# PROBLEM DOMAIN

We have reached a point in time where timely and decisive actions must be taken to protect the environment and stop global warming, where the consequences of inaction are severe and may leave the planet in an unrecognizable state. When it comes to the cause of global warming, mostly, burning fossil fuels and deforestation come to mind.

However, the design team believes that food waste has been somewhat trivialized and deserves more attention as individuals can have impact, although, many may be unaware.

Not only is food waste contributing to climate change, it also brings huge economic losses. Moreover, U.N. Department of Economic and Social Affairs state that, in the world today, seven billion people eat low quality food and more than three billion are malnourished. Therefore, to ensure that future generations will have access to plentiful of quality food it is essential that more people start making a shift towards a sustainable living.
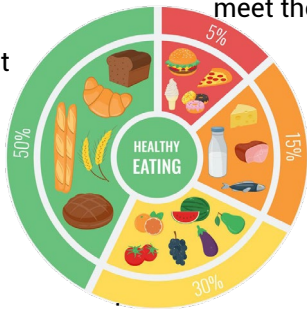
WHAT IS SUSTAINABLE FOOD?

Sustainable eating involves selecting foods that are healthy for our bodies and the environment. This means foods that provide a balanced diet for the body but also facilitate the conservation of the environment. These are foods grown and processed in a manner that does not harm the environment or compromise its ability to meet the needs of future generations.

HEALTHY EATING
5%
15%
30%
50%

AIM OF OUR APP
- ✓ Increase Food Literacy
- ✓ Healthy Food
- ✓ Sustainable Food

TARGET AUDIENCE

Designed for all groups that want to live healthier and more environmentally sustainable lives.

HEALTHY FOOD

Through this project, the design team aims to explore how technology can be applied to assist in food planning to achieve a more sustainable and healthy lifestyle. We believe that reducing the cognitive load of food planning help users achieve and retain healthy and sustainable food habits.

GROUP MEMBERS: SIGURD   THOMAS   JIAJIA   SHUANG

DESIGN PROCESS

DOMAIN RESEARCH

We came into a team with every individual's researches, and confirmed the final topic after sharing and communicating every possible aspect.

ESTABLISH REQUIREMENT

Performed interviews and used the data to create affinity diagrams, and listed out users requirements in the order of importance.

USER TESTING

Based on the product's aim we made the testing protocol, collected and analyzed the feedback for the final product.

PROTOTYPE

Every member proposed a design according to the top 5 requirements, and made the final paper prototype based on those reasonable assumptions.
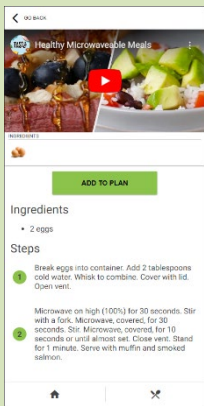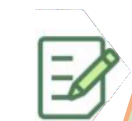
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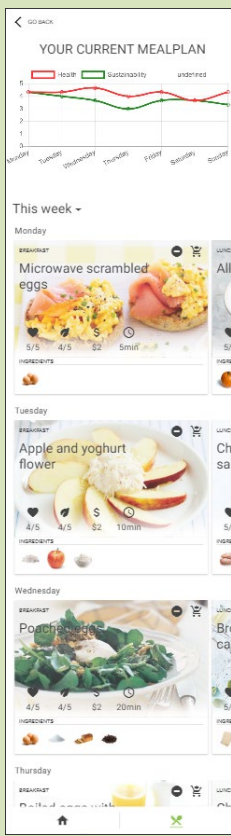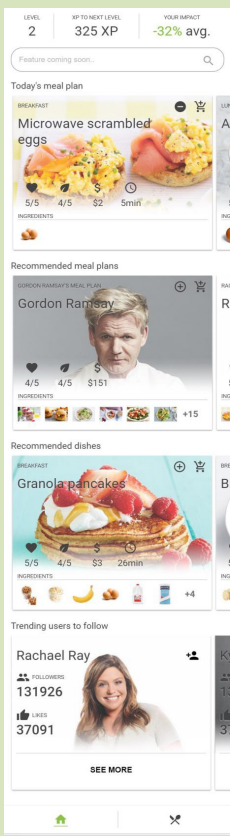Based on user feedback, the team made some Aesthetic and functional changes to the design.

HI-FI PROTOTYPE

RECIPE PAGE

MEAL PLAN PAGE

MAIN PAGE