fridgit

THE TEAM

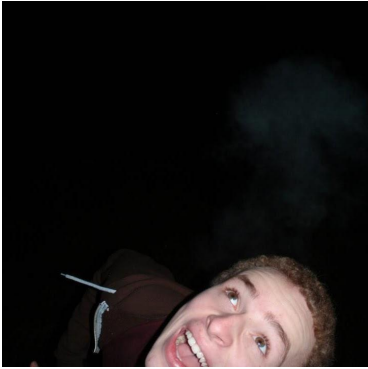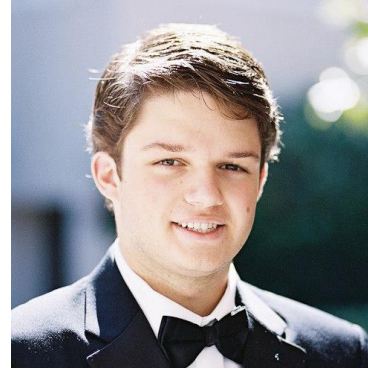**Nick Holden**

Fridge Enthusiast

Brian Hoang

Security Guard

Colin Miller

Developer

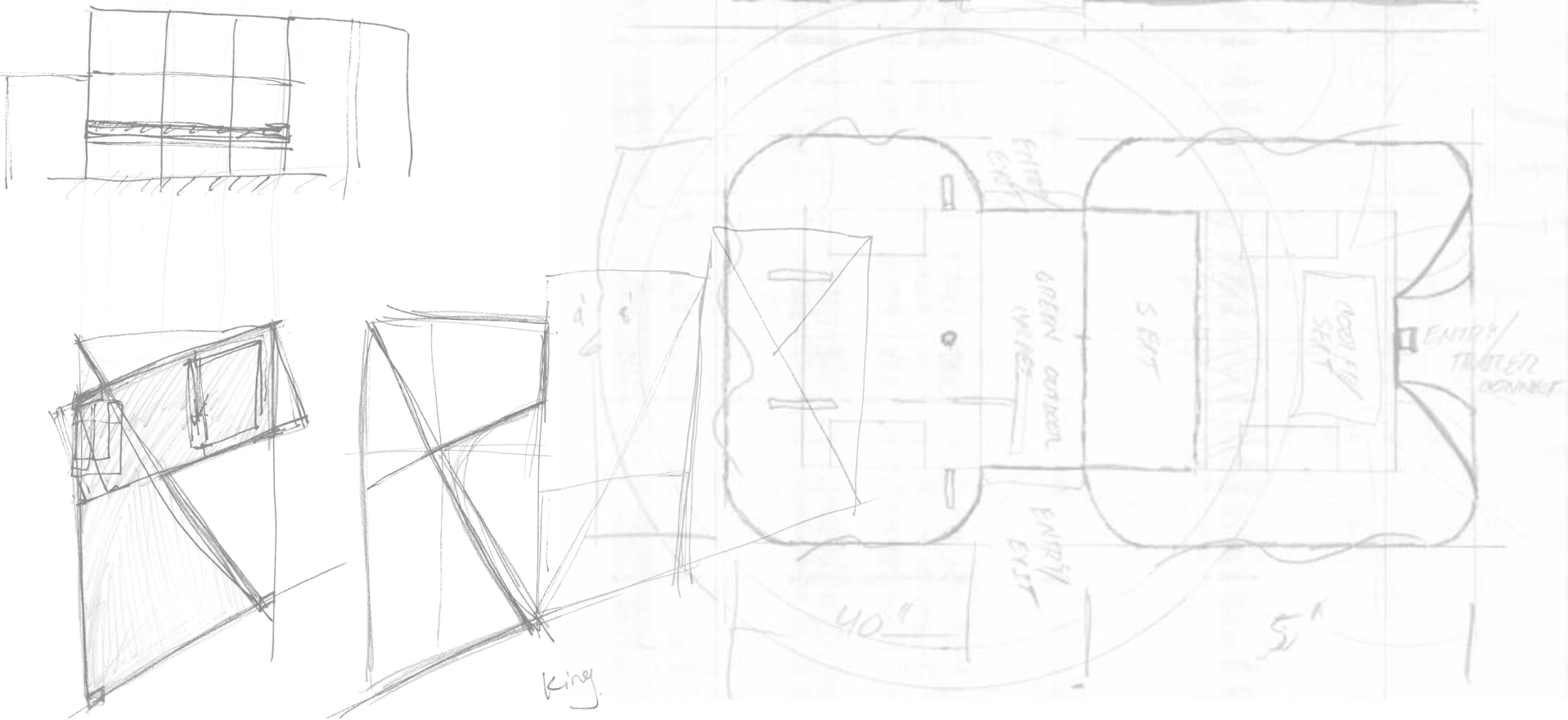**Francis Nguyen**

Product Manager

THE PROBLEM

Americans waste 25% of their food.

- Letting a slice of bread spoil is equivalent to letting a water tap run for five minutes.
- Annually, this waste costs a consumer around $1,350 - $2,275.
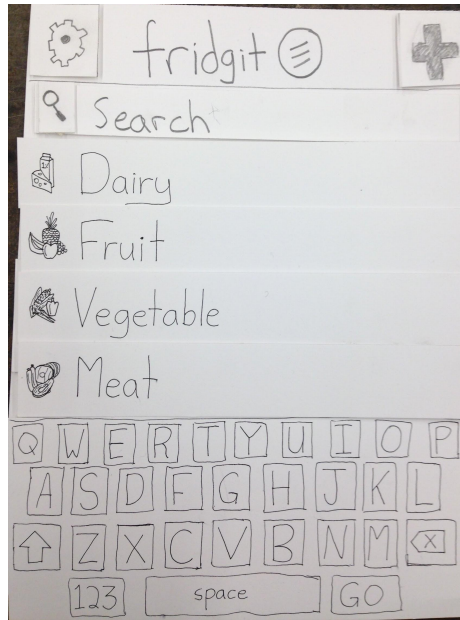- Environmental implications in the form of runoff, CO_2 emissions.

