
Assignment 2:

Points of View

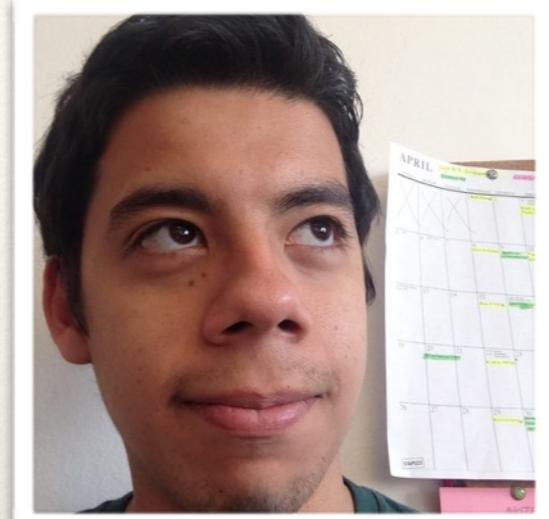
Presenter : Jorge Garcia



Andrew Barakat



Jorge Garcia



Emanuel Cortes



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Team Members

Nutri-Good

Public Domain

Making nutritional information and food items more accessible for the elderly.



Initial Point of View

- ❖ Dave
- ❖ Uses all kinds of devices, but still finds it hard to collect and use data
- ❖ Provide information in a simple and easy way



Who did we interview?



Manny's Grandma: Feels comfort in food, but not with her medication



Janet and Neal:
Janet monitors Neal's health and reads nutritional magazine



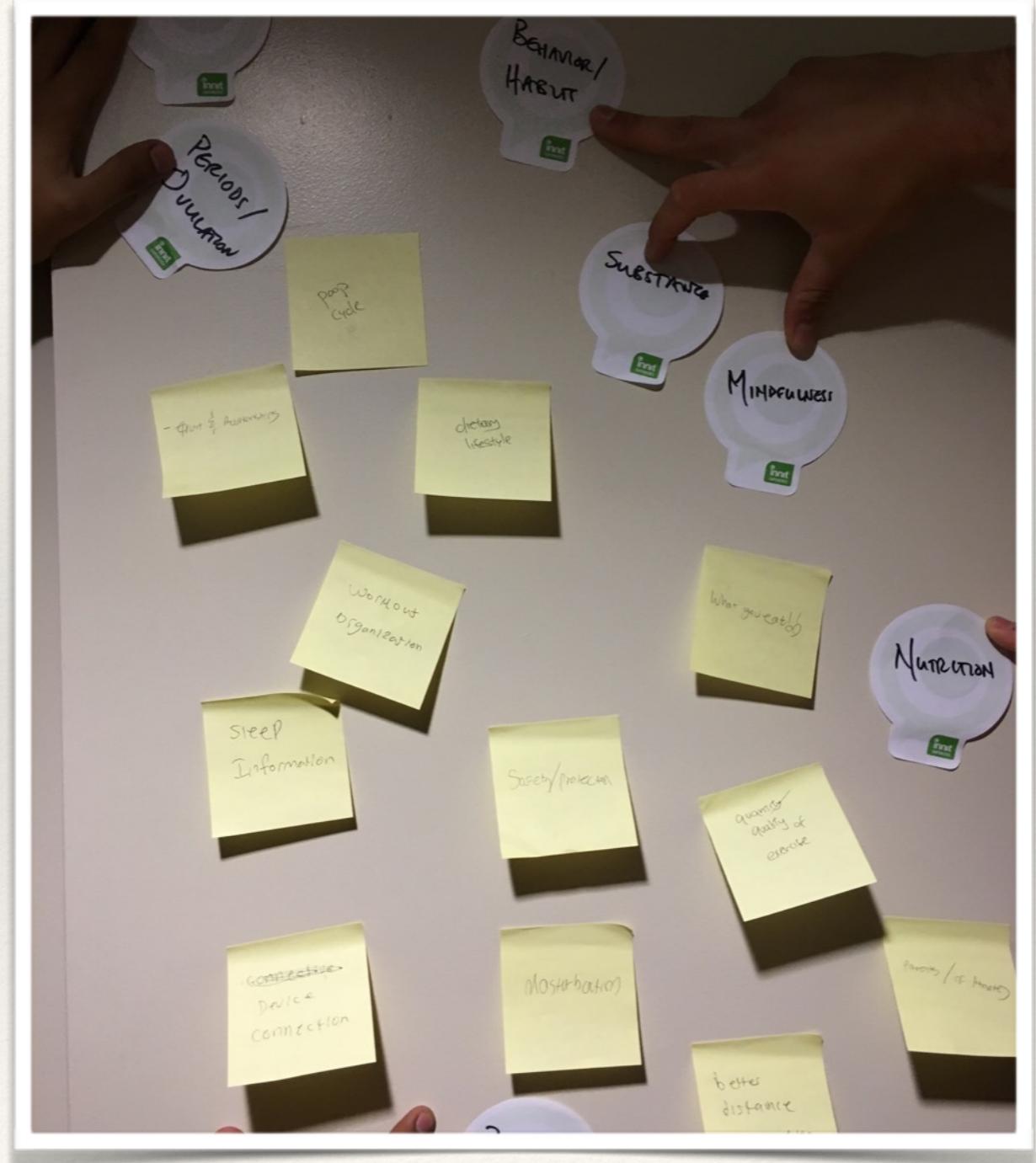
Pat: takes nutrition classes and son lost kidney

