

Team Pacman

- Milestone 4 -



agenda

1. Reflection
2. Design Changes
3. HiFi Web App - Improvements
4. Experiment Design -
Quantitative Evaluation



FOODIYO

- discover new recipes -

The goal of the app is for people to discover recipes with the ingredients they have already at home.

App designed for everybody, but more focused on the youth.

Possibility to choose your ingredients and select different food/diet types.



reflection



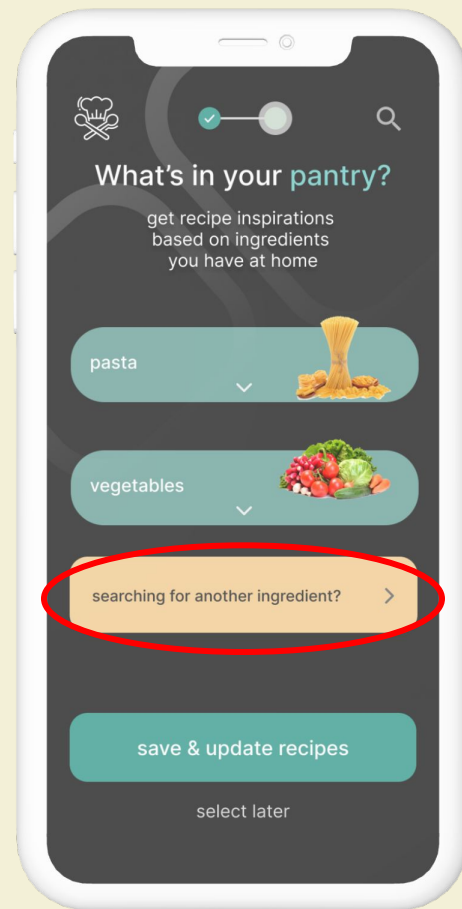
- clear and understandable user flow
- appealing design



- confusion caused by lack of functions implemented
- confusion because of wording (e.g. suggest ingredient button)
- static design and less interaction (no transitions between screens, buttons not clickable)

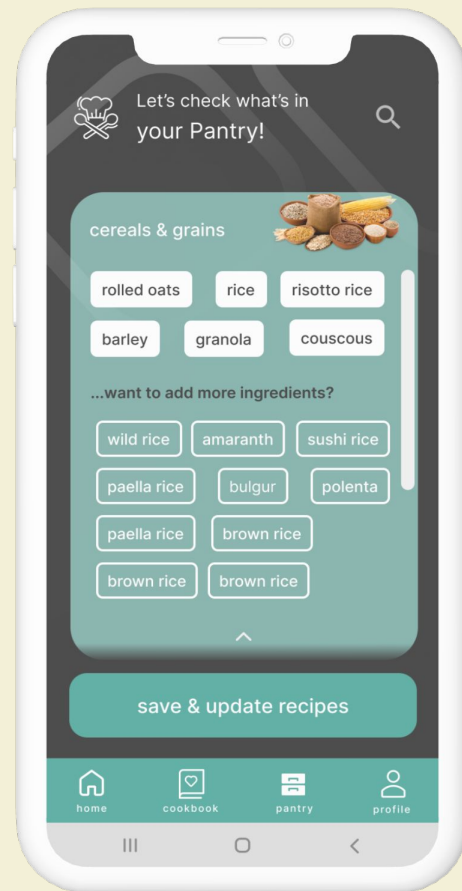
design changes

- Changed wording of button because it was too confusing for the user
- Changed the wording “suggest ingredient” to “searching for another ingredient”



