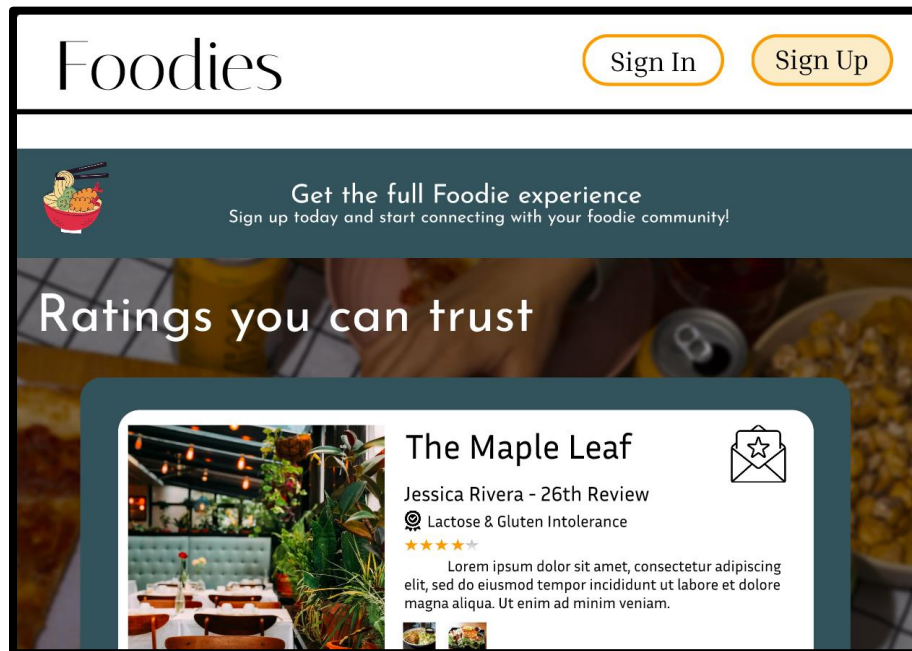


University of North Carolina at Charlotte

Foodies

Final Design Report



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ITIS 3130: Human Centered Design

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1 Introduction

Seventeen Percent, that's how many adults aged 20 and over reported being on any type of special diet in 2015-2018, according to the Center for Disease Control and Prevention. It is due to this fact that many people have had to adjust their lifestyle to comply with their dietary requirements, an adjustment that has been made harder simply by not having knowledge of local restaurants that cater to their dietary needs. Unfortunately, this problem can also influence their social circle; many people have found themselves unable to join or agree on a restaurant to visit with their friends, because those particular establishments do not cater to their needs. In an effort to resolve this issue we have come up with a platform where not only can the user see a list of restaurants that cater to their dietary needs, but also incorporates a social aspect where they can meet other people that also have dietary restrictions. They can both receive and send invitations to others in the area, with a place, time, and even a form of transportation. By combining the ability to easily find local restaurants with the ability to find people with similar restrictions we hope to create an ecosystem that reduces the impact that specialized nutritional needs have on people.

2 NeedFinding

2.1 Introduction

This needfinding survey report represents the findings of a comprehensive survey conducted with a diverse group of adults, mostly students, predominantly aged between 18 and 29, and a subset of participants representing older age groups. The primary aim of this survey was to gain deep insights into the dining behaviors, feedback-sharing practices, and community needs of our target user base, ultimately driving the establishment of clear design goals for our project.

2.2 Personas



THAT GIRL LAURA

Age: 22

Occupation: Student

History Student at Cambridge

Major: History

Location: England

Home-Town: Nashville, Tennessee

Laura is a part of many organizations on campus that include the student involvement committee, campus outreach, and Cambridge film community. Being so productive can be tiring for Laura but thinking about the impact she makes on her little brother keeps her going. Her family lives in Nashville, her hometown, but in Cambridge she has her chosen family which

makes her college experience better. She usually goes out with different friend groups with many different types of personalities and preferences. Laura ends up having to find specific places and to adjust to her friend's dietary restrictions; however, Laura herself does not have any restrictions. It is important to her to keep up with her friends since it makes her feel less lonely. She considers herself very outgoing and likable but others opinions affect her. Usually when she is not with her friends or doing homework, she finds herself writing poems and cycling throughout the city.

Being that Laura is a student in college, she works with her apple laptop for her assignments. This includes doing research for her essays, working with google docs, and submitting work through Canvas. Along with that she uses her laptop to find different places to eat and look up reviews on reddit, google maps, or even on a delivery service website. She also utilizes her phone to call restaurants to confirm their menu options.

As a junior in college, her plans are to finish her bachelors in History and go back to her hometown to teach at her old high school. The dream of being a history teacher is to improve the way history is taught in school. Along with that the reason for bringing her back to her hometown of Tennessee is her high school sweetheart, John. She wants to live the 'American Dream' of a three bedroom house with a white picket fence. Being that in college so far she is used to and enjoys finding places to eat, she was introduced to the career of a food critic. Although she might not seek to get certified within the field, she hopes to create a social media presence where she can share all her favorite places to eat.



William Sector the Fourth

Assistant Professor at Duke University

Age: 26

Major: Doctoral in Mathematics

Location: Raleigh, North Carolina

Home-Town: Hawaii

William is an assistant professor at Duke University, his goal is to complete his Doctorate in Mathematics. His dream is to apply his mathematical skills to uncover the mysteries of space. He is involved in cycling, chess, yoga, photography, and blogging! On the weekends William likes to travel with friends to different nearby cities to find local eateries. His allergy towards vegetable oils makes this an interesting challenge. When he is not studying or grading papers during the week, William can be found online blogging about his adventures in different cities, and the correlation between the restaurants he found and their adaptation towards food allergies.

Family goals: Does not want a family as it gets in the way of traveling

Life goals: Want to be an influencer and post blogs reviewing the foods he is going to try or has tried before.

2.3 Investigation

By engaging with individuals from different age brackets within the adult demographic we looked to uncover a comprehensive understanding of their dining preferences and social interactions related to food experiences. The survey was precisely designed to gather insights into users' feedback-sharing habits, group dining planning behaviors, and their interest in connecting with others who share similar dietary restrictions and food interests.

2.4 Results

The culmination of this survey process has been instrumental in shaping our design goals, which center around enabling users to seamlessly share feedback on dining experiences, facilitate group dining plans, and foster connections within a community of individuals with shared dietary preferences and culinary interests. In the survey, we learn that more than 55% of the surveyed have some type of dietary restriction. More than 60% are willing to travel 20+ minutes to go get some food whether it's by driving or catching a ride. And the most surprising result we got from this survey is that more than 80% of the surveyed use some kind of food service application, mostly doordash.

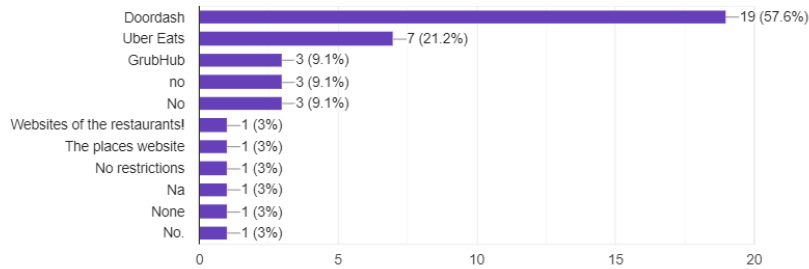
Some interesting results:

1. 57% use Doordash as the platform to find restaurant's accommodations to their diet restrictions. This is surprising since only 2 people said they would visit the website of the restaurant. I would've expected more people referring to the place's website.

Do you use any mobile or online applications to help find a place that offers your diet restrictions, if so what are they? (select all that apply)

 Copy

33 responses

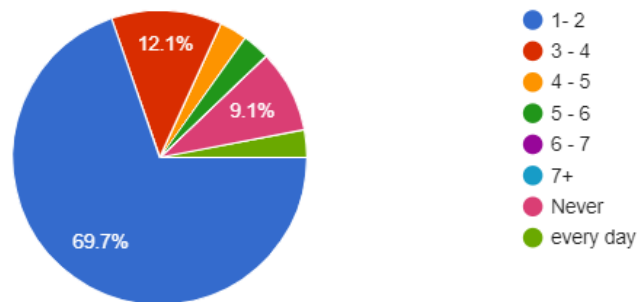


2. Most go out with their friends 1-2 times a week which is something I expected. Being that the majority of respondents are in the age range of 18-23, the 9.1% representing 'never' is a bit surprising and makes me think if finances plays a role in that.

How many times do you eat out weekly with friends?

 Copy

33 responses

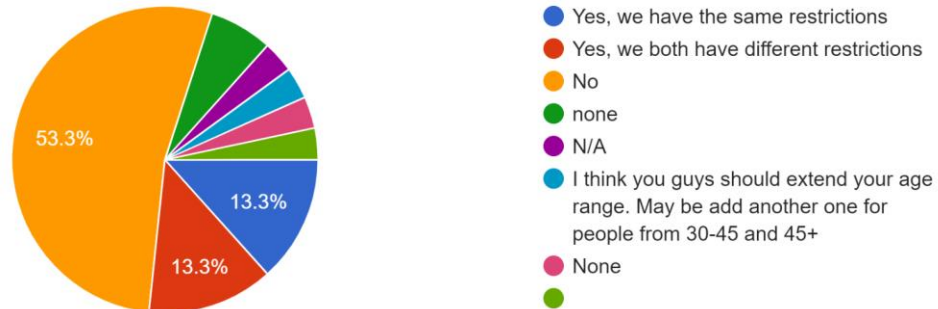


3. There seems to be a similar correlation between people who reported having dietary restrictions, and the amount of people who report eating with others with dietary restrictions. Half of those that report eating with others with dietary restrictions, eat with

friends with similar or the same restrictions.

Do you normally eat with others with similar dietary restrictions

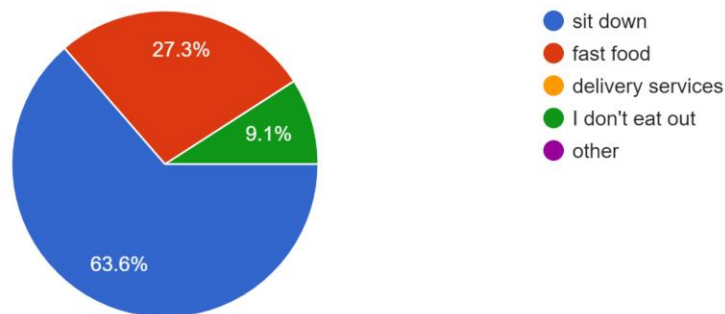
30 responses



4. Close to 65% of people report going to a sitdown restaurant as their choice for their preferred type of restaurant. I imagine this is due to the fact that the majority that took the survey are college students. Campus has a variety of restaurants and numerous chairs and tables making this a convenient choice for students.

