

CapableU

NOT JUST A COOK BOOK



Lachy



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Our Strengths

- Design thinking experience
 - Clear user research and critically evaluated prototypes
- Strong technical skills
 - Allowing us to create a high-fidelity product in the end
- Passionate about idea and domain
 - Domain is close to us, so we can empathise and relate to the target user

DOMAIN

Students who have recently moved out of their family home who are adapting to living independently.

PROBLEM SPACE

- Lack of knowledge about personal nutrition and healthy eating habits.
- Insufficient cooking skills.
- Missing social interaction around cooking and eating.

“Eating behavior such as skipping meals and consuming unhealthy meals has a significant association with mental well-being in college students” (Morshed et al, 2022)



Audience & Previous Attempts



TARGET USERS

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



Image: GE

CONSIDERATIONS

- Not all students have an interest or desire to cook
- Some may have differing access to kitchen equipment
- Variety of available time and skill levels
- Cultural and dietary preferences



Image: Samsung

PREVIOUS ATTEMPTS

GE Kitchen Hub

- Touchscreen Rangehood
- Integrated Cameras
- User-agnostic
- Centralises services eg messaging, recipes, sharing photos
- Focused on the education and recipe components

Samsung Family Hub Smart Fridge

- Integrates closely with other devices
- Share content in a social setting
- Doesn't address aspects like education and diet



Design Opportunity & Concept



Our opportunity

To create an interactive and collaborative device that allows users to learn cooking skills.

Our concept

A physical device within a kitchen that users interact with within the space.

- Exploring the Physical Space (eg could be implemented as a projector that is seamlessly integrated into the environment)
- Suggesting Recipes
- Notice Board
- Shared Content
- Integration with Personal Devices



SOCIAL VS MOBILE QUALITIES

Social qualities - aware, collaborative, interactive, synchronous and asynchronous

Mobile qualities - context specific, location specific, private

Work Plan

Methods: research, prototype, evaluate, ideate

Deliverables - we are going to have implications from the user research, a collaborative prototype, low fidelity prototype, a high fidelity prototype

Research

- User and literature-based
- Plan:
 - (1) Observation
 - (2) Surveys
 - (3) Interviews
 - Both to learn about current habits, and to test receptiveness to the idea.
 - (4) Market research

Prototype

- Storyboarding
- Body-storming
 - (1) Using sticky notes and other physical objects as an analog for the digital ideas
 - Co-operative prototyping
 - (1) To define the style and structure that people expect. The look and feel of a physical object in someone's kitchen is important

Evaluation

- Story Telling
- Personas
- Past Work
- User Tests
 - Think-aloud
 - Usability Testing