What did we find out?

- ❖ The elderly are concerned about the health of their family
- ❖ People around the elderly use technology more than they do
- ❖ Some find cooking to be a comforting experience

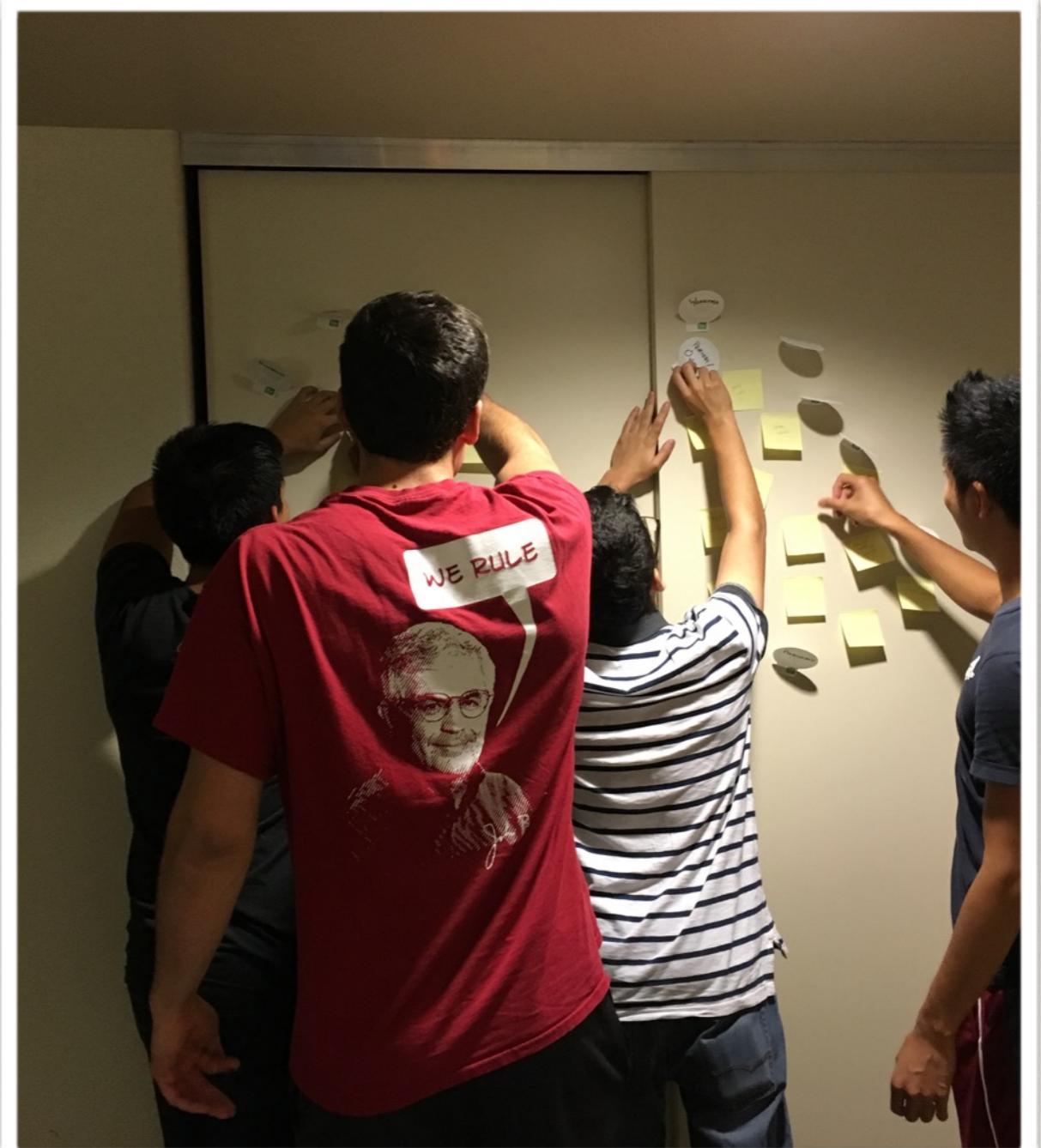
Point of View #1

- ❖ POV: Maria found comfort when she cooked
- ❖ HMW: Encourage trust between doctors and patients
- ❖ Solution: Create a channel for more frequent communication between the two sides