What type of restaurant do you normally visit when going out with your friends

33 responses



5. More than one third of responses say they would search up online what a restaurant has to offer. I noticed a recurring theme of being able to browse online. This is because many restaurants have websites during this time period and often show what they have

available on it.

If you have questions on what a restaurant offers, what do you do to get answers?

33 responses

look up the menu

Search up the menu or call the restaurant.

To check there website

Ask

Searching the restaurant menu

ask the waiter or google it

Asking the waiter

I would ask on any recommendations.

I go on Google and ask what the restaurant offers

3 Design Goals

3.1 Design Goal One

“Users can share feedback on places they have visited”

In the development of our prototype, a core design objective is to empower users to share feedback on their dining experiences. This allows friends to exchange ratings, photos, and pricing details. The shared feedback becomes a valuable resource for individuals seeking informed dining recommendations.

Scenario

Jessica is searching for a place to eat online since she is new to the town as she is visiting for a business trip. She first searches for “Gluten-free and dairy-free friendly places to eat.” However, she is hit by a storm of Google recommendations instead of real experiences to reassure her that she won’t have a bad experience while trying to find something that fits her diet. Jessica has been to restaurants that say they are supportive but in reality, have extremely limited options and sometimes are not friendly at all with her suggestions. She finds an advertisement for a website named Foodies and clicks on it. She automatically sees real reviews from people within her community and finds a perfect restaurant near her with great reviews she can trust.



3.1 Design Goal Two

“Help groups establish a plan with groups”

Friends can easily create invitations for collective confirmation, declination, or adjustments. This goal aims to simplify coordination by joining transportation arrangements, and the ability to save and resend invitations. Overall, the feature contributes to an organized and cohesive group experience.

Scenario

Jonny is a college student and is currently enrolled in a human-centered design class where the majority of his work is group work. He and his group have been getting along and want to hang out outside of class times. They try to propose different places to eat via group chat however, with the different conversations they are having, it is hard to get everyone's suggestions on transportation and menu options all in one place without interruptions. Finally, Jonny's friends suggested they make the plans on a platform named “Foodies.” Jonny downloaded the app and created his account. Once finished he was able to view different restaurants and choose

one that best suits the group. He proceeded to create an invitation and sent it out to his friends.

The group was able to accept the invite and enjoy their outing.



3.3 Design Goal Three

“Connect with other users with the same restrictions and interests. (Community)”

Establishing connections with users who share common dietary restrictions and interests within the community helps give users a sense of belonging. The objective is to facilitate the opportunity for users to discover individuals with similar interests and they can do so by specifying their dietary restrictions and receiving restaurant suggestions tailored to them.

Scenario

Finding places that support and provide good vegetarian plates is hard for Mia. She grew up with her family’s vegetarian diet and never really stirred away from it. It became who she is. Of course, she’s gone to restaurants that advertise “vegetarian options” but they were either never that good or the service did not seem very happy to accommodate her diet. Therefore,

because of this she started to avoid going to new places in general. This all changed when one of her coworkers introduced her to the application “Foodies” and she was automatically intrigued. Once she created her account she finally felt reassured that she was not the only one having trouble finding good vegetarian menu options. She was able to connect and start chatting with people in her area then made plans to try out a new place with her new friends.



3.4 Overview

In summary, the first goal focuses on empowering the users to share feedback on their dining experiences to help their community get informed. The second goal aims to smooth the process of group planning by facilitating the important aspects of planning outings all in one place. The final design goal emphasizes community building by connecting people with similar dietary restrictions and interests, fostering a sense of belonging.

4 Design Description

4.1 Design Concept

When incorporating our visual design we focused on a minimalist look, there was a lot of information that we needed to receive and share with the user, so using a minimalist look allowed us to interchange information without it appearing busy or cluttered. To further this we organized the information in a grid pattern, a structured layout that helps maintain consistent visual balance. For visual design we focused on the use of different color contrasts. We created contrast between the words and their respective backgrounds, as well as using a simple familiar font making sure that text was easily legible, which also helped with accessibility. Behind every image and icon, a different color background was used to enhance the visual appearance. For Consistency we used the same color scheme throughout as well as using images as backgrounds for some of the headers. Finally for the interactive elements we focused on familiarity with an array of affordances, the icons used were popular icons such as bright yellow stars for rating, triangles to show dropdown, or even circles with an x on the inside to show that a page can be closed.

To help with a minimalistic outcome and help with our endeavor to create a simple elegant approach, we decided to separate the application into five main categories: Home, user account, Create Ratings, Invitations, and create Invitations. This was done because they served completely different objectives and while the user can interact with all five categories, they don't necessarily need to instead they could choose to use one category to complete their objective. For example, a person who would like to create an invitation would not necessarily need to rate a restaurant nor would they need to view their account details. We believe that the less the user

needs to interact with the application to complete the task at hand, will result in a more positive outcome.

Feedback was a crucial aspect that was used in our design as it allowed the user to know that the task that they had just completed was processed. An example of this can be seen after the user sends an invitation, a pop up screen shows up and informs the user that the invitation has been sent. All this was considered while making our prototype while also taking into consideration that an Apple iPad would be the main device that would be used with this prototype.

10 Interactive Elements:

1. Text Entry

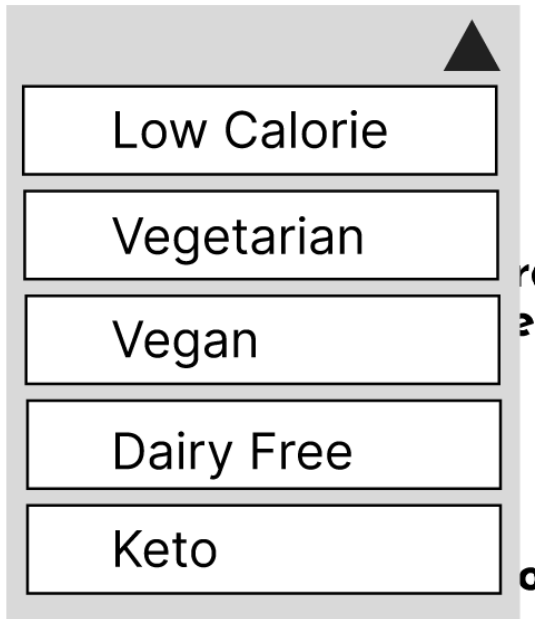
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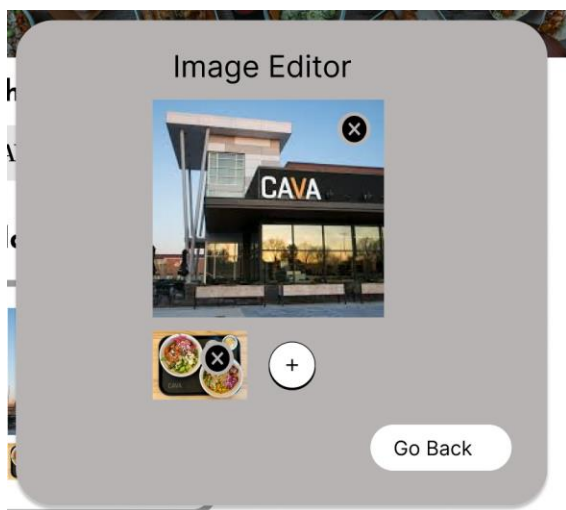
2. Star Rating



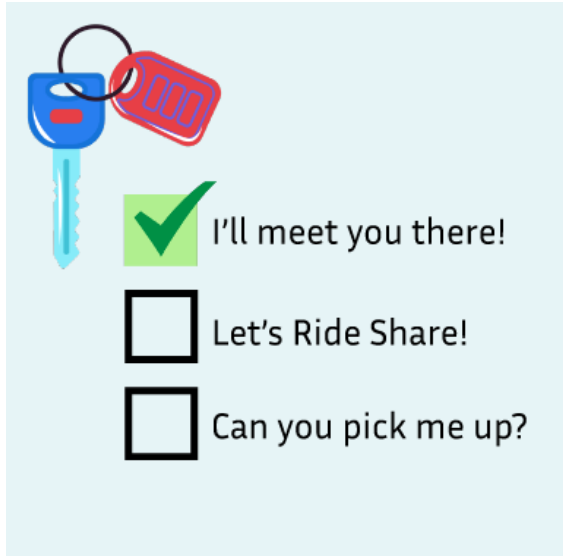
3. Drop Down Menu



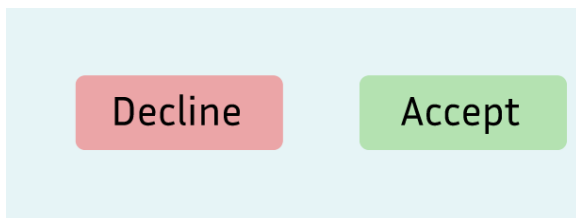
4. Image Selector/Insert



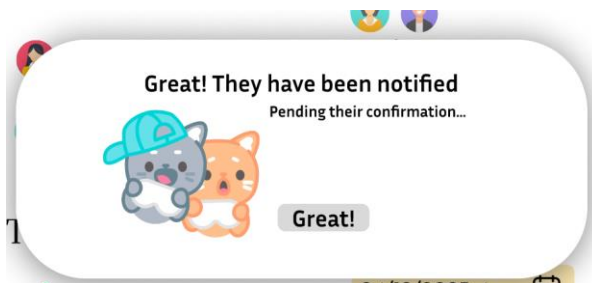
5. Check Box



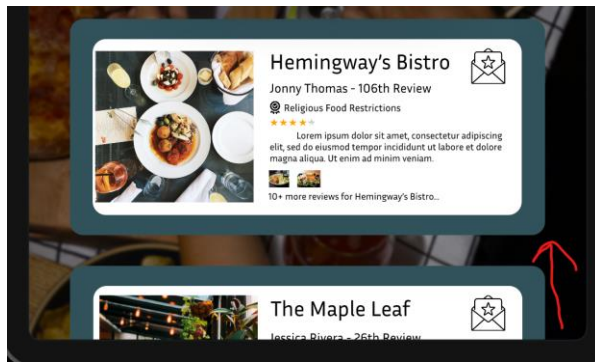
6. Push Button



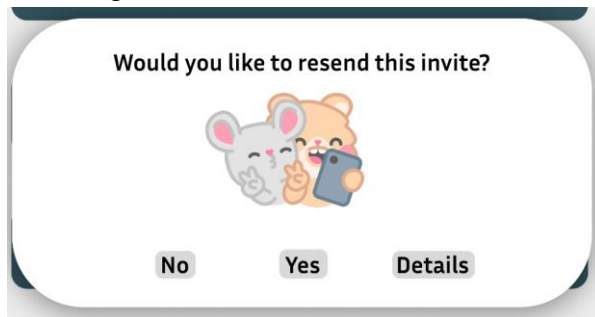
7. Pop-Up



8. Scrolling



9. Dialog Box



10. Tabs



4.2 Heuristic Evaluations

4.2.1 Introduction

Heuristic evaluations play a crucial role in identifying potential usability issues before starting the user testing. This method is beneficial as it enables the identification and resolution of design concerns early in the process. In our research, applying heuristic design principles