design changes

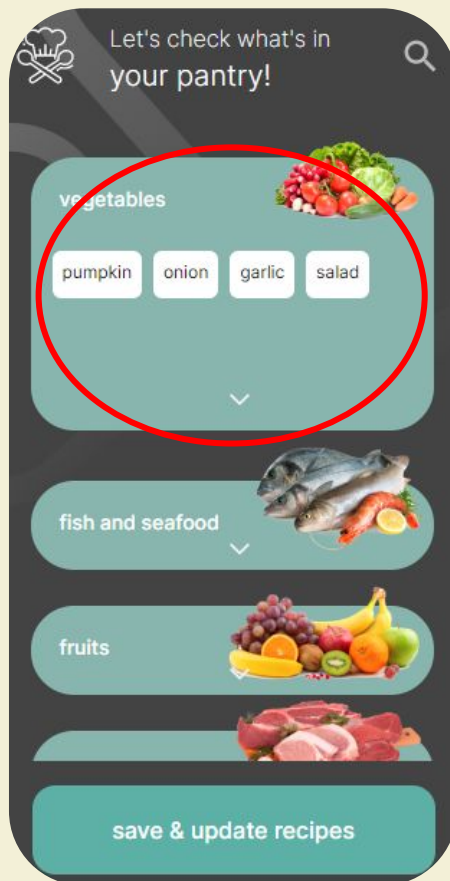
- User were indicating that the screen “let’s check your pantry” looks way too crowded



*before

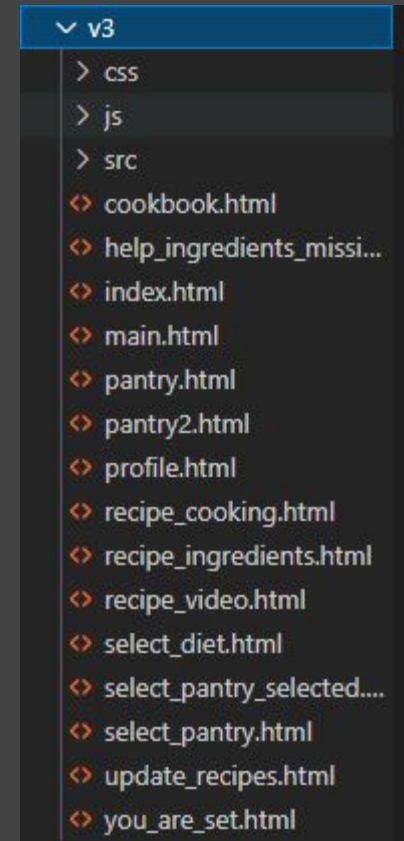
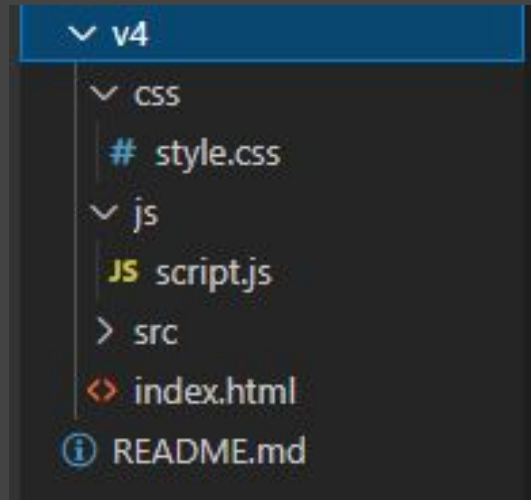
design changes

- Removed additional ingredient suggestions from pantry screen: clear layout, but same structure as ingredient selection at the beginning



*after

...further improvements



animations

- slide transitions
- selection of diet type

animations

- select ingredients in pantry
- add recipe to favorites

animations

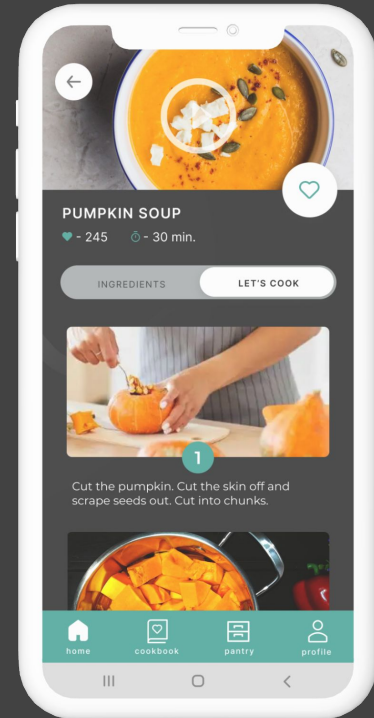
- adjust servings of recipe
- add overlays
- switch between tabs
- play video function

