



David Morales, Evan Lin, Michael Chung, Tessera Chin

Overview

Mission Statement

Selected Interface & Rationale

Low-fi Prototype Structure

3 Tasks

Experimental Method

Experimental Results

Suggested UI Changes

Summary

Team mission statement/value proposition

We're all tired of living with people who don't clean up after themselves. Use **Jar** to manage household tasks and motivate each other to get things done.

“Motivating the completion of communal tasks, a dollar at a time.”

Selected Interface & Rationale

iPhone

Pros: Small, portable, common, fast, easy to create simple UI

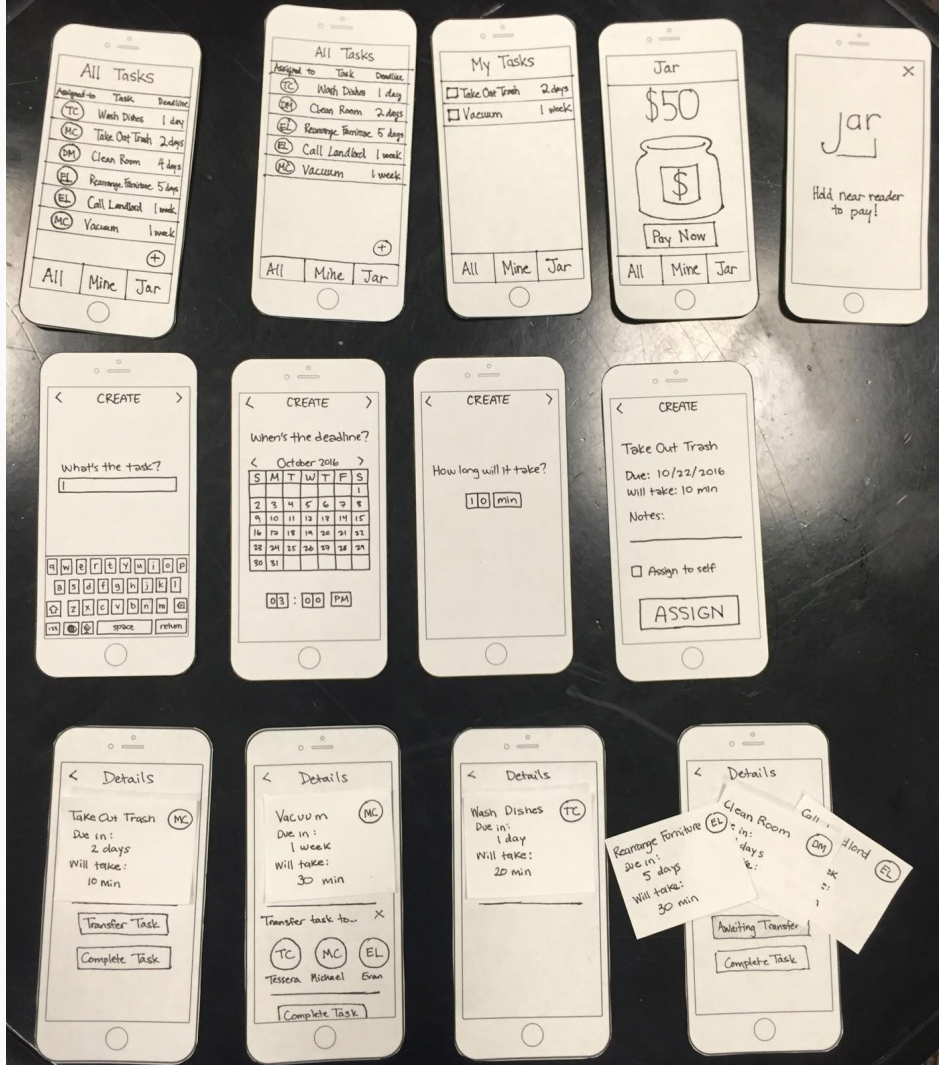
Cons: Limited space → longer task flows

iPad

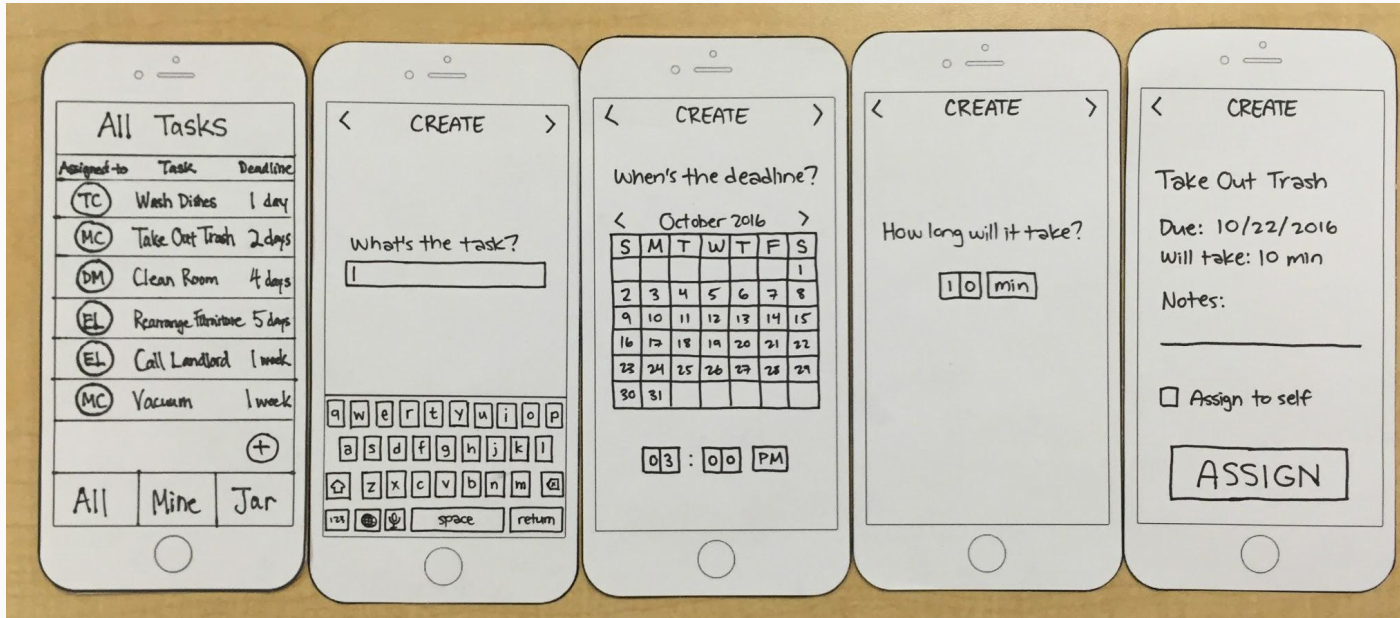
Pros: Large, easier to read, more information per screen

