Thesis Proposal: Augmented Reality Cooking Aid for Beginners

# Research Aim

The aim of this research is to explore the effectiveness of Augmented Reality (AR) technology as a tool to enhance the cooking skills and confidence of beginners. This study intends to evaluate how AR can provide interactive, visual, and step-by-step guidance that simplifies the cooking process, reduces mistakes, and improves overall culinary outcomes.

# Research Hypothesis

AR technology can significantly improve the cooking skills and confidence of beginners by providing immersive, interactive, and real-time guidance, leading to better culinary results and increased willingness to engage in cooking activities.

# Research Questions

* RQ1: How does AR technology impact the learning curve and skill acquisition of beginners in cooking?
* RQ2: What are the specific features of AR that make it an effective tool for cooking education?
* RQ3: How does the use of AR in cooking influence the overall user experience and satisfaction of beginners?

# Previous Similar Projects

* Project Title: "AR Kitchen: Enhancing Cooking Skills through Augmented Reality"
* Description: A study that investigated the use of AR glasses to provide real-time cooking instructions, showing promising improvements in user engagement and cooking success rates.
* Project Title: "Virtual Chef: Augmented Reality for Culinary Education"
* Description: This project focused on developing an AR application to teach basic cooking techniques to novices, highlighting the advantages of interactive and visual learning methods.
* Project Title: "Cooking with AR: An Immersive Approach to Learning Culinary Arts"
* Description: Research on how AR can be utilized in culinary schools to assist students in mastering complex recipes and techniques with step-by-step augmented instructions.