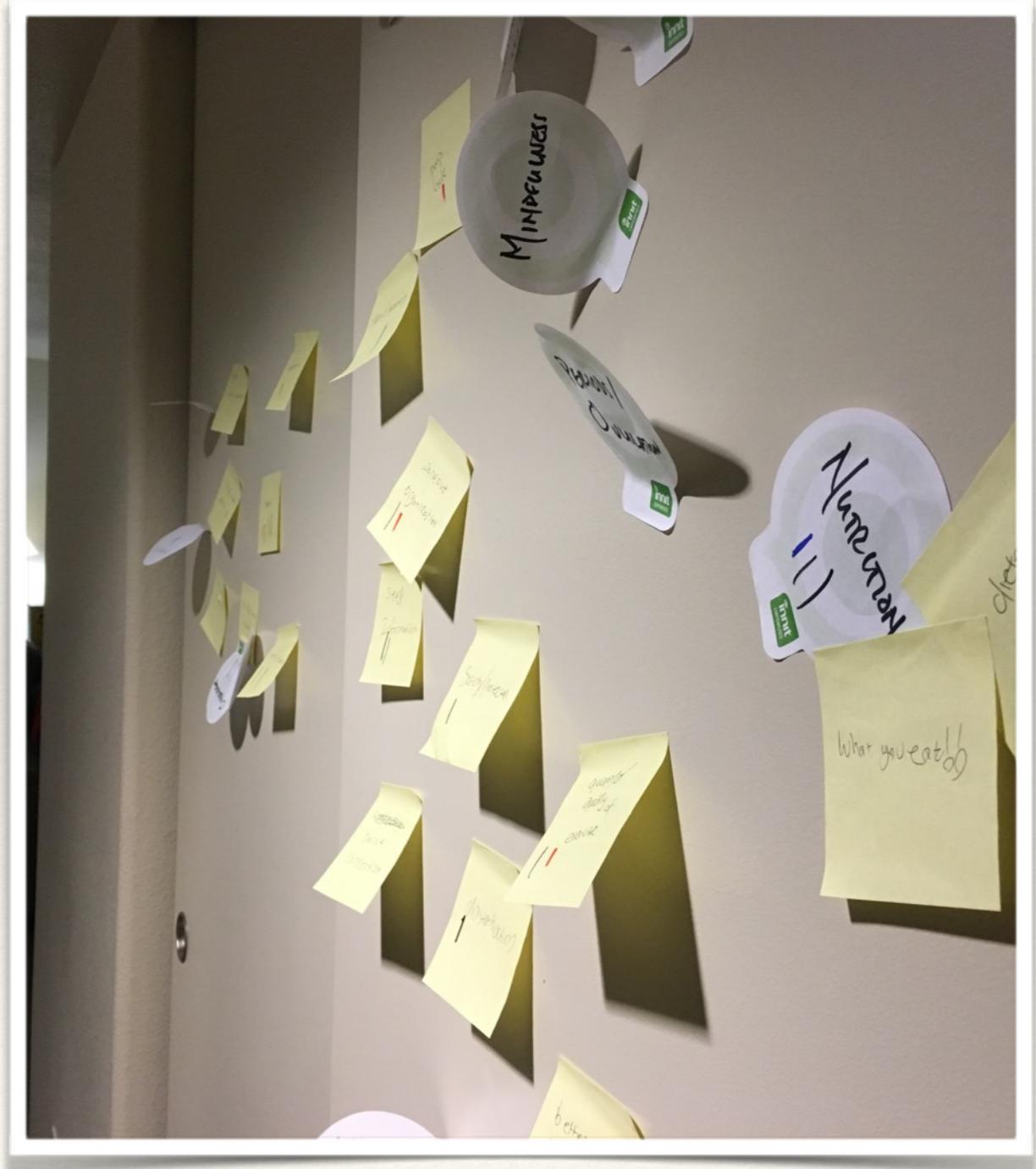
Point of View # 2

- ❖ POV: Janet and Neal's grandchildren download most of the apps
- ❖ HMW: Get the grandkids to care about their grandparents' nutritional health & talk to them about it
- ❖ Solution: Gamify the process of caring for grandparents' health