Cons: Not portable, simple UI can seem empty

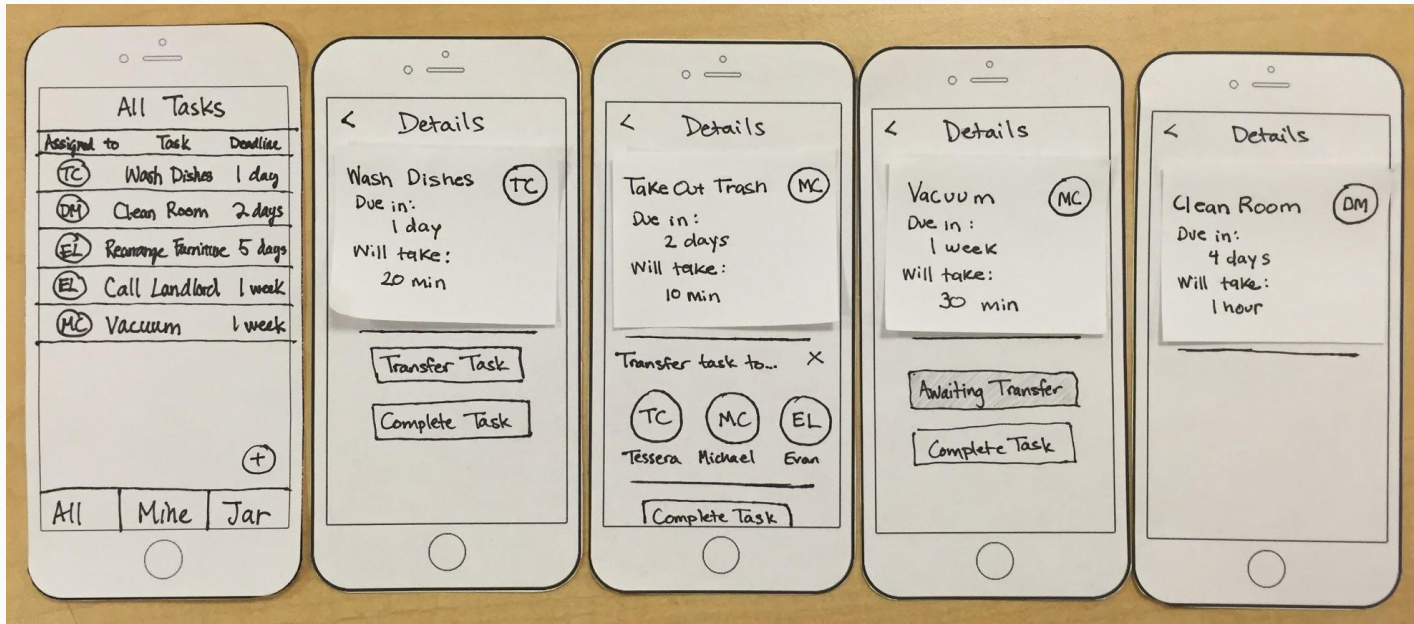
Low-fi Prototype



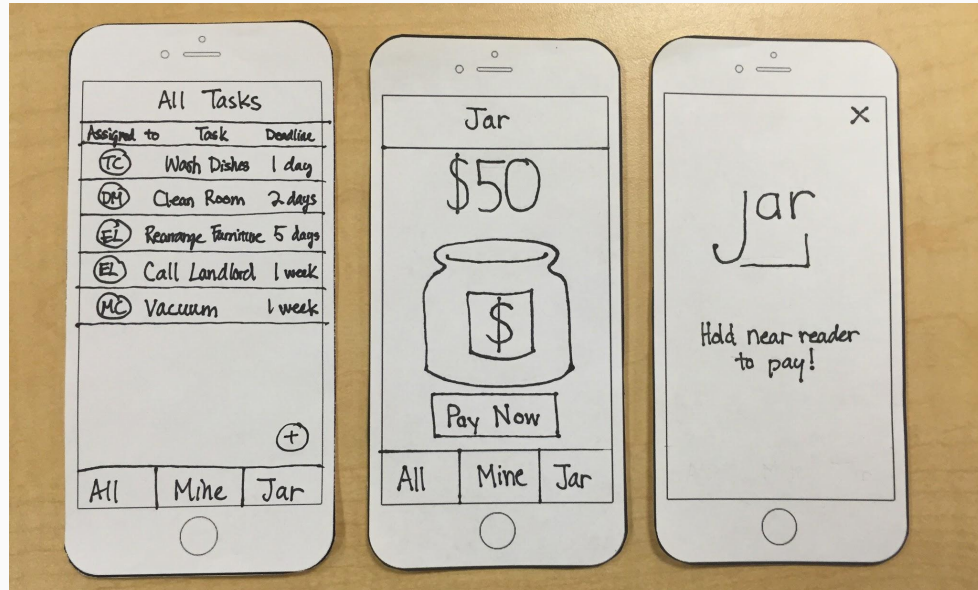
Task 1: Create/Assign tasks



Task 2: Transfer tasks

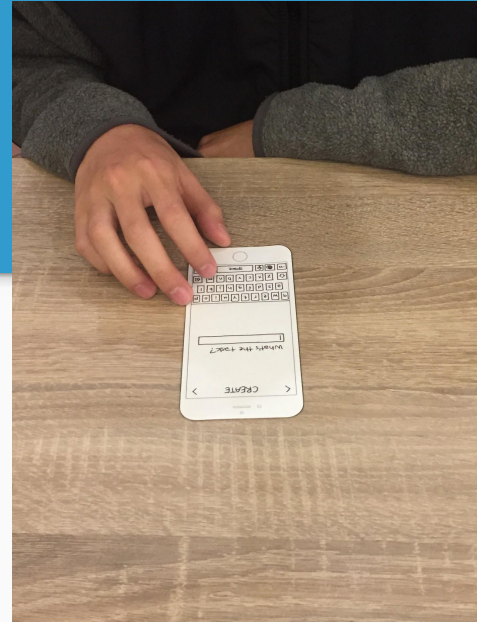


Task 3: Use money jar



Experimental Methods

- 3 participants
 - 1 Stanford student
 - 2 random young adults at Teaspoon
- Team roles
 - Tessera: note taker
 - David: photographer, timekeeper
 - Evan: computer, task flow
 - Michael: greeter, facilitator



Experimental Results

- Navigation arrows in “Create Task” flow were highly confusing
- Tasks were completed in expected amount of time
- Small cosmetic suggestions
- Users wanted the ability to edit tasks
- Confusion with two separate task lists (“All” / “Mine”)
- Jar worked well because of simplicity

Suggested UI Changes

“Awaiting Transfer” button → change to “Cancel Transfer”

Navigation arrows → would be better as back/next buttons

All tasks/my tasks → filter instead of separate tabs

“Create Task” flow → streamline keyboard input, progress bar, etc.

Get rid of “Assign to Self” checkbox

Summary

Basic tasks are functional but need to be streamlined

Need more intuitive controls

Simplicity is key!

Thank you!