## Project 04

Conscious comsumption

Brainstorming


## Background

## 'I thought I was prepared'



Psychology:Young people who live alone need companionship



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Statistics and growth of China's pet industry market size from 2016 to 2020


- According to Google data, there is one kind of consumption that people spend on keeping pets. And more and more people keep pets.the market size of China's pet industry grew rapidly from 2016 to 2020


## Secondary research



## Current situation

## - No time

With the lockdown lifted, people returned to their normal lives and began working offline. They find that they no longer have much time to watch their pets, they can only stay at home by themselves and wait for their owners to come back from work.

When your 'pandemic puppy' doesn't
work out


Pets living alone at home


According to the PDSA, pets at home more than that is associated with a high risk of depression.

Pets who stay home alone can wreak havoc on the home environment.

## Questionnaire

## Why do people want to keep a pet？



Whether or not you can find time for your pet？ ロロロロロロロロロロ $\square$ $88.77 \%$

Just play with your pet when you get home from work．

## How to raise pets daily？

$\square$
Take care of by yourself

18．77\％
Parents take care of when they go to work

## Emotional state

82．5\％
Single

Increase the happiness

7．5\％
None The extent to which pets are destroyed at home alone

## 23\％

Serious

69．5\％
Slight

Spend time

## Interview

People who own dogs and cats were interviewed about the costs and problems they encountered in the process of keeping pets.


## Kong(Single)

Occupation: Designer
Age: 26
Commuting time: About 40 min Salary: 5000rmb/month

Pain points

- There's nobody to take care of the dog while I'm away

When I was on a business trip, I boarded my dog at a pet shop and my dog contracted parvovirus. It took nearly four months of my salary to cure it.


## Yang(Single)

Occupation: Marketing
Age: 28
Commuting time: About 45 min
Salary: $4000 \mathrm{rmb} / \mathrm{month}$

## Pain points

- There's nobody to take care of the dog while I'm away

My cat chewed off three of my earphones in a week. It was so destructive!

New Recording
5.m4a
382 KB

New Recording
8.m4a
947 KB

## Purpose

The project aims to address young people living alone who buy pets and are quarantined at home for 25 to 30 years during the outbreak. I have to leave my pet at home alone because of work. Their pets living alone for long periods of time can damage their physical and mental health, damage the home environment, and increase pet owners' burdens, such as the cost of medical care and new furniture. The hope is to help these pets grow healthily while protecting the earth's resources.

## How might we?



Users group: 25-30 young people living alone.

Goals: Help target people to solve the problem that they have to work and leave their pets at home alone. Helps these pets grow healthily while maintaining the planet's resources.


## Problems:



Pets alone at home will damage the home environment to a certain extent.

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Pets left alone for long periods of time may become inactive. Home alone for more than four hours a day could lead to depression, research suggests.

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People need to buy new furniture and take their pets to the vet. It increases the expense of pet owners

## PACT Research

## - PEOPLE

## Physical:

Young people between the ages of 25 and 30 who have a pet

## Cognitive Abilities:

Help your pets at home alone find a good environment where they can receive professional care and make friends while their owners are at work.

## Requirements:

Give pets a good environment to grow up while their owners are at work.
Reduce the physical discomfort and damage to the home environment caused by pets being alone at home.

- CONTEXT


## Environmental:

Smartphone
At home
In public places

## Social Environments:

Share pet status in real time
Talk to friends about pet ownership

## - ACTIVITIES

## Frequency:

Real-time remind

## Goals:

Help target people to solve the problem that they have to work and leave their pets at home alone. Helps these pets grow healthily while maintaining the planet's resources.

Cooperation:
Keep abreast of your pet's health status
Pet encyclopedia
Learn about the pet care process

## TECHNOLOGIES

## Input:

Interact screen

## Output:

Pet knowledge
A good environment for pets to grow

## Communications:

Visual, Notification, Experience
Medium:
Mobile app

## Journey map

Stage

## Persona

I don't have time to take care of my cat at work, and he doesn't like to eat much when he's alone at home. I also like to bite my earphones, and I have to incur some extra expenses.

- Personality



## Frustration

I get very worried when I come home from work and find the cat hasn't eaten

It is not suitable for pets to grow up at home alone

The service at the pet boarding shop is bad and the cats are infected with bacteria

## - Goal

Want to give my pet a good environment so that it can stay happy while I am at work.

There is a suitable platform for pets to have partners to play with.

Wish someone would help me take care of my cat

## Motivations

What can I ask my cat to do to keep him from being home alone


| Age: | 26 |
| ---: | :--- |
| Occupation: | Officer |
| Location: | China |

## How to care pets when they are home alone...

1. 



Go to pet school


Pet foster care

Expensive


They will provide three meals for their pets and give them professional care.


## Ideas



## _ _ _ Create a pet recruitment app

## Problem:

- Young people living alone who have returned to work offline after the outbreak do not have
time to care for their pets.
- Pets left alone at home can be harmful to physical and mental health and damage the home environment. As a result, pet owners have to carry out extra consumption



## User group:

A young person aged 25-30 who lives alone and has a pet

## Insights



In view of my research, I want to design an app to help pets find jobs. When their owners go to work, they will also send their pets to "work" in the cafe. Reduce the damage to the living environment caused by pets being at home alone.

Meanwhile, pets can get professional care and make friends. Avoid the harm to your physical and mental health caused by being alone for a long time

When their owners get off work, they come to the cafe to pick up the dog or cat and take them home.

## Wireframes

In view of my design idea, I drew the APP Wireframe.


## Primary flow chart



## Primary test



## Feedback 1:

It is not clear which button should be clicked to view the merchant details. The page information is not very clear.

## Feedback 2:

The process of each interface of APP should be more logical, and the placement of icon should be reconsidered to avoid repetition.

## Updated flow chart



## Low-fi interface




## Pawer

Pawer is a pet recruitment app for young people aged between 25 and 30 who live alone and cannot take care of their pets because they are at work.

The hope is to help these pets grow up healthfully at the same time, reduce the pet owners because of the pets left alone at home caused by some unnecessary costs.

## Design element

## Colors

Because the target group of the project is young, I chose a bright color in the APP interface.


Icons


Font specification

ENGLISH FONT
PAWER

FONT: PINGFANG
medium/semibold

## Illustrtion design

## Logo design

## 0000


$\qquad$ 푸 둘
PAWER

The inspiration for the logo is a combination of a briefcase, a magnifying glass and an animal's foot, hoping to express the type of app -- finding jobs for pets

## Sketch



## Main interface



When entering the homepage, users can choose the pet type, and relevant job recommendations will be presented accordingly


Users can click to see details, learn about in-store facilities and choose a better environment for their pets

Sign in interface


Booking interface


Users can view the shares of merchants through the community to know the latest developments of their pets


Pet file

## Interface display