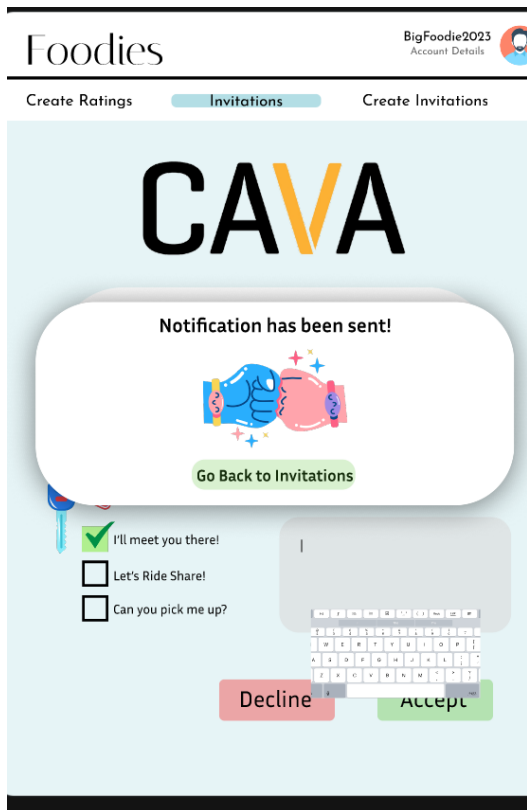
helps shape specific questions and tasks, aiding in the assessment of whether these issues demand further attention. Ultimately, this ensures a more effective user testing experience.

Severity Rating Key

- 0: not a problem
- 1: cosmetic issue, only fixed if extra time
- 2: minor usability problem, low priority
- 3: major usability problem, high priority
- 4: usability catastrophe, must be fixed

4.2.2 Heuristic Evaluations

1 - Visibility of system status



Positive: When sending an invitation, there's a pop up window showing that invitation is sent, letting users know the progress.

Negative: I would like to see a pop up for when a user fails to send an as well. I don't think it is an issue, just something to consider.

Severity Rating: 2. Although it can add more of an interactive way to add more real-life scenarios, it's not a high priority right now.

2 - Match between system and the real world

Hey! Let's get lunch

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam.

☐ I'll meet you there!

☐ Let's Ride Share!

☒ Can you pick me up?

Respond

Lorem ipsum dolor sit amet, consectetur adipiscing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam.

Decline Accept

Positive: For invitations, being able to respond to an invitation to go somewhere to eat, as well as saying if riding together, meeting there, or ride sharing is something that is also prevalent in the real world when inviting someone to eat somewhere, as well as additional comments on that topic

Negative: Creating invitations was not possible due to it not being implemented yet

BigFoodie2023
Account Details

Create Ratings
 Invitations
 Create Invitations

Welcome Back!

You currently have 1 pending invitation.

You have helped more than 250 people with your valued reviews!

Ratings you can trust

JORGE
want to eat Dinner at CAVALI

Accept
 Decline
 More

temporarily closed due to lack of adequate staffing as per our internal review process. we will resume service once all staff are re-certified.

25+ more reviews for Hestingsley's Bistro

The Maple Leaf

★★★★☆ - 26th Review

Lacrosse & Gluten Intolerance

Lacrosse was disappointed, reservation was made, and the restaurant was closed. The owner was very helpful and provided a refund. The restaurant was closed.

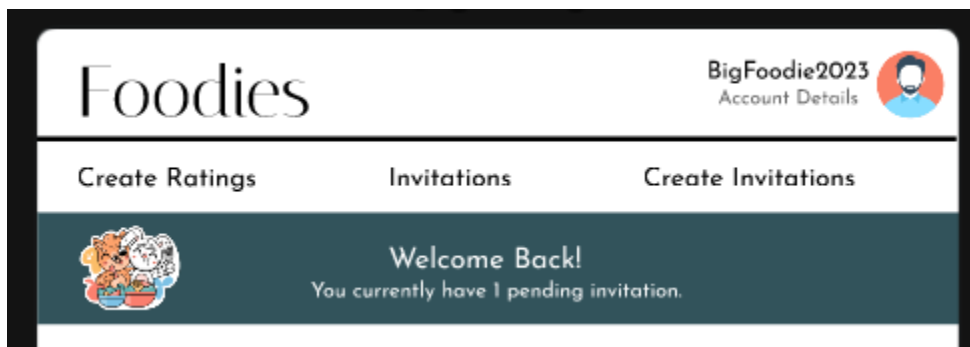
10+ more reviews for The Maple Leaf..

Negative: There is a pop up window on the main screen. Once it is up, the only option for the user is to use buttons on that pop up window. In other words, there is no other way to close this

pop up window. I would suggest a button to close the pop up, or if the user clicks outside to ignore the pop up.

Severity Rating: 3, We need to let the user ignore this pop-up without leaving the page or declining the offer.

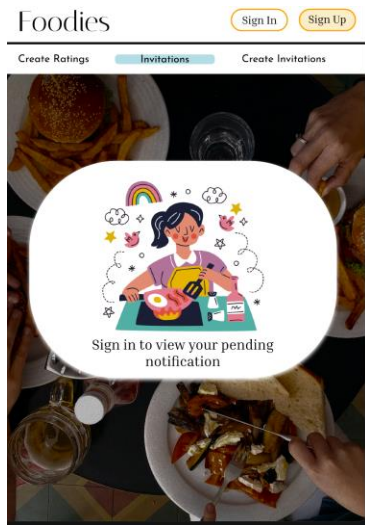
4 - Consistency and standards



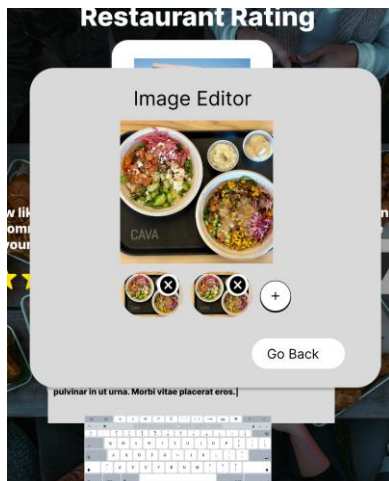
Positive: great consistency amongst their pages with the same header, making sure that user know that they are in the same website

Severity Rating: No negatives were found

5 - Error prevention



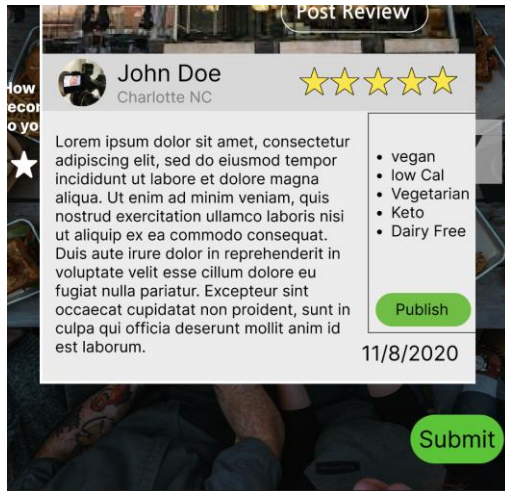
Positive: Before allowing users to create invitations, see current ones, or make any ratings, have to sign in and shows that it is not an option to do these actions yet so that someone who isn't signed in can't access these pages and cause errors by doing the further actions



Negative: When choosing an image for image editor under the create ratings tab, choosing certain images to add or deleting certain ones does not always do the right images for those tasks, and what can result is an entire image editor of the same photo when one one item was changed

Severity Rating: 2. While this is an issue that can be fixed for clarity, the overall concept is still understood.

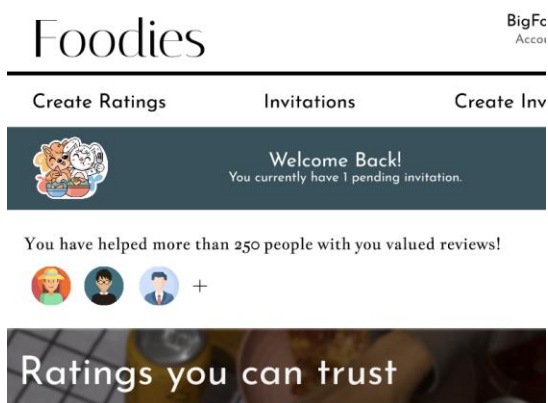
6 - Recognition rather than recall



Positive: When looking at all invitations, all buttons are consistent, decline/accept buttons are in the same area. Submit buttons are located in the bottom right corner where most users can easily navigate to.

Severity Rating: 0, no negatives found

7 - Flexibility and efficiency of use



Positive: Prototype is easy to use for both experienced and inexperienced users. Title takes users back to the home page to allow for efficiency.

Severity Rating: 0, no negative found.

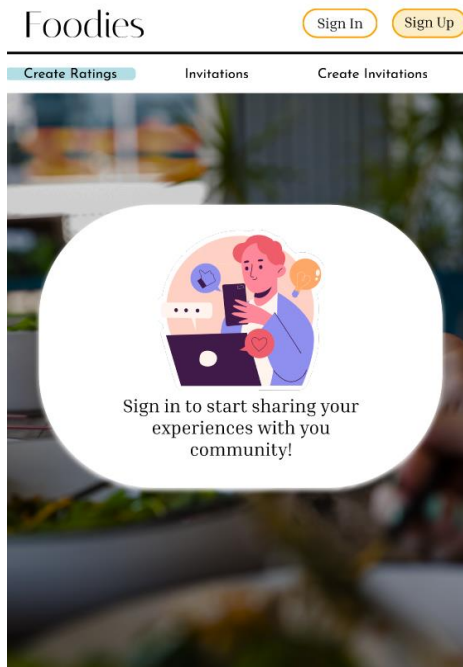
8 - Aesthetic and minimalist design

Positive: When creating ratings, design is minimal and only includes dietary restrictions that were accommodated, ratings so other users can compare restaurants, and the option to write a brief description of users experience.

Negative: When creating an invitation, there is a response text and checkboxes for how to get there and this may be unnecessary, this can be included in the response text.