quantitative evaluation - experiment design



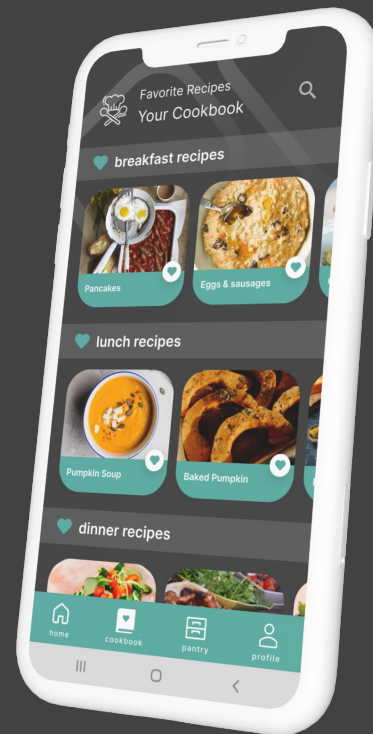
quantitative evaluation - hypotheses

1. Subjects do not make more than **4 errors** when conducting the tasks [1,2,7,9]
2. Subjects complete tasks 1-5 with a **completion rate of 78%** [2,5].
3. Subjects do exceed a **SUS-Score of 70** regarding the complete application [1,2,6].
4. The average **Task Level Satisfaction** does exceed a value of 5 [9].



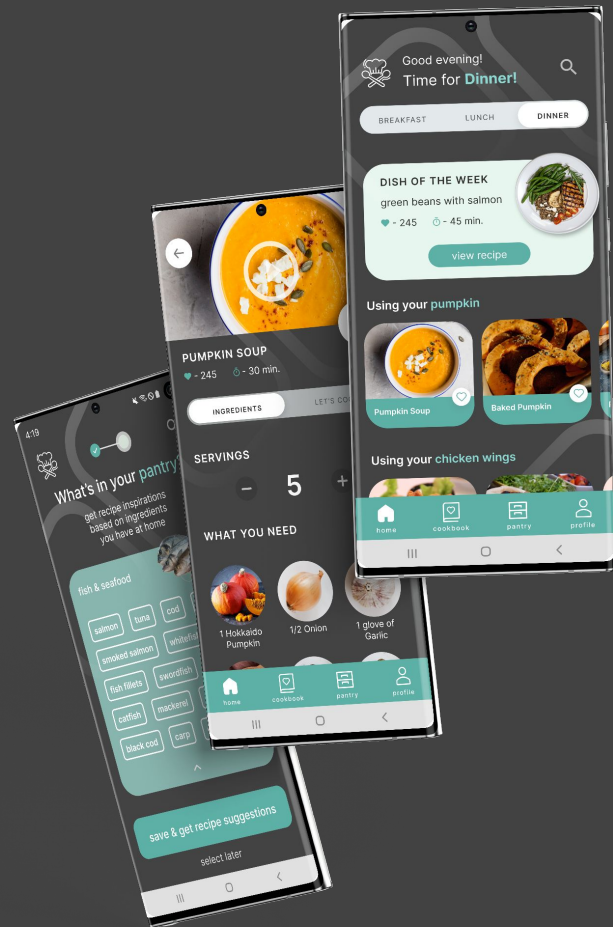
quantitative evaluation - test cases

1. Take a look into your pantry. Search for a recipe with your ingredients: pumpkin, onions, garlic, salad.
2. You try to avoid dishes that contain meat. Open the app and set that you want to receive only vegetarian recipe suggestions.
3. Check the main screen and look for a recipe with pumpkin as a main ingredient. Add this recipe to your favorites. Where do you find it now?
4. You are running out of pumpkin. Try to remove it from your pantry.
5. You want to cook the pumpkin soup again. Is there a possibility to replace the hokkaido pumpkin?