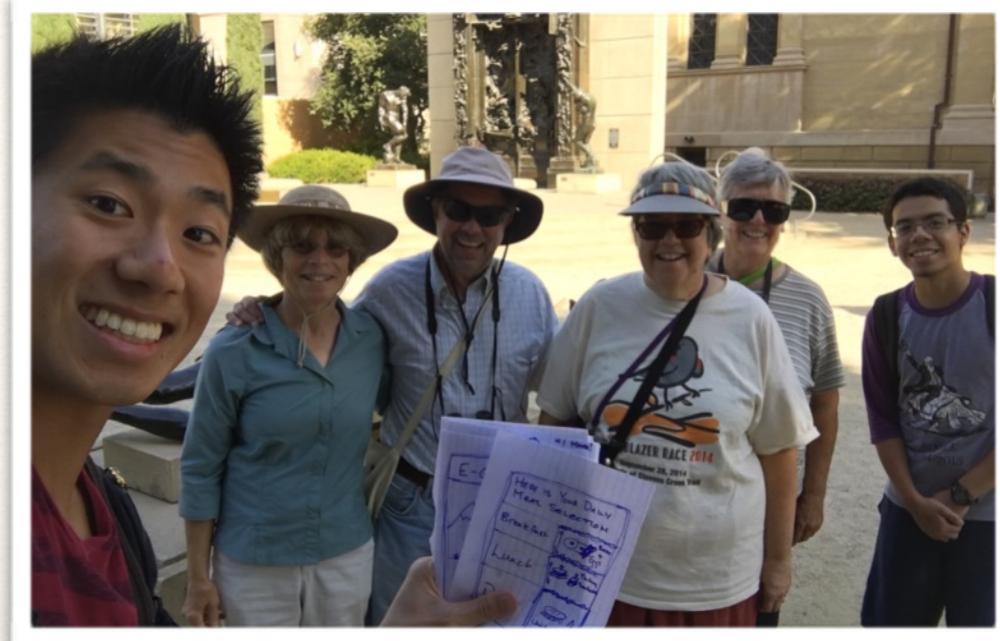
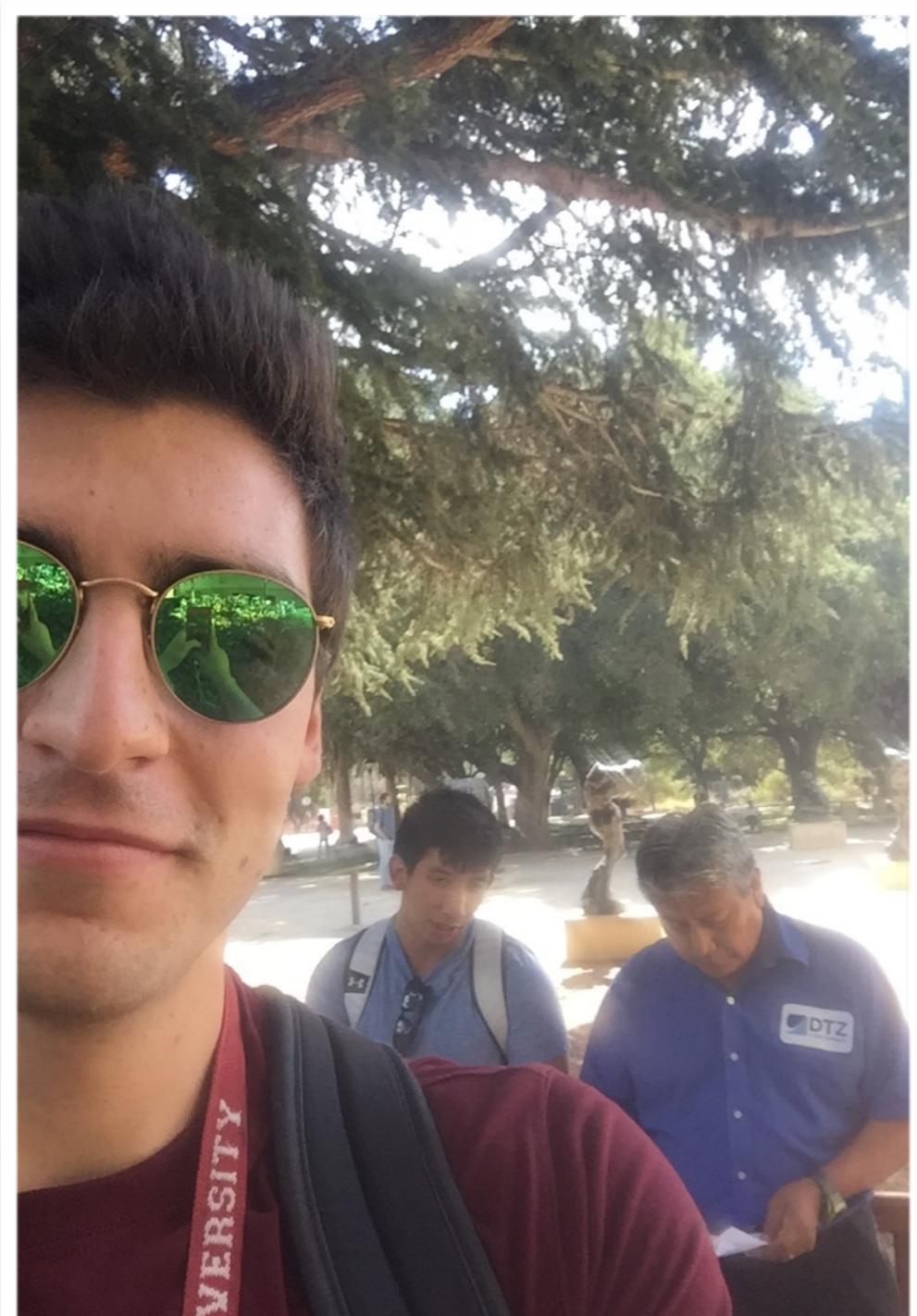


Point of View # 3

- ❖ POV: Pat's concern of family nutritional intake
- ❖ HMW: Change nutritional values into tangible meals
- ❖ Solution: Be given nutritional options that would meet one's dietary needs