Severity rating: 1

9 - Help users recognize, diagnose, and recover from errors

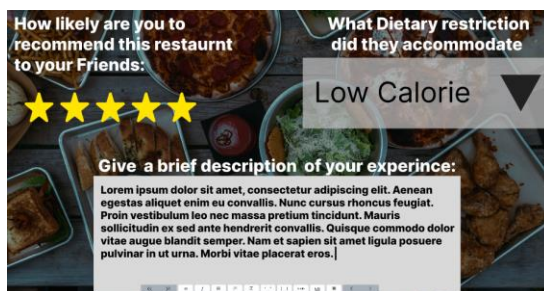


Positive: This screen is a form of error diagnose: user cannot create rating because they are not signed in

Severity Rating: 0, No negatives found

10 - Help and documentation

Even though it is better if the system can be used without documentation, it may be necessary to provide help and documentation. Any such information should be easy to search, focused on the user's task, list concrete steps to be carried out, and not be too large.



Positive: In the create ratings page, documentation is readily available for what to do on

the page and what tasks can be done.



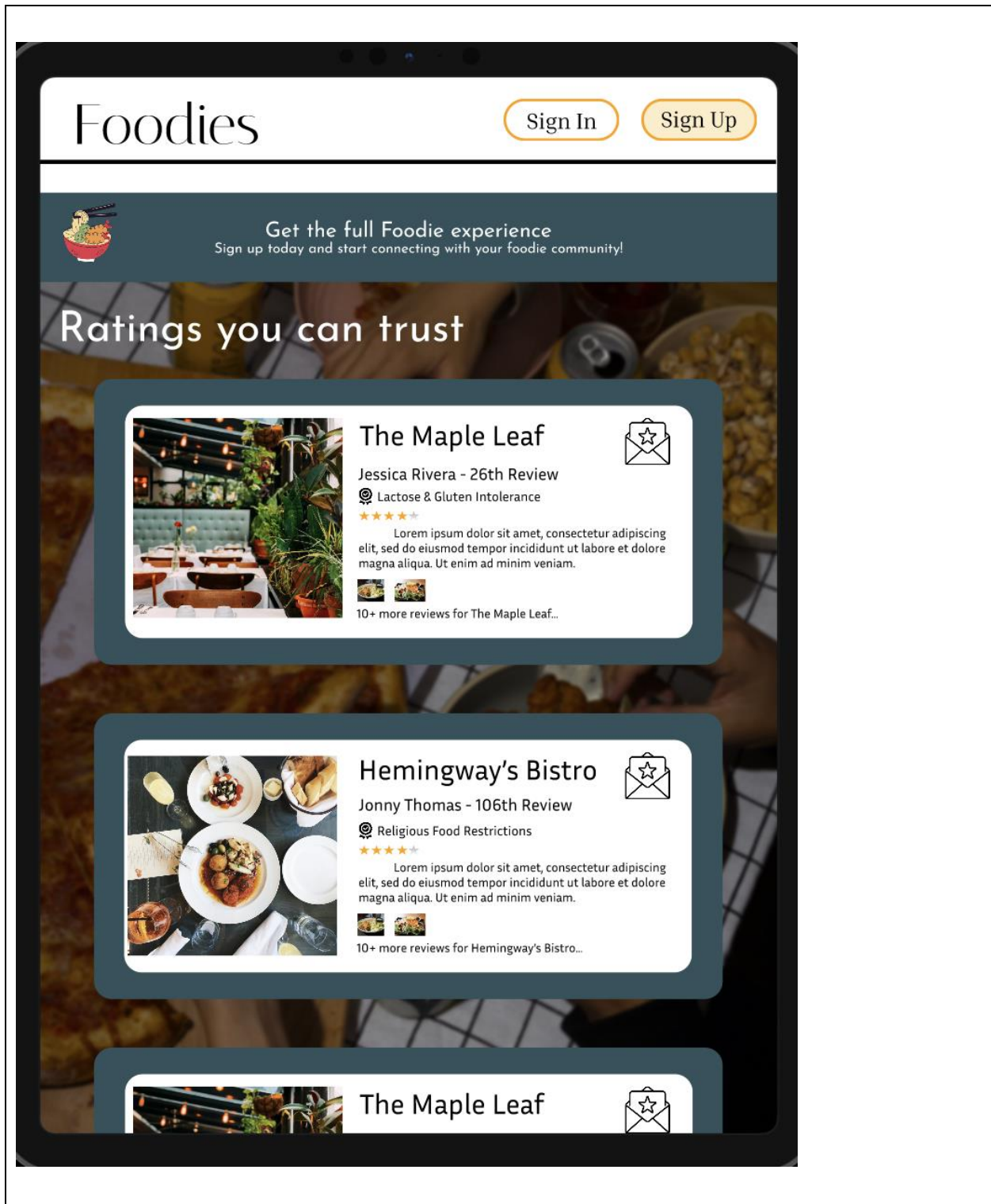
Negative: Under the create invitations page, there is nothing there so it is unknown as to what can be done with the page, as well as there not being a general faq or help page on what the app is about or what can be done with it

Severity Rating: 4

4.2.3 Overall Heuristic Evaluation Critique

Overall, the in-class group that took a look at our prototype did not have any complaints. They thought it was pretty good so far which made it seem like we were heading in the right direction, which we counted as a success. That isn't to say they didn't throw in little suggestions, like to add a pop up to verify you actually used the password and such into the password box. We fixed those suggestions such as, we had unnecessary pages when the user was not logged in and added X's in the top corner so the user wasn't forced to pick just one option. We chose to fix these problems because ignoring them would not fix the prototype to be how we envisioned it to work. Those little fixes are what ultimately made us feel successful and confident in what we would use.

4.3 Design Prototypes



Example 1: Icons, buttons, color palette, and slider

Signifiers: The main page of Foodies, the sign in/sign up button being a lighter orangish color which makes it easy to see and know what to do with a font. When hovering over the sign in and sign up it makes the buttons background a lighter shade of orange to signal that your cursor is over that button. The invite button with the star in the envelope is a simple way to invite friends to eat at that restaurant.

Affordances: Goes to sign in/sign out page, invites people to eat

Metaphors: Envelope with a star in it for invitation

Modalities: Press

Example 1: Icons, buttons, color palette, and slider

Signifiers: The large red sign out button lets the user know where to sign out, so as to not have to look around on how to sign out of the account. Top right with the profile picture shows the users profile picture. The text boxes under the bold text allows users to insert their information. The three options at the top are clickable and will take you to their respective pages.

Affordances: Sign user out, allow user to go to profile, direct user to other pages of website/app
Metaphors: User's profile picture, Robot indicating the user and their information
Modalities: press

Foodies

BigFoodie2023
Account Details

BigFoodie2023



Create RatingsInvitationsCreate Invitations

Create Restaurant Ratings!

Where did you visit?

Text Here

Add Photos about your visit!



Edit Images

What Dietary restriction did they accommodate

Choose

Example 1: Icons, buttons, color palette, and slider

Signifiers: Choose with upside down triangle pulls up a drop down menu to choose what dietary restrictions was accommodated, edit images allow you to select images from your visit, text box allows you to type location name

Affordances: Drop down menu lets you choose what dietary restrictions was accommodated, add photos with the edit image button, text boxes allow to say where you visit

Metaphors: Profile picture icon

Modalities: press, drop down menu, slide (photo selection)

5 Usability and Evaluation

In the development of our restaurant and dietary restrictions community prototype, we have both design and usability goals aimed at promoting an engaging and proactive user experience. The design goals focus on the different aspects of the prototype by facilitating meaningful user connections and improving day-to-day tasks. Complementing these are the usability goals that optimize the overall user experience by ensuring seamless and intuitive interactions.

Design Goals

- Users can share feedback on places they have visited
- Help groups establish a plan with groups
- Connect with other users with the same restrictions and interests. (Community)

Usability Goals

- Consistency
- Learnability
- Familiarity

5.1 Usability Goal One

Consistency

Our focus with this goal is to maintain a platform that is coherent and aesthetically pleasing to promote a seamless navigation for users. This is especially important in our restaurant exploration prototype which aims to help users find great places and people within

their community. The way we will measure the success of this goal is by taking note of how easy or tricky it is for users to complete tasks and checking how effective our categories work.

5.2 Usability Goal Two

Learnability

In the context of our restaurant community prototype, optimizing learnability and particularly for users engaging with the platform for the first time is crucial. We will take how well participants are able to navigate and any troubles they might run into to measure the learnability.

5.3 Usability Goal Three

Familiarity

Within the prototype, it's important to make things easy for users, especially to ensure a seamless navigation. Despite having info, options, and categories, if we use confusing terms, it would not help anyone. The key is to talk to users in their language, using words and ideas they are familiar with. The ease of completing tasks and the identification of any challenges during the study will serve as an indicator of the effectiveness of achieving this goal.

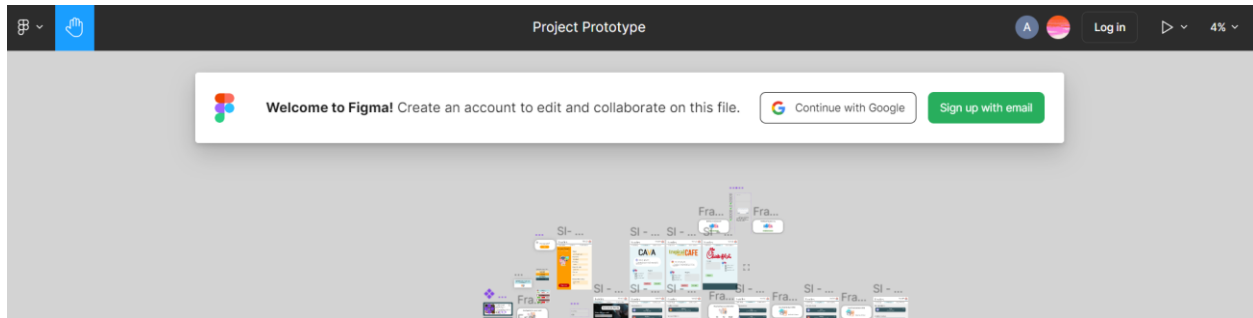
5.4 Study Protocol

INTRO

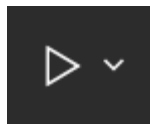
Hello, I am in a class dedicated to Design where my team and I are working towards building a prototype. This prototype is aimed to help users connect with their community and local restaurants despite their dietary restrictions. If you have a few minutes to help us collect more information to better our project, that would be greatly appreciated. This study should take around 30 minutes or less to complete. We will not be studying how well you can manage technology, just the interface. We will give you a set of tasks to complete and ask some questions afterward. If you have any questions, don't hesitate to reach out!

