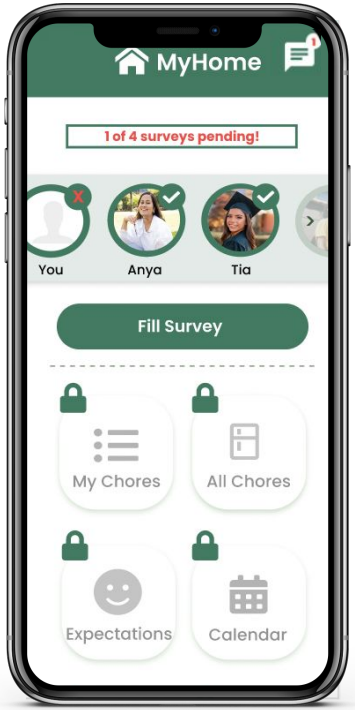
Usability Tests

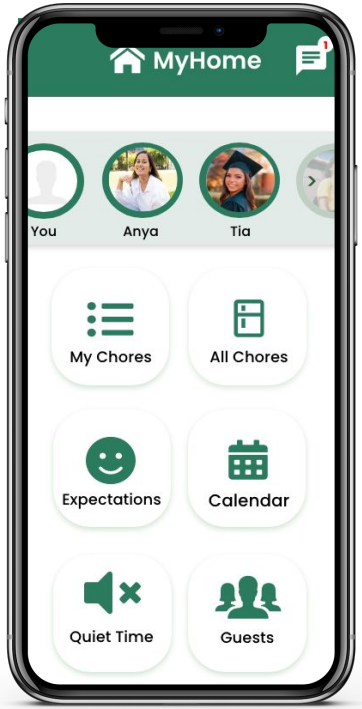
Navigation to start onboarding taking too long, people don't read	Completion of onboarding taking too long, frustration	Raised questions about edit chore constraints, uses of expectations dashboard
Restricting actions during onboarding (signifiers), shortened pop-up box and CTA	Reducing questions, increasing accessibility through redesign of buttons, calendar	Designing and adding constraints to chore list, adding features

Onboarding

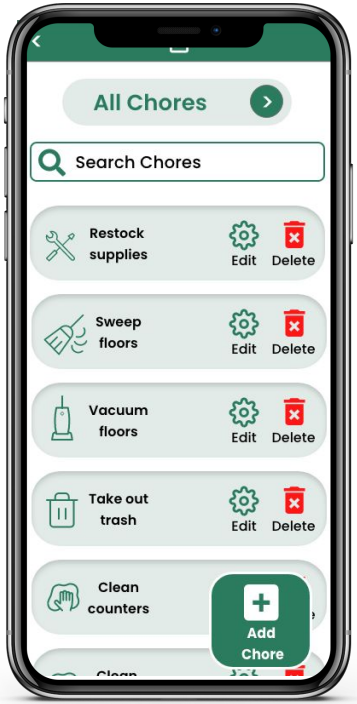

ChoreASaur
Home management worries? Now extinct.
Sign Up
Log In

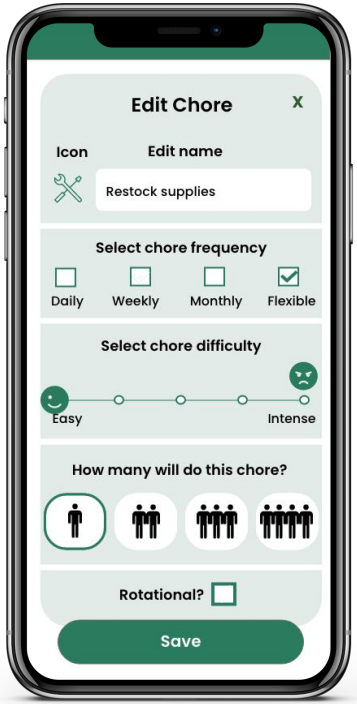

MyHome
1 of 4 surveys pending!
Welcome, Saumya!
Let's get started.
1. Tell us your preferences via a small survey
2. We will assign your chores and build your calendar!
Fill Survey
Feed
Chore List

