

# Haven

*Your space, your way.*

*Camas, Kalman, McCaw | CS147 Autumn 2025 | 31 October 2025*

## **Problem**

(a) Gen Z and digital natives want curated spaces but lack the tools or budget for professional design help.

(b) Sharing ideas with friends is fragmented and unstructured when shared through images or over group chats

## **Solution**

Haven is an AR app with collaboration at its core.

Collaborate a/synchronously via methods like messengers/calls with the ability to see furniture, window fixings, and decorations in AR.

# Design Values

## Radical collaboration

Feature: AR multi-cursor and Live Session

Decisions: Shared AR Canvas, Async Commenting, Message/call integration

## Empowerment

Feature: Budget + Style smart filters

Decisions: Budget-capped catalogue, integrated curation catalogs, product links

# Tasks

## Plan a layout (*simple task*)

- users have the need to understand how fixings/furniture/art look in the space they are designing
- users have some beginning inspiration + space to consider,
- now they move forward

## Get design feedback (*moderate task*)

- A, though living in a single, had people come in and give feedback
- as design is a collaborative process, A + P are not the only one with a stake in the spaces she is designing.

## Answer: what can I design my space with? (*simple task*)

- frustrated by switching between multiple apps/tabs to find inspiration, possibilities
- finding inspiration, tools not a requires a lot of movement between platforms

## Organize feedback from multiple people across time (*mod/comp task*)

- organizing multiple channels of feedback information is a headache for P
- over the span of weeks to months, includes collaborators across countries and workplaces

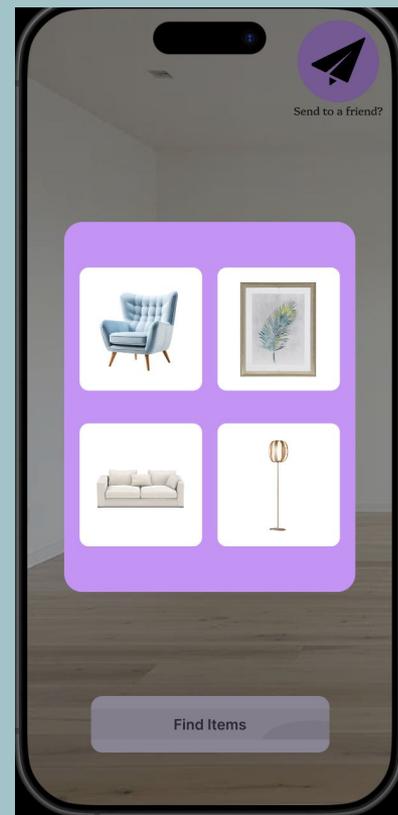
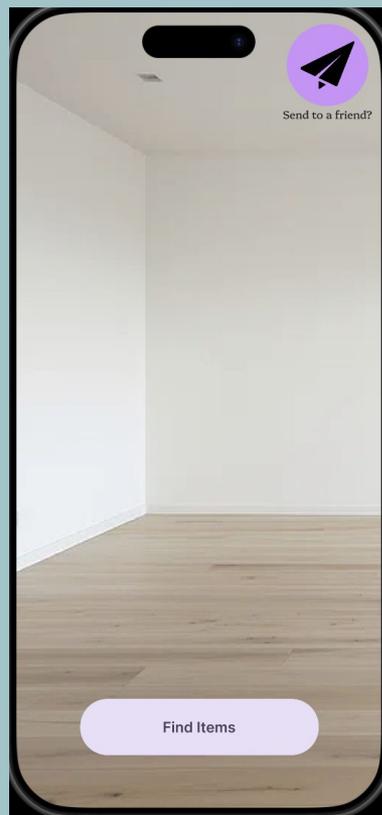
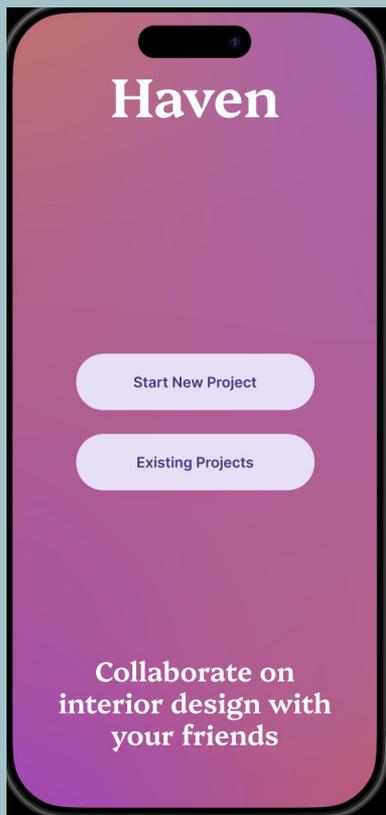
# Task Flow 1

*Haven: Your space, your way.*

Thank you! + Qs

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# Task flow 1



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