Please open your browser and navigate to this [link](#)

Your screen should look like this:



Please click the play button in the upper right corner (next to the 'LogIn' button)



(If you're in the drop-down click 'Present')

This should send you to another tab. This is where you will be working to complete the following tasks

PRE-TASKS QUESTIONS

1. What age range do you fall into? 18-25, 26-30, 30-40, 40- above
2. How often do you use apps, such as Doordash/UberEats, when involving food?
3. Do you have dietary restrictions? If so, what are they?
4. How many times do you eat out weekly with friends?
5. Has there been any situation where you and someone else could not come to a decision as to where to eat due to the differences in your diets?

TASKS

First Task:

Usability Goal: Consistency, Familiarity

Design Goal: #3

You are a new user to the website Foodies. You only eat gluten-free foods and want to find a friend to find new places with. Create an account on the site and connect with someone with your dietary restrictions (gluten-free).

Questions:

1. Did you run into any issues while completing the task? If so, what were they?
UG -> consistency
2. Did you encounter any language on the website that you found unfamiliar or that might have affected your interaction in any way? -> UG: familiarity
3. How was your experience in finding and connecting with others who share similar interests? DG: 3
4. How clear were the options for initiating a connection or sending friend requests? DG: 3
UG: familiarity

Please click the key 'R' to restart the prototype and start the next tasks :)

Second Task:

Usability Goal: Consistency

Design Goal: #1

You recently went to CAVA, sign in and create a rating of your experience.

Questions

1. Did you run into any issues while completing the task? If so, what were they?
UG -> consistency
2. Did you find the review options sufficient for sharing feedback, or is there something you would have added? DG -> 1
3. How did you find the interface in terms of guiding you to share details about different aspects of your visit? UG-> Consistency DG-> 1
4. How would you describe the design of the rating interface in relation to the overall look and feel of the website or application? UG-> consistency

Please click the key 'R' to restart the prototype and start the next tasks :)

Third Task:

Usability Goal: Learnability

Design Goal: #2

Jorge has sent you an invitation, navigate the site to accept the invite.

Questions:

1. During the task, did you encounter any challenges or difficulties? If yes, please describe them.
UG -> consistency,
2. How did you notice the presence of the Learnability invitation on the site? Was the process of finding and responding to the invitation straightforward, or were there specific cues that helped guide you? DG-> 2 UG-> learnability
3. How would you rate the feedback on your actions done with the interface? UG-> learnability

Please click the key 'R' to restart the prototype and start the next tasks :)

Fourth Task:

Usability Goal: Learnability

Design Goal: #2

Send out an invitation to your friend, Ryan.

Questions:

1. Did you run into any issues while completing the task? If so, what were they?
UG-> familiarity
2. How did the interface contribute to your learning and understanding of the invitation-sending process? DG->2 UG -> learnability
3. Were there any elements that stood out as particularly user-friendly or challenging? UG-> learnability

8) After all the tasks:

1. What comes to mind when you think about our prototype?
ALL GOALS
2. Were there any aspects that you found unclear or challenging to grasp?
UG-> familiarity and learnability
3. How would you rate this application if it were available on the app store?
4. Do you think you'd suggest this app to a friend or family member? Why or why not?
5. Are there any specific features or aspects of the application that you think could be improved for a better user experience? UG-> familiarity
6. Can you share your thoughts on how effective this application is in helping people find someone to eat with?
DG-> #2 and #3 UG-> learnability

6 Evaluation of Results

6.1 Design Goals Results

Design Goal 1 *“Users can share feedback on places they have visited”*

We were able to successfully design a prototype that allowed the user to share feedback on a particular restaurant based on their personal experience. This is shown by the users stating that the feedback portion of our application was “sufficient”, “helpful and straight to the point”, “neat and organized”. By focusing on a simple and minimalist view and by choosing familiar interactive elements we were able to successfully create an enjoyable experience for the user to give a review. One modification that based on the results would be pertaining to the drop down menu, for some reason it kept getting stuck so a different interactive element may yield better results this was noted by user responses like “It was fine except for the part where the drop down menu was stuck”.

Design Goal 2: *“Help groups establish a plan with groups”*

Our second Design goal which was designed to help groups establish a plan with others, was not covered in detail within our data collection. Though most users did find our invitations easy to follow and understand. One user mentioned that they would have liked to make their groups in the interface. Unfortunately due to a lack of viable data, we cannot accurately determine how successful we were in executing the design goal. In the future we would create additional tasks and questionnaires for the user that specifically focuses on group based invitations.

Design Goal 3 *“Connect with other users with the same restrictions and interests.**(Community)”*

Overall we were successful in implementing this design. Users said that it was “clear” “easy to navigate”, “connecting with was easy and smooth”. This tells us that the users did not have any problems with implementing our design. One thing that we could have done to improve would have been to design more characters that the user could interact with as stated by one user “Didn’t want to notify jorge but it was the only easy to connect”. Also we could have implemented a way for the user to know who the other person is as noted by another user “would’ve liked it to have more options to know the person better before connecting”.

6.2 Usability Goals Results**Usability Goal 1: Familiarity**

When designing our prototype we wanted to make sure there were no elements that seemed absolutely out of place or brand new to the user. This would allow for faster and smoother usability. Our surveyors really enjoyed our designed prototype, enough to give it 4/5 stars if it were truly an app, which shows we met our goal of familiarity. However, when going through the responses we noticed a couple of people getting confused on dialogue. For time purposes we left in a pre-made response for a text bubble in one of our elements, we thought nothing of it but proved to be a bit of an error when we were asked a couple of questions regarding why it was speaking Latin all of a sudden. Other than that issue we were very successful in making a familiar environment.

Usability Goal 2: Learnability (5.2)

To create a user interface that is easy to understand and where the user can easily adapt, we implemented certain techniques such as pop-ups as reminders. This allowed us to be successful in reaching our learnability goal. Jessica for example mentioned that the check invitation pop-up was one of the main things that helped her as it guided her to the invitation page. She also felt that sending an invitation was “straightforward and no issues with it”. Another user, Diana said that everything she found was user friendly. Another user said that it was smooth with recognizable elements. One modification that could be done is changing the tab names to differentiate between the different types of invitations, as noted by one user, “The tab wording needs to be more clear. Originally I resent the invitation to Ryan under "Invitations”.

Usability Goal 3: *Consistency*

We had multiple surveyors comment on our consistency. They all agreed that the feel of our prototype was consistent in the style. They commented on how the header and the style was consistent and visually appealing. One of the online surveyors stated “I love the design, there's contrast between different categories of the interface”. While everyone had their own opinion, most surveyors all agreed that this goal was met. Another stated “The design of the interface and the look and feel of the website was nicely done. I was comfortable and felt fine with navigating each option”, further solidifying that we created a consistent and comfortable design. One “critique” though that we saw was that it was more modern and not for the older generation.

6.3 Interesting Results

An intriguing aspect of our study involves the observation that among our 15 participants, certain issues that were evident to some were overlooked by others. One of our usability goals aimed to use familiar language on the website, intending to facilitate a smoother learning and

interaction process for users. However, despite the use of familiar language, certain phrases were unintentionally interpreted differently, causing confusion among participants. For instance, the term "pending invitations" on the invitation page, referring to invites awaiting the user's approval, was misunderstood by some as invites awaiting approval from the invitee. Another noteworthy finding was participants noting the use of 'foreign language' or 'Latin' in our design process, intended for our ease but, ironically, leading to confusion among participants. This highlights the importance of even the tiniest details, as what may seem beneficial or common sense to designers can be detrimental for users.

Additionally, valuable feedback was received regarding the need to emphasize specific features on the prototype. One participant suggested incorporating several pop-ups after the user creates their account, effectively guiding them through the interface and highlighting its various features. This highlights how starting a new interface no matter how simple it is made out to be by the designers, may not be as easy to understand or follow along by the users.

6.4 Overview

In conclusion, our study aimed to design and evaluate a prototype with three design goals: facilitating user feedback on restaurants, group planning, and fostering connections within a community. The success of our design was measured in positive user feedback on the restaurant feedback feature, although a minor issue with image insertion was identified. Design Goal 2, focusing on group planning, lacked comprehensive data, highlighting the need for further exploration in future tasks. Usability goals were generally well-received, with positive feedback on familiarity, learnability, and consistency. However, the study unveiled instances where seemingly familiar language led to misinterpretations, and showed the importance of meticulous detail in user experience design. These findings show the iterative nature of interface design,

where continuous refinement is essential to meet user expectations and enhance overall user experience.

After reviewing the results, we identified aspects of the interface that might have been overlooked or disregarded initially. Specifically, we recognized the need to modify language in certain interface elements for clarity and incorporate additional indicators. These indicators are designed to effectively guide users by illustrating potential actions and functionalities within the interface. While also including a separate page for important features like connecting with people and creating groups. Along with implementing the main page to be a more functional search page for restaurant ratings.

7 Summary

This project was focused on creating a prototype for users that contain one or more dietary restrictions in need of a platform to find both a restaurant that meets those needs, as well as a social component that allows them to meet with people with similar restrictions. This was done by incorporating different design methods, such as usability studies, design evaluation, prototyping, and design concepts. As a result of creating this prototype we learned how to focus our design around the characteristics of the users and the target problems by incorporating the Needfinding concept. We were able to learn how to develop, critique, and revise our own design goals, to create a prototype that generates consistent goals for the user to achieve. We also learned the importance of implementing Heuristic evaluations as it allowed us to identify potential usability issues before starting the user testing. It allowed us to modify the questions and tasks that did not produce the outcome we expected. Learning how to use Figma, a prototyping software, has also been instrumental in our understanding of prototyping as it allowed us to take our design from paper to a working concept that users could interact with.

In an effort to create a prototype that solved the issues found within our Needfinding in a simple to understand manner we needed to incorporate different interaction modalities. This was done because our design concept required a minimalistic approach, so using the proper interaction type was crucial to avoid confusion or clutter, for example instead of placing all the restaurants and their reviews all in one stagnant page, we made it possible for the page to be scrollable thus implementing both the use of a grid designs as well as the use of more white space for clarity. Using an array of interaction for different design needs allowed us to better control the outcome we sought while keeping the user interaction in mind.

Our prototype was successful in implementing all three of our design goals. Users were able to connect with other users based on dietary requirements and interests. They were also able to create and establish a plan with other groups. The user was also able to share feedback on places they have visited. Though we were able to accomplish all of our design goals there were some parts of the designs that could have been improved such as adding more food allergy options, or enhancing the group portion of the prototype.