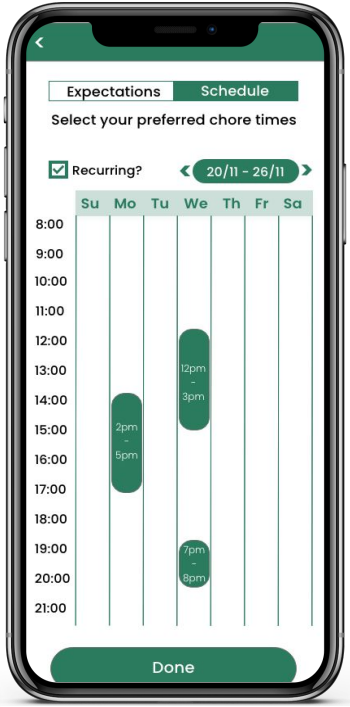

MyHome
1 of 4 surveys pending!
You
Anya
Tia
Fill Survey
My Chores
All Chores
Expectations
Calendar

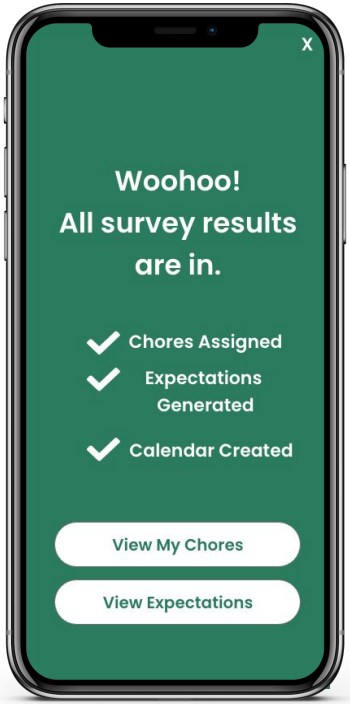

MyHome
You
Anya
Tia
My Chores
All Chores
Expectations
Calendar
Quiet Time
Guests

Automated chore division





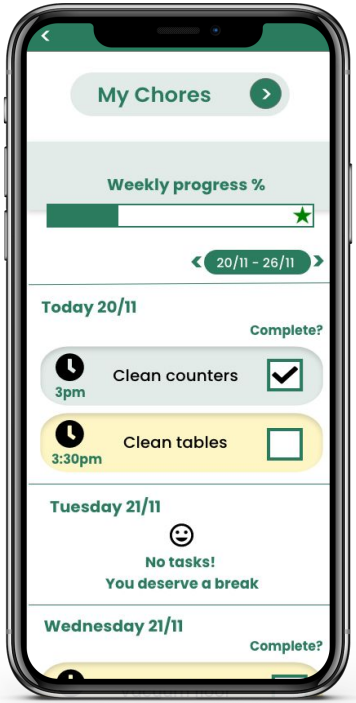


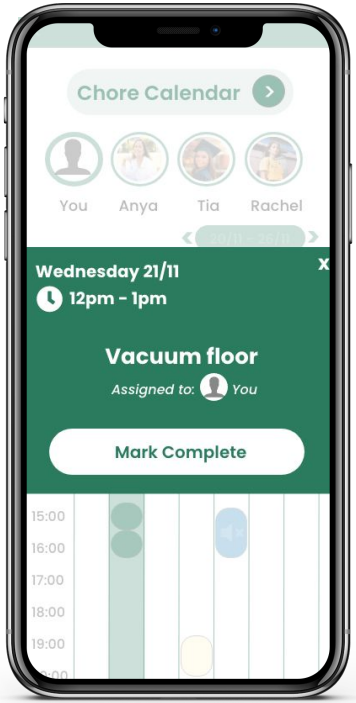


Flexibility

Low effort

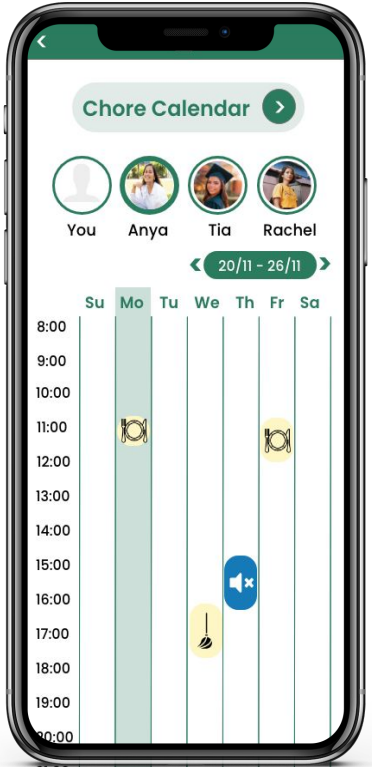
To-do's and Reminders

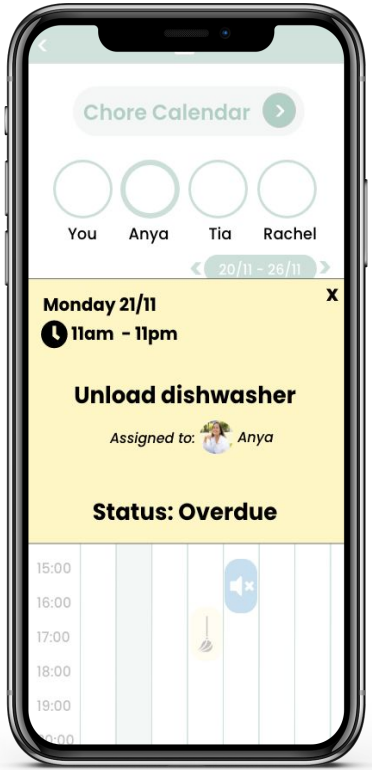




Reminders

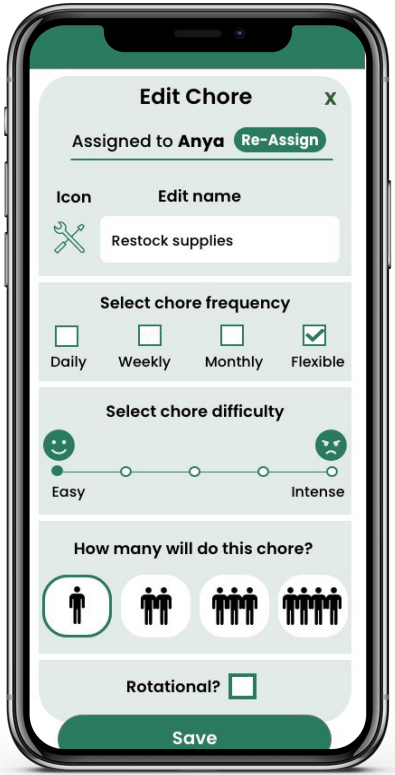
Tracking Mechanisms





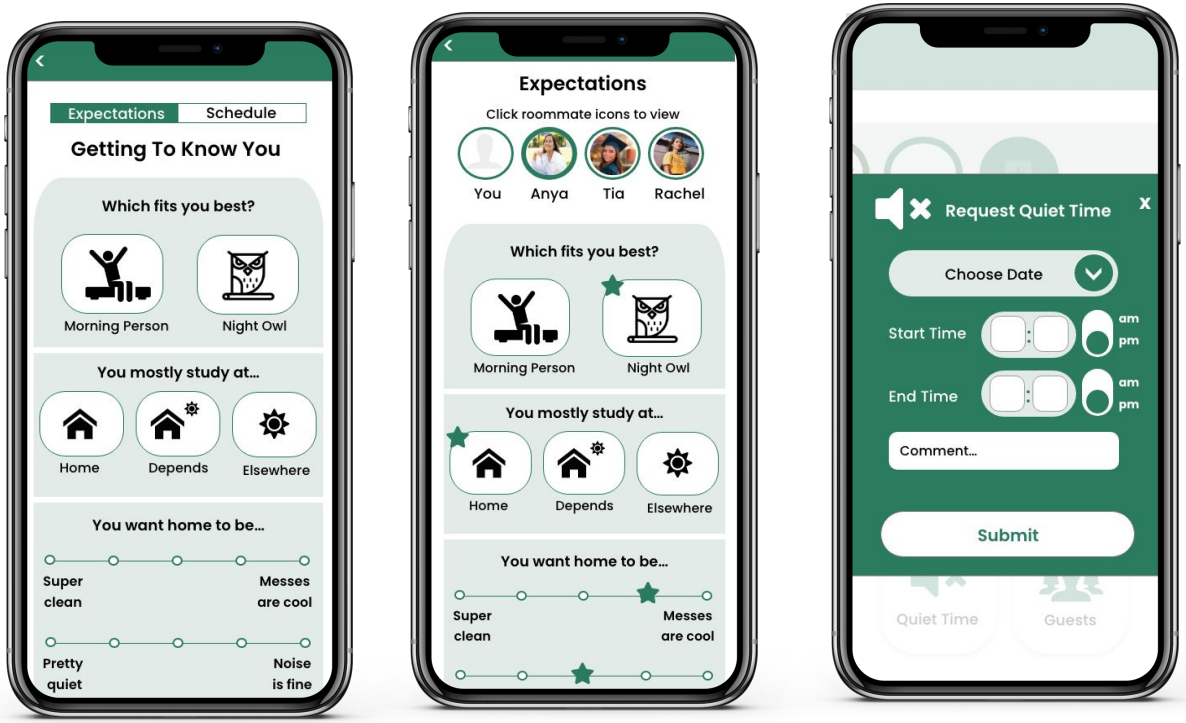
Accountability

Tracking Mechanisms



Accountability

Setting Expectations

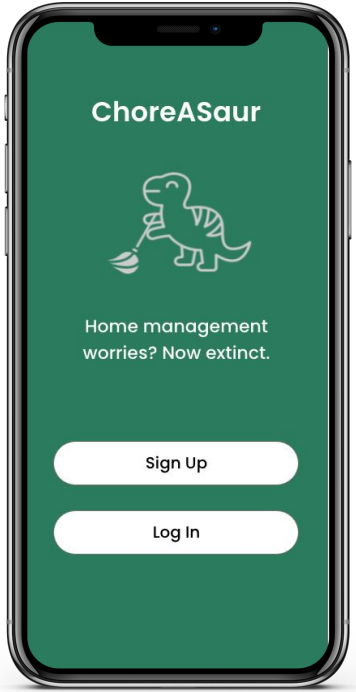


Expectations

Unique factors

Expectations and quiet time

Managing trade-offs



One-stop-shop with multiple tools

Caters strongly to college student niche

Chore Buster

S'mores Up

Splitwise

Challenges

