

## Domain:

Students who have recently moved out of their family home who are adapting to living independently in a shared house environment.



## Problem space

Centered around feelings of loneliness and isolation when living in a shared environment where one wants to cook and create connections with their housemates.



## Key users:

**Students** who have recently moved out of their family home and need to learn how to become **self-sufficient** in a **shared living environment**



DECO3500  
Social & Mobile Computing

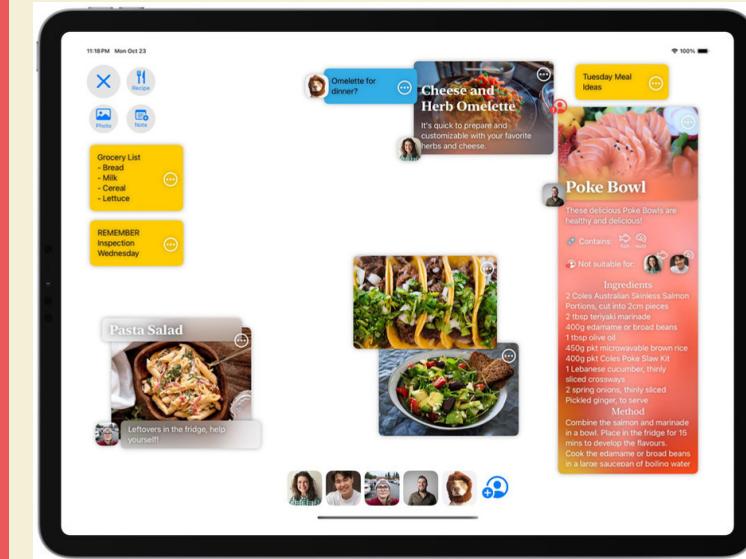
## User considerations:

- User considerations:
  - Not all students have an interest or desire to cook
  - Some may have different access to kitchen equipment
  - Variety of available time and skills
  - Not all households operate in the same way as some household members are really close and friends, whilst others don't like to interact with one another at all

Our **opportunity** to create an interactive and collaborative device that allows users to coordinate their meal times, ultimately encouraging social connections within the household.

## Our concept

A physical device within a kitchen (e.g., integrated into the counter, fridge, or kitchen splashback) allows users to interact with one another and the device within the space.



## Prototype:

Prototype:

- Storyboard
- Low-fidelity
- User profiles
- Medium-fidelity
- User testing - think aloud + feature card sort
- High Fidelity
- User testing - think aloud

## Evaluation:

Think aloud



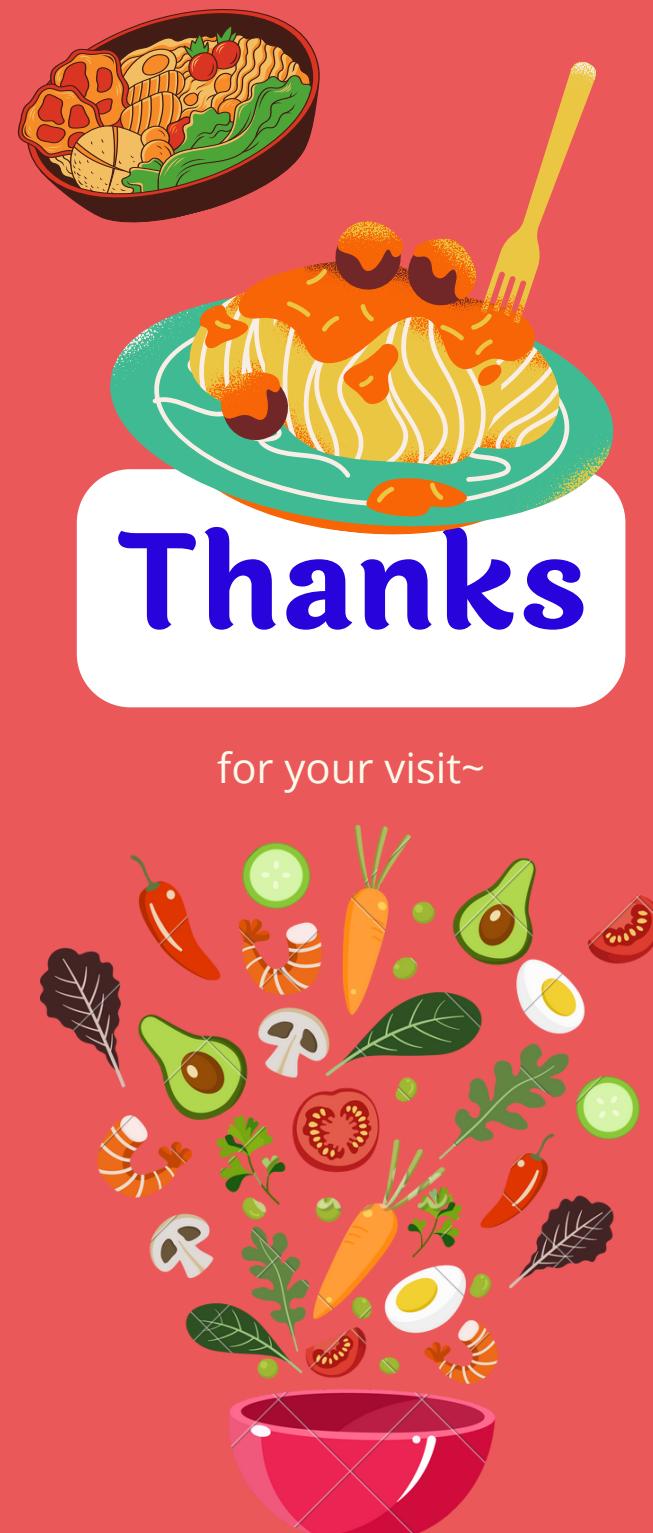
## Ideation

In response to user testing feedback at each stage, we iteratively ideated and refined our design, enhancing user-friendliness through modifications and targeted testing, whether for specific features or complete prototype assessments.



# Capable-U

Cook Together



Adlting 101



LACHIE C



SAMMIE C



Congxiao Zhou



Eve Zheng



Danni Mei