Future work, redesign the image insertion as it caused more confusion than necessary. Fixing a bug where the user was able to bypass the sign in portion by simply clicking on the Figma icon. Redesign the groups portion possibly making it its own separate page. Some users, including a certain professor, to avoid reading skipped over some of the interactions because they contained wording within them. Changing the interaction style may help with avoiding this. Create an interactive calendar under invitations. Finally a fully functional and interactive map, that allows the user to see and choose restaurants in the area.

8 Appendix

Appendix A Usability Studies Responses

IN-PERSON OBSERVATIONS

STUDY 1:

Facilitator Role: Melissa

Note-Taker Role: Melissa

Volunteer Name(s): Jessica

Start Time: 6:23

End Time: 7

Total:

Date: 12/3/2023

PRE-TASK QUESTIONS:

1. 18-25
2. never
3. I have gastritis and it limits the amount of spicy, fried, and pork I eat.
4. Once a week
5. Yeah when my friends wanted fried foods and I couldn't eat fried foods at the time.

	Notes: <u>During Task</u> <ul style="list-style-type: none"> - Where do they click first - Where are they stuck on - How easy are they managing the site - What page did they go to 	Notes: <u>After Task</u> <ul style="list-style-type: none"> - Answers to the questions 	Total Time
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TASK 1	Goes to sign up and then clicks username and password and the diet box and clicks sign up. Exit the notification. Goes to invitations. Clicks mia and tries to send an invite again because CAVA has gluten-free foods. I redirect her. To “connect” with someone. Go to the main page. And connects with Lilly who isn't gluten-free. Then realizes that Jorge is the one gluten free and finally connects with them.	1: Yes, It told her that she needed to connect with people, however, she saw their names in the invitations page so she assumed they were already her friends. Sign in was easy. And when she signed up it sent her a notification to check her pending notifications so she went straight to the invitations page and from there she didn't connect from there. 2: no familiar language 3: It was confusing at first because the first thing that stood out to her was the ‘CAVA’ on Lilly's page instead of the dietary restrictions listed on the bottom. 4: not too clear she wasn't aware they were on the home page she would've assumed they were on the invitation page.	3:41
TASK 2	She goes to sign in. then goes to create ratings. Completes the questionnaire then submits. Clicks publish and then “no problem!”	1: no issues 2: I wish they would've had more options on dietary restrictions. 3: It was easy. 4: It was simpler and more straightforward. Easy to follow	1:30
TASK 3	She signed in and went to the invitation, found Jorge's name and accepted the invitation. She's redirected back to the invite page	1: no 2: one of the main things that helped was the “check invitation” pop up and it led me to the invitation page. 3: positive and straightforward	0:25
TASK 4	Signs in and goes to the create invitations page and clicks ryan's name and fills out the invite. Was a little confused on what to do afterwards.	1: yes, I wasn't aware Ryan's name was selected right. I would've wanted a darker color instead of the gray. 2: it was straightforward and no issues with it 3: It was all friendly. It would've been better if after you clicked ‘great’ on the notification it	0:50

		should've sent you to another page.	
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AFTER TASKS:

Answers to the post-task questions:

1. It's interesting and healthy.
2. Yeah when trying to find someone to connect with because I was on the invitation page.
3. 3.5/5 not bad but needs improvement
4. Yes but my family and friends don't care about their dietary restrictions
5. Yeah the fact of when i sent the invite it didn't take to the home page and it needs a better way to tell me how to connect with people.
6. Better to show how to connect with people. Better to have a tab just to connect with people. It would've been better if it had their own page + the advertisement on the main page.

STUDY 2:

Facilitator Role: Melissa

Note-Taker Role: Melissa

Volunteer Name(s): Diana

Start Time: 7

End Time: 7:29

Total: 29mins

Date: 12/3/2023

PRE-TASK QUESTIONS:

6. 18-25
7. Maybe once a month
8. I don't have any dietary restrictions however, I am very picky with my food.
9. Probably twice a week
10. Not really because of dietary restrictions more but because of not being able to agree on where to eat in general

	Notes: <u>During Task</u> <ul style="list-style-type: none"> - Where do they click first - Where are they stuck on - How easy are they managing the site - What page did they go to 	Notes: <u>After Task</u> <ul style="list-style-type: none"> - Answers to the questions 	Total Time
TASK 1	Clicked the sign right away and got confused on why the input was automatic. Signed up clicked out of the notification scrolled down and tried clicking the restaurant ratings. Then found Jorge at the top of the page and connected with him. However he didn't want to notify them but the only way it connected was by saying yes.	1: yes. He didn't want to notify Jorge but it was the only way to connect 2: no the language was familiar to him and sounded like a regular website. 3: It was easy and straightforward however he would've liked it to have more options to know the person better before connecting. 4: clear	
TASK 2	Once signed in he went straight to the create invitation page and followed the prompt all the way down and submitted the review	1: no it was obvious what he had to do to send a review 2: yes it was sufficient but maybe adding a money box to say how much was spent separately than the text box. 3: it guided me because the questions were stacked on top of each other and it had a flow 10/10 4: This page was a lot more straight to the point and not very confusing.	
TASK 3	Went straight to the invitation page and clicked on Jorge. Completed the prompts and then hit submit.	1: no it was easy 2: It was under the 'pending invitations' but I honestly thought that was an invitation I sent out waiting on the other person's approval. But it clicked anyway and it was the right one after all. 3: It gave me good feedback telling me the invitation was accepted.	
TASK 4	Went back to the invitation page and automatically clicked on the	1: yeah i didn't know i could resend the invite and was	

	past invitations under the name 'ryan' but said 'oh no' and clicked out then clicked it again. And hit 'yes' to resend invite and closed out the feedback pop-up and was confused then realize ryan's invite was at the top	confused on what happened after i clicked the 'yes' 2: i didn't use the 'create invitation' 3: everything i found to be user friendly	
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AFTER TASKS:

Answers to the post-task questions:

1. Food and people sharing feedback
2. Not really nothing was really challenging
3. 8/10 since it was a good app but it could use some improvements
4. Yes but they wouldn't use it since they don't have any restrictions and if they do they ignore it
5. Just highlighting the fact that we can resend invites and other things like more info on the person before connecting
6. Good but there should be a page specifically for connecting with people because there are many options.

VIA ONLINE SURVEY**STUDY 3:**

Date: 11/30

PRE-TASK QUESTIONS:

1. 18-25
2. 4/5 mostly likely
3. no
4. 5/5 multiple times

5. Yes. I am a very picky eater and the food choices I want differ from day to day while my boyfriend is allergic to seafood, which can make it a bit difficult as we have to find a location with a wide variety in their menu for both of us to enjoy.

	Notes: <u>After Task</u>
TASK 1	1: no 2: no 3: Very easy to navigate. 4: very clear
TASK 2	1: scrolled for a bit on the main page then came back up and found the create a rating link. easily navigated to the rating page. 2: No, the review options were sufficient enough to explain my experience at CAVA. 3: Yes, I was able to provide a rating out of 5 and explain why I felt as though it deserved it. 4: The design of the interface and the look and feel of the website was nicely done. I was comfortable and felt fine with navigating each option.
TASK 3	1: When I went to the invitations page I thought the pending invitations were invitations I had sent out, not someone sending me an invite, so it took me a while before realizing my mistake. 2: It was a bit difficult as I had interpreted "Pending Invitations" as the ones I had sent out. For me to realize it was a sent invitation I took a guess and selected Jorge's name then I realized. 3: 3/5
TASK 4	1: went to the invitations page, then went to create invitations. 2: The interface was helpful in the invitation process, but I was a bit unclear about where to send an invitation as I immediately went to invitations to send one. 3: The interface was user-friendly, it provided helpful titles and headings that were clear. The only challenge I faced was where to go to send an invite and where to locate the invitation sent to me.

AFTER TASKS:

Answers to the post-task questions:

1. Very well made and accessible
2. sending an invitation and accepting an invitation, as they were not in the same place and title was a bit unclear to me.
3. 9/10
4. Yes, it was a great app and helped the user rate restaurants seamlessly.
5. putting any invitation aspect in the same heading.
6. Yes, based on the reviews, users will be able to read other customers' experiences and see whether or not that place is right for them.

STUDY 4:

Date: 12/1

PRE-TASK QUESTIONS:

1. 18-25
2. 1/5 mostly likely
3. No
4. 4/5 multiple times
5. no

	Notes: <u>After Task</u>
TASK 1	1:Need to make tablet bigger so that it is easily visible 2:no 3: easy 4: very clear
TASK 2	1: no 2:yes found sufficient 3:easy 4: nice
TASK 3	1:no 2:straightforward with cues 3: 5/5
TASK 4	1:no 2:made it easy 3:nothing challenging

AFTER TASKS:

Answers to the post-task questions:

- 1.nice helpful prototype
2. no
3. 5/5
4. yes because they like to eat out

5. no
6. very effective

STUDY 5:

Date: 12/1

PRE-TASK QUESTIONS:

1. 18-25
2. 2/5 most likely
3. N/A
4. 2/5 multiple times
5. yes

	Notes: <u>After Task</u>
TASK 1	1: no issues 2: no 3: it was easy 4: connecting with was easy and smooth
TASK 2	1: No the whole navigation was great 2: I think it looks good 3: Smooth 4: I love the design, there's contrast between different categories of the interface
TASK 3	1: no 2: It was very straightforward 3: 9/10
TASK 4	1: none 2: it was smooth with recognizable elements 3: It is very user-friendly

AFTER TASKS:

Answers to the post-task questions:

1. food

- 2.none
3. 8.5/10
4. Yes, it has features that help individuals determine their food restriction which is very important when deciding on what to eat.
- 5.I think the sign-in page could be a different page rather than having it overlay on the homepage it made it look a little disorganized.
6. I think the whole interface can be very helpful to help individuals find a fit pace to eat.

STUDY 6:

Date:12/1

PRE-TASK QUESTIONS:

1. 18-25
2. 3/5 most likely
3. Allergic to cashews
4. 2/5 multiple times
5. Yes I have a friend that is gluten free so when we go out to eat we have to go somewhere that has a gluten free menu

	Notes: <u>After Task</u>
TASK 1	1:Yes it was hard to keep up with invitations sent to me from other users 2:Yes, every other user spoke a different language so I did not understand what they were saying to me when I received their invitations. 3:It was not the best experience because I could not understand what they were saying to me. 4:The instructions were very clear.
TASK 2	1:Yes I could not understand what the review was saying because it was in a different language. 2:Yes, the review options were very sufficient. 3:I found this to be very helpful and straight to the point. 4:I would describe it to be very neat and organized
TASK 3	1:Just language issues 2: Yes it was straightforward 3:8/10

TASK 4	1:Yes the language was confusing 2:It contributed in a great way 3:Yes the English language was very friendly
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AFTER TASKS:

Answers to the post-task questions:

- 1.It was nice but the language needs to be fixed!
- 2.Yes the foreign language
3. I would rate it a 10/10
4. Yes I definitely would recommend it
5. No, the style of the application is nice and unique.
6. I believe it was very useful for people who really needed help finding a good place!

