KITCHENKAT

ASSORTS RESPONSIBILITY SHARE IN KITCHEN

Problem Space

In shared households, students age 18-25 often struggle with uneven task distribution due to time pressure, limited budgets, and poor coordination. This leads to conflicts, food waste, and a lack of fairness.
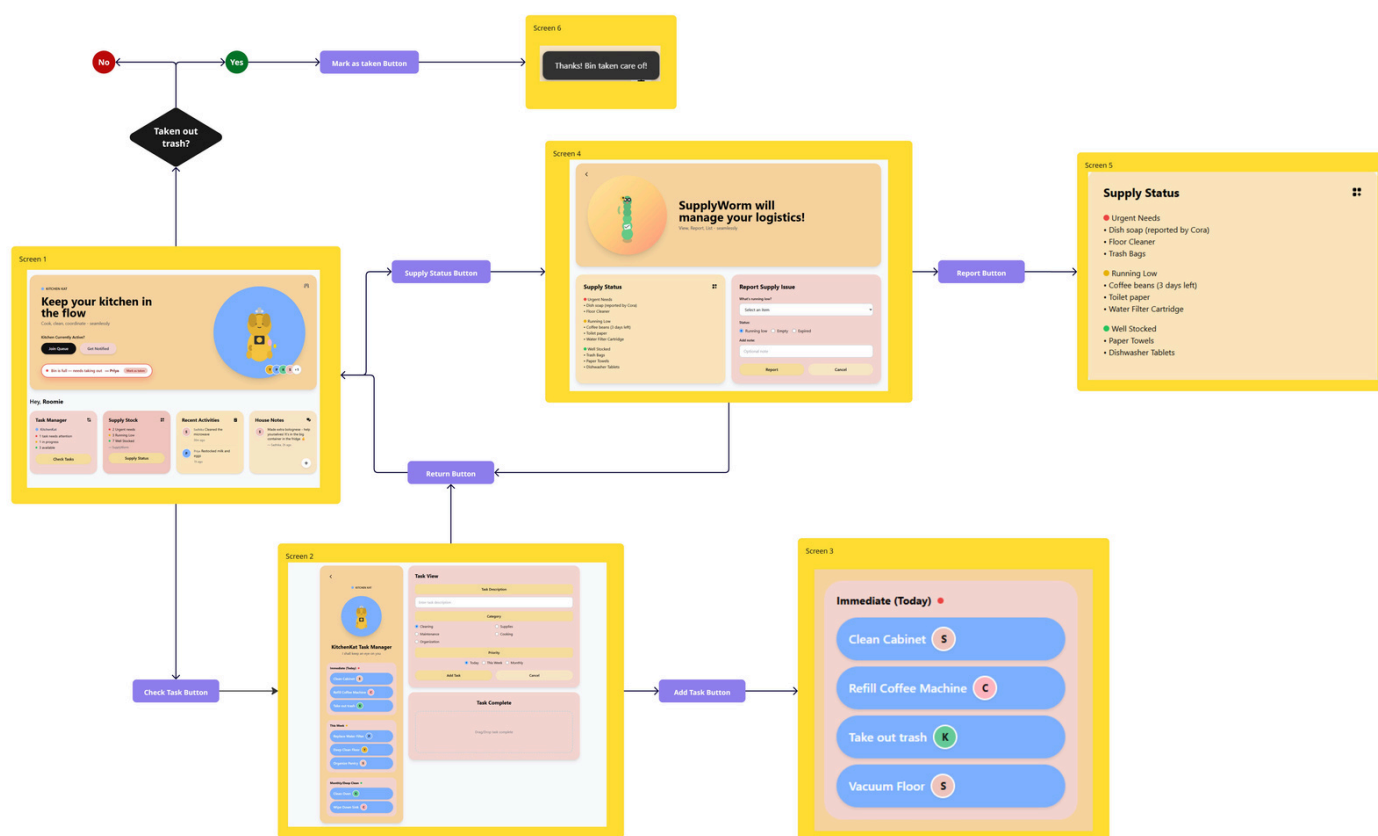
There is no effective system that helps housemates collaboratively and fairly manage everyday tasks like cooking, shopping, and cleaning.

Design Opportunity

To design a social and mobile system that promotes fairness and accountability in shared kitchens

User Flow

Research Findings

Cost and visibility strongly shape food choices

Students are more likely to choose convenient or visible foods, even when less healthy.
(BMC Public Health, 2022; Obesity Science & Practice)

Healthy diets are perceived as expensive

while current eating habits are often cheaper but nutritionally poor.
(BMC Public Health, 2016)

Simple, actionable prompts at decision time

The prompts are more effective than calorie tracking or complex nutrition tools.
(Public Health Nutrition, 2013; Annals of NY Academy of Sciences)

Environmental and social context matter

Students' food habits are shaped by shared spaces, time pressure, and peer influence.
(Obesity Science & Practice; BMC Public Health, 2022)

Unequal task sharing causes conflict

household chores are repeatedly identified as the "prime source of conflict in shared living."
(Clark, 2017)

Ethical Considerations

Data privacy & consent
minimal data collection with clear user consent

Fair representation
Avoid biased task assignments

Informed participation
Ensure all users voluntarily join the system

Design Process

Research & Problem Definition

1. Conducted literature review and student interviews about shared living and eating habits.
2. Identified key pain points: decision fatigue, lack of coordination, unfair task distribution, and food waste.
3. Synthesized insights → defined design opportunity to support fairness and collaboration in shared households.

Ideation & Early Prototyping

1. Generated multiple concepts
2. Created low-fidelity sketches
3. Conducted user evaluation sessions to test usefulness, and social engagement.
4. Found that early concepts were too functional but not social enough.
5. **Pivoted from recipe planning**

Refinement & Evaluation

1. Developed refined prototype
2. Integrated feedback from evaluations: clearer task roles, notifications, and fairness cues.
3. Assessed usability, motivation, and perceived fairness through scenario-based testing.