



SNIPPETS

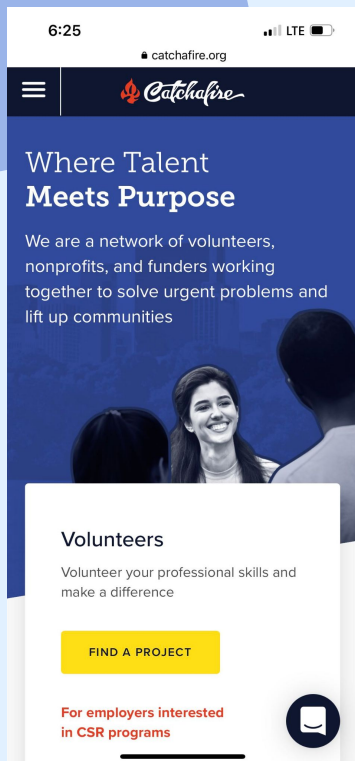
Microvolunteering in spare time



Mobile app to facilitate microvolunteering for people in their spare time.



MARKET RESEARCH



What's common with Catchafire (what worked for them)?

- Matching volunteers' skills with needs
- Providing many different types of volunteer opportunities to users

What's novel about our solution?

- Mobile App
- Smaller tasks that can be done in spare time (microvolunteering)
- Gamified concept



OUR TASKS



SIMPLE TASK

Finish a random
snippet



MODERATE TASK

Filter snippets by
skill/domain



HARD TASK

Saving tasks and
doing them later



VALUES IN DESIGN



01

SERVICE

Allow users to volunteer their time for a good cause

02

PRODUCTIVITY

Provide an alternative to mindless scrolling

03

DYNAMISM

Allow for low commitments and fast changes to tasks

04

FUN

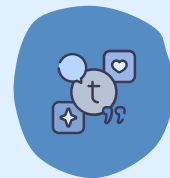
Create an enjoyable experience for volunteers



VALUE CONFLICTS



free



SERVICE

Organizations need users to commit for them to have a long impact on a community

DYNAMISM

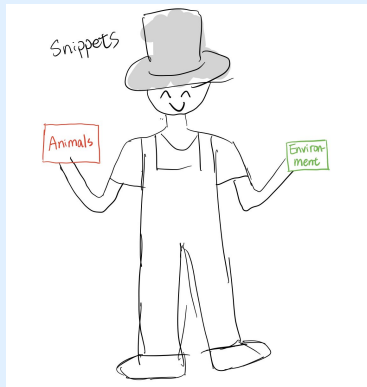
Dynamism encourages fast changing activities and low commitment from volunteers



STORYBOARDS



The user was scrolling the phone boringly until Snippets showed up and presented volunteer tasks. The user randomly picked one to finish.



Snippets provided tasks in different domain/need different skills for the user to choose from.



The user found some interesting tasks and saved them to retrieve and finish in future spare time.