STUDY 7:

Date: 9/28/23

PRE-TASK QUESTIONS:

1. 26-30
2. 2/5 most likely
3. I am allergic to sesame seed, grapes, and green apples
4. 3/5 multiple times
5. No, because honestly, I don't mind eating wherever they choose to eat. When it comes to food I am not really picky. I even be trying new foods and sometimes they contains thing that i am allergic to and i find out later after I finish eating it.

	Notes: <u>After Task</u>
TASK 1	1:No I did not run into any issues in the completion of this task. the navigation was smooth. 2:No, very familiar language throughout the whole page. 3:It was a great experience. 4:very clear and straightforward.

TASK 2	1:navigation was smooth 2: no it was sufficient. There is nothing else to add. 3: it was really good how ever I gave CAVA 3 stars and when it was time to submit the feedback/review, it showed that I had given them 5 stars. 4: design was good
TASK 3	1: No difficulties. 2: it was straightforward 3:I don't understand this question
TASK 4	1:No issues 2: it was very helpful 3: this whole app is user-friendly, i think your group should make it a real app in the app store

AFTER TASKS:

Answers to the post-task questions:

1. I think about doordashing myself with some food right now.
2. No, everything was smooth
3. 7/10 there is always room for improvement. Nut really its a 10/10
4. definitely, because there are a lot of picky eaters in my circle.
5. The ratings. And after I create an invitation it would be better if I was redirected to either the home page or invitation page, with probably a little pop up that say "successfully sent an invite. And the invitations page should have "sent invitations"
6. It is very effective

STUDY 8:

Date: 9/28/23

PRE-TASK QUESTIONS:

1. 41-above
2. 1/5 most likely
3. no
4. 3/5 multiple times
5. no

	Notes: <u>After Task</u>
TASK 1	1: No issues, tried to log in before creating account, tried Mellissa before Jorge. 2: No, but Glutton free did not stand out 3: Hard finding Jorge because it would not connect. Clicked on Jorge nothing happened. 4: looked Clear,
TASK 2	1: At first could not find where to give the rating, did not see rating tab, The star rating did not work, the drop down would not go back up 2: Sufficient 3: Confusing 4: Look great but did not work
TASK 3	1: no 2: Straight forward 3: 5/5
TASK 4	1: no 2: Clear and straight forward 3: Graphics and key chain

AFTER TASKS:

Answers to the post-task questions:

1. Simple way of asking someone on a date
2. no
3. 5/5
4. yes, great way to send an invite to get to know someone
5. Rating
 6. Great starter to introduce yourself

STUDY 9 :

Date: 9/28/23

PRE-TASK QUESTIONS:

1. 31-40
2. 1/5 most likely
3. no
4. 2/5 multiple times

5. no

	Notes: <u>After Task</u>
TASK 1	1:no 2:no 3: very easy 4: very easy
TASK 2	1: Could not find Rating tab 2: Added a food rating and customer service rating, did not care for images 3:Simple 4: More for modern people not for older folks
TASK 3	1:no 2: Common sense 3: 10/10
TASK 4	1: The tab wording needs to be more clear originally I resent the invitation to Ryan under Invitations 2: Alot 3: Very helpful application, but if not carful you can overlook something.

AFTER TASKS:

Answers to the post-task questions:

1. Quick and easy
2. Tab label
3. 9/10
4. Yes, because how easy it was to find a restaurant that are gluten free
5. tabs language name, map of restaurants
6. difficult to answer, berceuse taking on a test run and doing it legitly is two different things

STUDY 10:

Date: 9/28/23

PRE-TASK QUESTIONS:

1. 18-25

2. 3/5 most likely
3. seafood and dairy
4. 2/5 multiple times
5. Not really

	Notes: <u>After Task</u>
TASK 1	<p>1: The dietary restrictions not matching the given ones. and gave me the option to not notify them but didn't let me connect. I wanted to connect without notifying them.</p> <p>2: no however the "Religion food restrictions" might be offensive and awkward better to be phrased "Religion based" or 'halal'</p> <p>3: easy</p> <p>4: clear</p>
TASK 2	<p>1: the window for the drop down options was not closing back up</p> <p>2: sufficient</p> <p>3: it was fine except for the part where the drop down menu was stuck</p> <p>4: simple and straightforward 6/10</p>
TASK 3	<p>1: no</p> <p>2: there was a reminder on the main page but it was vague and easy to close out. it would've been better if there was a notification badge on the menu tab of invitation</p> <p>3: it should double check to make sure you want to accept the invite I give it a 5/10</p>
TASK 4	<p>1: it let me invite me without picking a date</p> <p>2: the interface was straightforward however, I could not make my own groups. I would've liked to make my own groups in the interface.</p> <p>3: none</p>

AFTER TASKS:

Answers to the post-task questions:

1. social anxiety
2. none
3. 3/5
4. maybe because it might be simpler to send texts
5. double-checking selections
6. 10/10 if they both are using it

STUDY 11:

Date: 9/28/23

PRE-TASK QUESTIONS:

1. 18-25
2. 1/5 most likely
3. tomatoes
4. 1/5 multiple times
5. no

	Notes: <u>After Task</u>
TASK 1	1: no issues 2: no 3: easy to find 4: clear
TASK 2	1:I couldn't close the drop down menu 2:sufficient 3:it was okay 4:6/10 because the drop down menu is stuck
TASK 3	1: no 2:easy because of the pop up reminded me to check invitations 3:it was easy to understand`
TASK 4	1:no issues 2: straightforwards and intuitive 3:the icons were friendly

AFTER TASKS:

Answers to the post-task questions:

1. easy to use
2. nothing really
3. 4/5
4. no because they ignore their dietary restrictions
5. it was overall good

6. good seemed like a dating app but with food.

STUDY 12:

Date: 9/28/23

PRE-TASK QUESTIONS:

1. 18-25
2. 1/5 most likely
3. N/A
4. 1/5 multiple times
5. no

	Notes: <u>After Task</u>
TASK 1	1: no 2: no 3: excellent 4: options were clear and understandable
TASK 2	1: no 2: sufficient 3: interface was easy to use 4: overall the design was fluid and easy to comprehend
TASK 3	1: no 2: straightforward and understable 3: feedback was responsive and easy to use
TASK 4	1: no 2: whole process was simple and easy to use 3: invitation process was easy and didn't warrant any challenge of use

AFTER TASKS:

Answers to the post-task questions:

1. with more fleshing out this prototype could help a lot of people
2. no

3. as a prototype I'd rate it a 7/10, but after it's completed it would be a 10/10
4. yes. I know people who have food specifications and this would be very useful to them
5. moving notifications for invitations off to the side, as to not clutter the screen
6. very effective and could provide a lot of utility to those with specific food diets

STUDY 13:

Date: 9/28/23

PRE-TASK QUESTIONS:

6. 18-25
7. 3/5 most likely
8. None
9. 3/5 multiple times
10. I have not had this issue.

	Notes: <u>After Task</u>
TASK 1	<p>1:I think it would be helpful to have a popup or series of popups after a user creates an account that act as a guide for the main features of the site. For example, if you have a feature that allows user to connect with someone, have a dialogue box either overlay the whole page or have a smaller popup that highlights that section of the site.</p> <p>2:no</p> <p>3: good, but should have timestamps on invitations. Also, there is no way for me to find friends. implement some sort of user search.</p> <p>4: good but need an actual time option, not just a date.</p>
TASK 2	<p>1:no</p> <p>2: change the dietary restriction to multiple choice</p> <p>3: satisfactory</p> <p>4:instead of having all of the options at once, consider having one form at a time. Select a restaurant and then move to the next screen where user enters date of their visit then the next screen for photos, ect.</p>
TASK 3	<p>1: having checkboxes for the transportation options is misleading when they are radio buttons. I would also like an option to view that person profile, and maybe the ability to view any connected social media accounts to get a better idea of who the person is, especially if this is a</p>

	<p>rando that I am meeting from a public invite.</p> <p>2:should have a notification counter with the 'invitations' option in the navigation menu if that is how you are going to implement this.</p> <p>3:good but should have some sort of external confirmation system. maybe send an email to the user confirming their lunch.</p>
TASK 4	<p>1: location selection should be search based.</p> <p>2: need to create more hierarchy within the page. consider alternative ways of displaying the content instead of having all of it all there together.</p> <p>3: nothing specific</p>

AFTER TASKS:

Answers to the post-task questions:

1. good base but could use some work sorting out a consistent visual hierarchy.
2. nothing specifically.
3. in its current form, 2 out of 5. with some improvements, 4 out of 5
4. Probably not. I could see this being more helpful for specific groups. Seniors for example might benefit more from a tool like this. however, i think an app like this needs to take effort to help users know who they are meeting with if they are going to be meeting people they dont already know.
5. social media integration, better user verification
6. like previously mentioned, this tool for general population might not be very useful but it could be more helpful for more specific groups.

STUDY 14:

Date: 9/28/23

PRE-TASK QUESTIONS:

11. 18-25
12. 1/5 most likely
13. None
14. 2/5 multiple times

15. no

	Notes: <u>After Task</u>
TASK 1	1: no 2: There was Latin, I've never learned Latin 3: Pretty Simple 4: Very Clear
TASK 2	1: no 2: Yes, Not that I can think 3: Very Engaging 4: It looks the same
TASK 3	1: no 2: It told me to check my invitations as soon as I signed in, very straightforward 3: Very smooth
TASK 4	1: no 2: It helped me a decent amount <input type="checkbox"/> 3: The entire site seems pretty user friendly and engaging

AFTER TASKS:*Answers to the post-task questions:*

1. User friendly
2. Not really
3. 4/5 Star
4. If I knew anyone with a dietary restriction I would definitely inform them about this app
5. The UI for the create invitation area could be streamlined
6. This app would be extremely useful if I or someone I knew had dietary restrictions

Appendix B NeedFinding Survey Responses

33 responses

[Link to Sheets](#)



Accepting responses



Summary

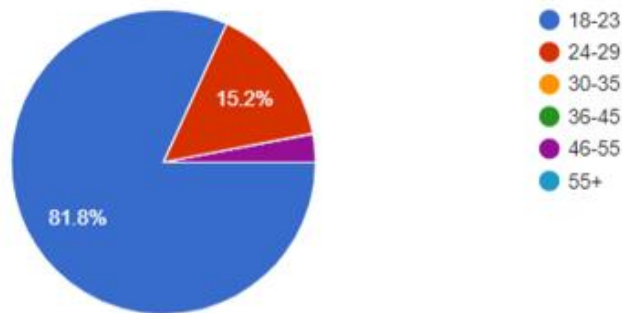
Question

Individual

What age range do you fall into?