Scoping - How many features? Which expectations?

Managing **generalizations** and **avoiding stereotypes**

App **constraints** - who can do what?

Balancing **trade offs**

Opportunities

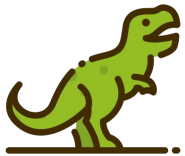
Extend the **dinosaur metaphor**

More research into patterns in expectations

Increasing **accessibility, simplify onboarding even** further (randomize availability, allow opt out of chores)

Design trade-offs

Low effort		Customizability		One-time onboarding, auto-chore division, ancillary features simple to access and easy to use
To track others		To not feel tracked		Passive tracking: Dino theme (Dinobot), no tracking notifications, color usage
Individual preferences		Collective preferences		Constraints



Thank You!

References

- Christopher Salem. (2017, September 4). *Why being accountable is important?* Christopher Salem. Retrieved September 16, 2021, from https://christophersalem.com/why-being-accountable-is-important/.
- Halpin, K. (2009). Roommate Rants: Understanding Roommate Conflicts among MSU Students. *Journal of Undergraduate Research at MSU, Mankato*, *9*(3).
- Jordan, Don (2021). U-M's 2021 fall enrollment tops 50,000 for first time. The University Record. Retrieved from https://record.umich.edu/articles/u-m-enrollment-this-fall-tops-50000-for-first-time/
- www.flaticon.com

Links

Demo video link:
https://drive.google.com/file/d/18jqVf6SmHJMfOq9rBhATZzNxje4NLf61/view?usp=sharing

Interactive prototype:
https://xd.adobe.com/view/da8335e1-6192-4c10-a256-183a2764ce0a-8fd0/

I like

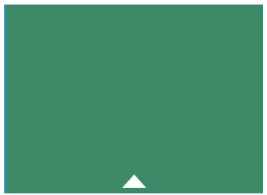
- Utilizing prototyping software
- Surprising insights from my needfinding interviews
- Team feedback

I wish

- More UX interviews
- More user testing
- Built some skills in prototyping software earlier
- Represented expectation survey results differently

What if

- Final review/feedback session with our original project groups



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