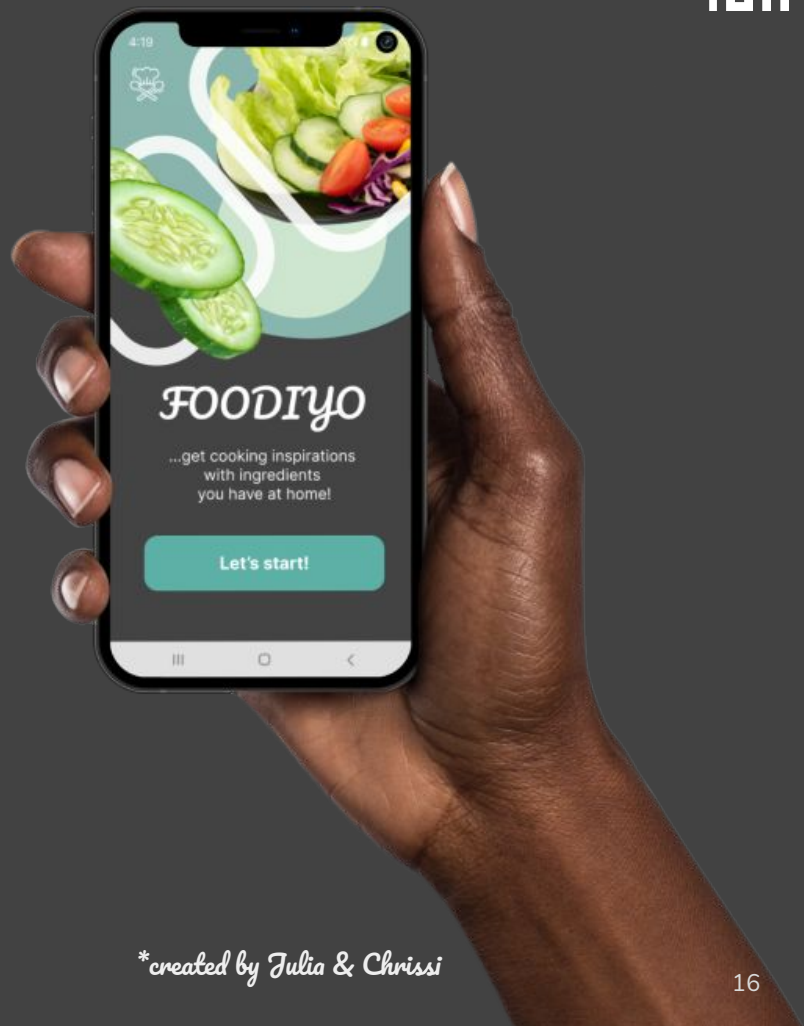
what needs to be done..

- finalize prototype
- include feedback
- conduct usability study
- analyze results



thanks for your attention!

Looking forward for your feedback :)



**created by Julia & Chrissi*

references

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- [5] "10 Things To Know About Completion Rates", <https://measuringu.com/completion-rates/>, access on 18.01.2022
- [6] Aaron Bangor, Philip T. Kortum & James T. Miller (2008) An Empirical Evaluation of the System Usability Scale, International Journal of Human-Computer Interaction, 24:6, 574-594, DOI: [10.1080/10447310802205776](https://doi.org/10.1080/10447310802205776)
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- [9] "Usability Metrics – A Guide To Quantify The Usability Of Any System", <https://usabilitygeek.com/usability-metrics-a-guide-to-quantify-system-usability/>, access on 17.01.2022