

Research Methods Milestone 3: Research Project Canvas	
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**Directions:** Accomplish the canvas based on your findings.

<b>PROBLEM</b> Many people find it difficult to decide what to cook based on the ingredients they have available. This is often due to a lack of creativity or knowledge of different recipes.		<b>OBJECTIVES</b> 1. To develop an algorithm that can accurately identify ingredients in a photo.  2. To create a mobile application that uses the algorithm to suggest recipes based on the identified ingredients.  3. To evaluate the accuracy of the algorithm and the usability of the application.
<b>RESULTS AND IMPACT</b>  The algorithm will be able to accurately identify a variety of ingredients in photos. The mobile application will be easy to use and provide helpful recipe suggestions. This will save people time and money, and help them to eat healthier by using up ingredients they already have.	<b>PARTICIPANTS</b>  The participants will be recruited from a variety of demographics, including age, gender, and cooking experience.	<b>METHODOLOGY</b>  The research methodology will involve a combination of quantitative and qualitative methods. Quantitative methods will be used to evaluate the accuracy of the algorithm and the usability of the application. Qualitative methods will be used to gather feedback from users on their experience with the application.

<b>DISSEMINATION</b>  The results of the research will be disseminated through a variety of channels, including academic publications, conferences, and online platforms.	<b>TIMELINE</b>  The project will begin in February 2025 and finish by May 2025, with a total duration of two months.	<b>RESOURCES</b>  The project will use a computer with image processing software to develop and test ingredient recognition algorithms.  The project will apply a smartphone to prototype and evaluate the mobile application for recipe suggestions.  The project will benefit from a dataset of images of ingredients to train and validate the image recognition system.