

# QuickDraw

A Stanford student's interactive guide to housing



# The Stanford Draw

- Students select a certain tier of housing (1, 2, 3)
- Students must rank their housing preferences in order of where they want to live
- They are randomly assigned a draw number in their chosen tier's range
  - Ex: Tier 2 = (1000-1999), Tier 3 = (2000-2999)
- Housing Services start at the lowest draw number (1) and work their way to the top
- Housing is assigned to students with preference given towards students with lower numbers

# Problems with the System

- **Over 50** different choices of residences
- Each residence has its own **unique blend** of **culture, amenities, and location**
- **Publicly accessible information** about each residence is **limited**
  - Students' draw preferences are often based on word of mouth e.g. "I hear X house has Y"

# Stories about the Draw

I talked to Stanford students about  
their experiences with the Draw.

They confirmed many of my  
hypotheses about the Draw.

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# Research Notes

- Many students were assigned to **houses** they **hadn't researched**
- Some **drew into houses** they didn't know much about- **often their 10th+ choices**
- Students typically only **researched their top ~5 choices**

# My Contribution

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- Goal is a visualization software that helps students select the right residence
- Includes important information about each residence
- Includes filters so the student can personalize their information
- Students make more informed decisions, get housing that suits them