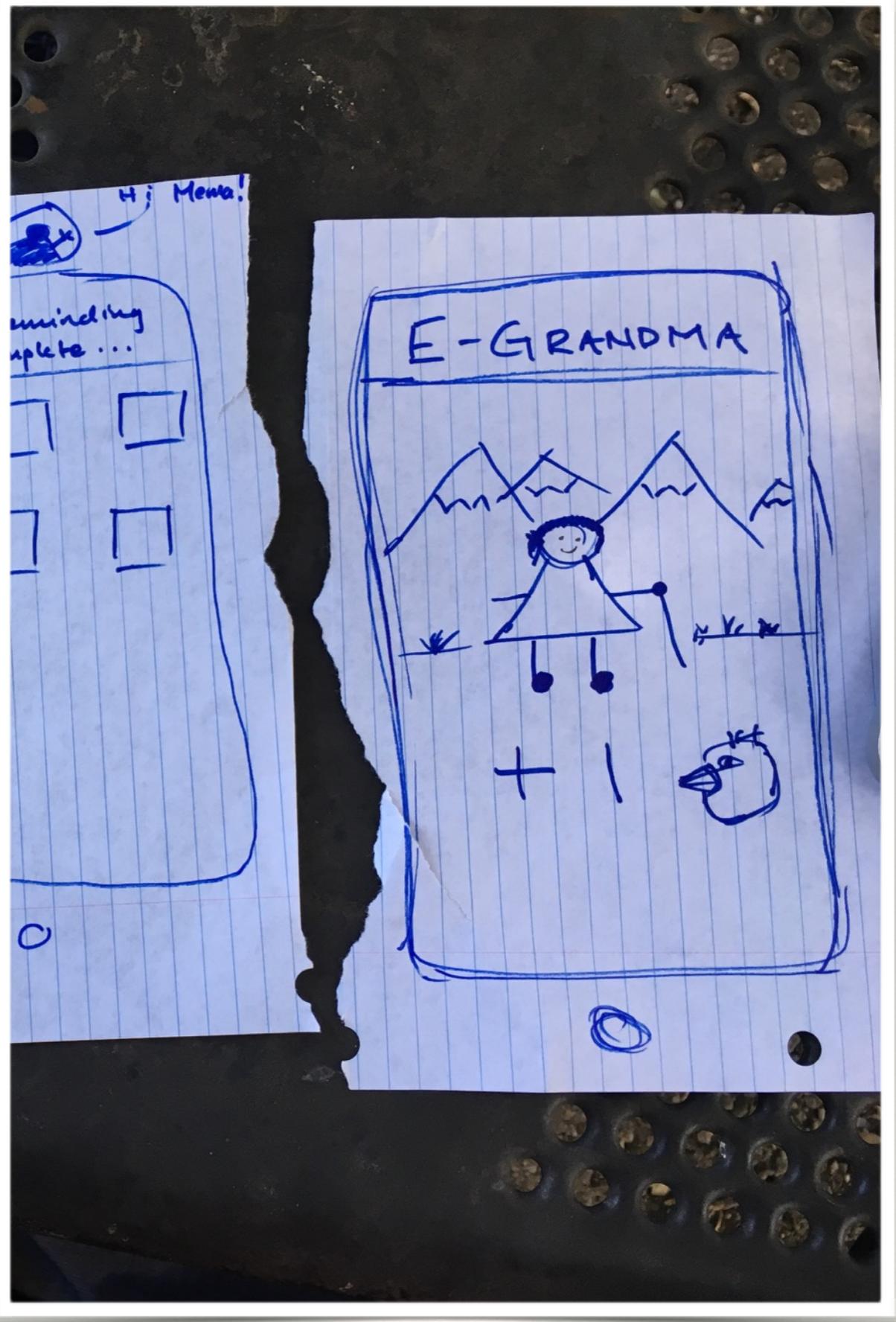


Overall Prototype Experience



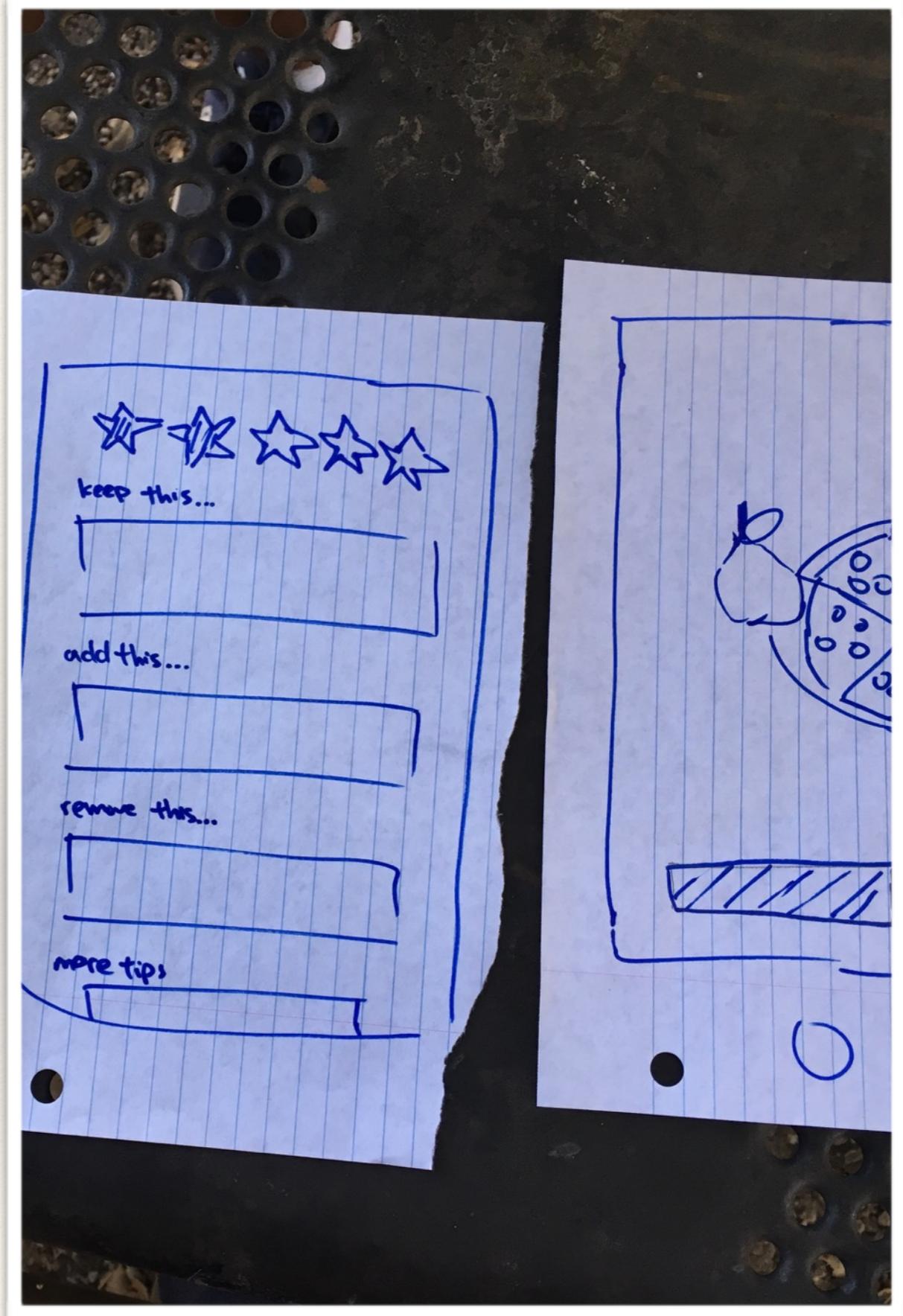
Experience Prototype # 1

- ❖ E-Grandma:
- ❖ Gamification of the grandchild / grandparent interaction over nutrition
- ❖ Most enjoyed the interaction part of the app
- ❖ Gamification could be harmful



Experience Prototype # 2

- ❖ Food Photo:
- ❖ Sending pictures of meals to doctors so they can provide feedback
- ❖ There was not necessarily a desire for so much doctor interaction
- ❖ Many were afraid they wouldn't be constant with the photo taking
- ❖ To a degree the elderly were willing to take pictures of food



Experience Prototype # 3

- ❖ BrLuDi:
- ❖ Gives selection of foods that might help meet the user's nutritional needs
- ❖ This was the most successful prototype
- ❖ Interviewee liked the simplicity and sense of independence
- ❖ Were fine with prescription of meals given some choice



Questions?