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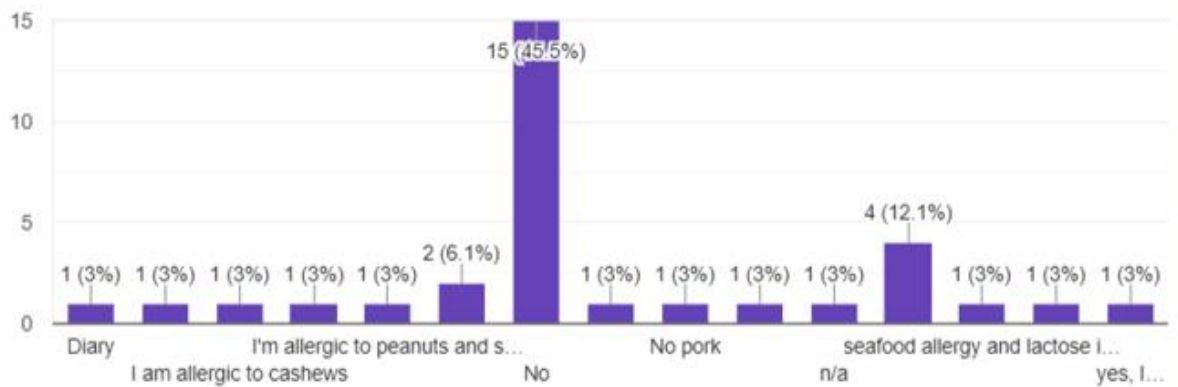
33 responses



Do you have dietary restrictions? If so, what are they?

[Copy](#)

33 responses



Do you have any friends with dietary restrictions? If so, and you know what restrictions they have, please select the 'other' option.

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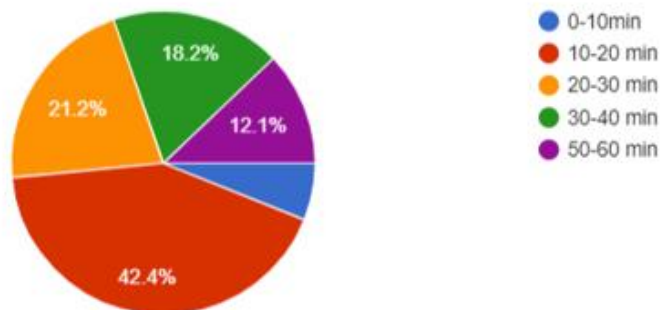
33 responses



What is the furthest you're willing to travel for a place to eat?

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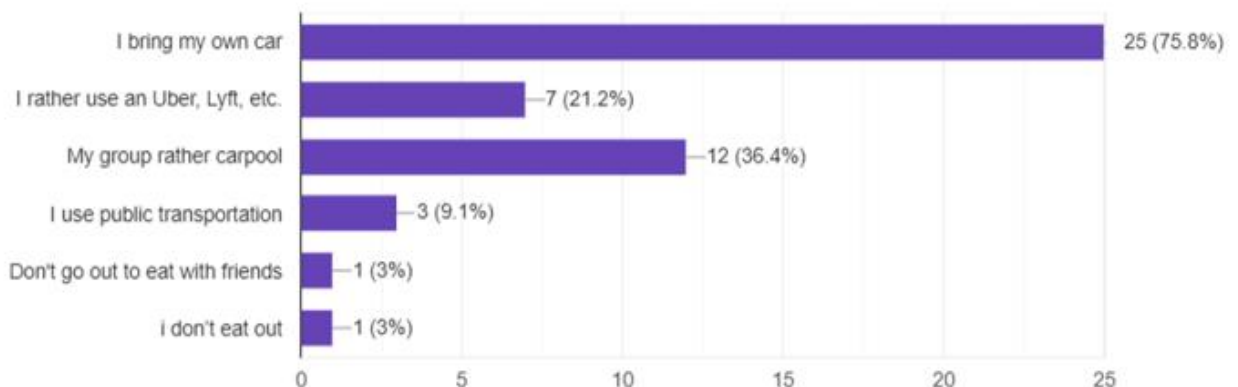
33 responses



What is the transportation situation in deciding where to eat with your friends?

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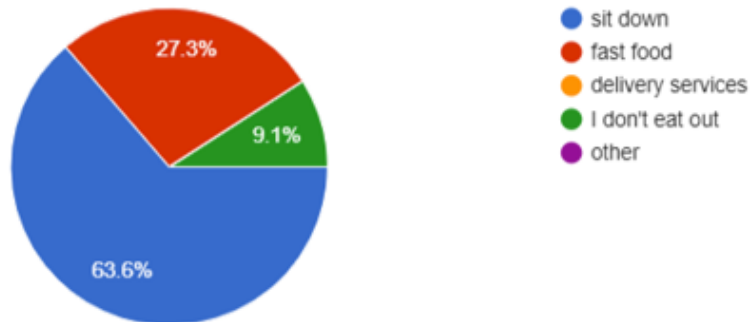
33 responses



What type of restaurant do you normally visit when going out with your friends

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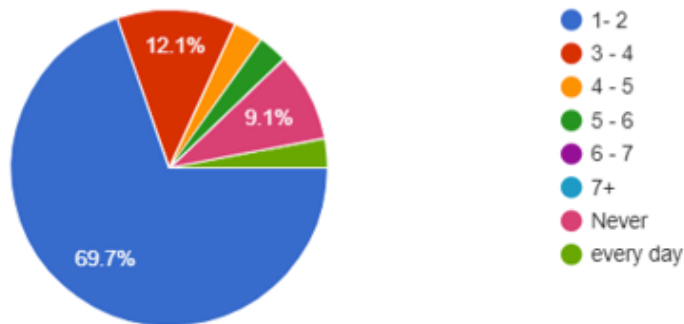
33 responses



How many times do you eat out weekly with friends?

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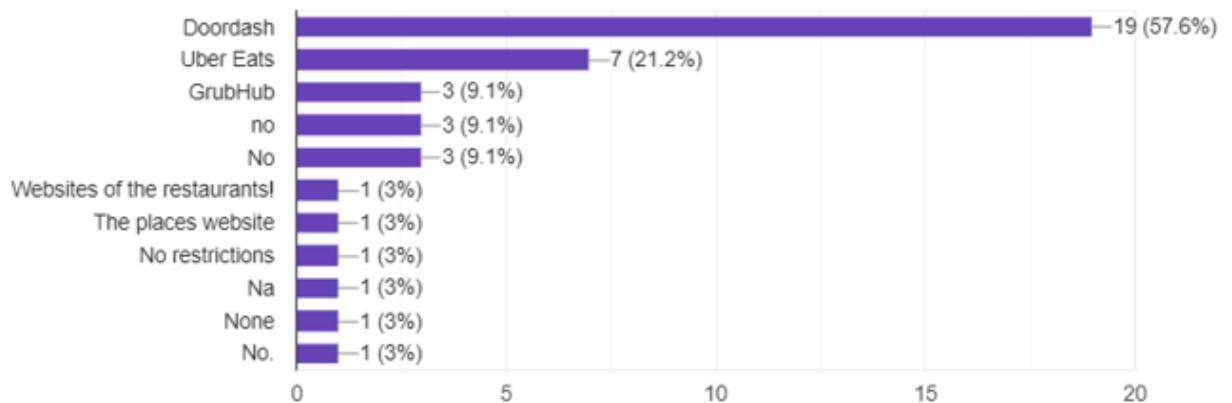
33 responses



Do you use any mobile or online applications to help find a place that offers your diet restrictions, if so what are they? (select all that apply)

[Copy](#)

33 responses



If you have questions on what a restaurant offers, what do you do to get answers?

33 responses

Call the restaurant and ask

Search up the menu or call the restaurant.

go to website

look up the menu

change it

I contact my nonexistence friend

Most restaurants have a nutrition page on their website.

I would ask on any recommendations.

Look up the menu

What compromises are you willing to make within your diet to make it easier for everyone to choose a place to eat.

33 responses

I'll eat anywhere, no diet restrictions

I have no dietary restrictions so I don't make any compromises.

some compromises

Depends on my mood normally none

anything

I would eat dairy. I would suffer the rumbling tummy for a good pizza

I'm willing to compromise for others.

Workout after eating.

Workout after eating.

Let them suggest some places

Has there been any situation where you and someone else could not come to a decision as to where to eat due to the differences in your diets? Please explain.

33 responses

No

no

No

Nope

yes My friend wanted to goto taco bell & I dont eat beef or pork

yes, seafood allergies

No. I just don't have friend

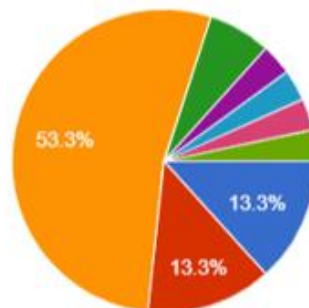
Yes, but not due to diets.

Mom didn't want to eat at a CC's buffet

Do you normally eat with others with similar dietary restrictions

 Copy

30 responses

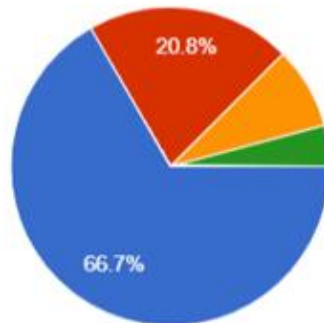


- Yes, we have the same restrictions
- Yes, we both have different restrictions
- No
- none
- N/A
- I think you guys should extend your age range. May be add another one for people from 30-45 and 45+
- None
-

With the restaurants you frequent, do they have a strong virtual platform?

 Copy

24 responses



- Yes, I feel like I can easily interact with the restaurant and what they offer online
- Yes, however, I feel like it can improve
- No, they don't have a strong presence
- Not sure

Describe an experience if any of when you have had to ask restaurant to make changes to their menu to accommodate for your diet? (example, removing ingredients from your order)

24 responses

None

removing ingredients

One time I had a salad that came with cashews and I had to make sure that they took the nuts off.

Because I am a picky eater, I sometimes have to ask for ingredients to be removed. Other times when eating out with my boyfriend, I have seafood items removed or substituted.

taking bacon off burgers, waiter was very nice abt it

None

I had to ask a restaurant to remove jalapenos from my food, I can't eat spicy food well.

Halal food or not only pork option

Remove pork because I'm muslim

Do you have any comments about this survey?

17 responses

No

Do you have any comments about this survey?

17 responses

No

No

N/A

Great questions!

no

No not at all

Nah

Nope

There was one question I wasn't i didn't understand so I replied « not sure »