Initial Paper Prototype

Task 1: Checking the Food Inventory

Home screen of User's
food inventory

Predefined food categories
for easy access in searching

Task 2: Add and Remove Items

Ability to add and remove items manually for users

Users have ability to look up more information about a particular food

Testing

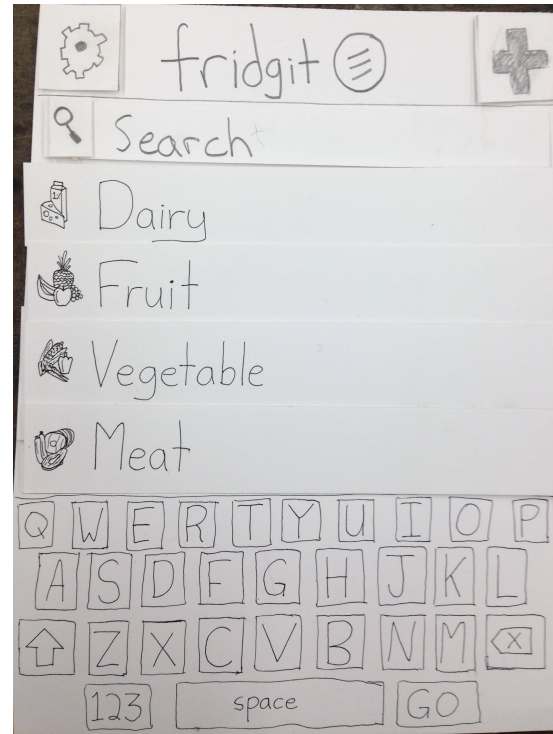Overview & Results

PROCESS

- 2 at participant's home, 1 at the CSE labs
- Brief introduction
- Approaches
  - Talk-aloud
  - Perform basic tasks with feedback
  - Play around with the interface by themselves
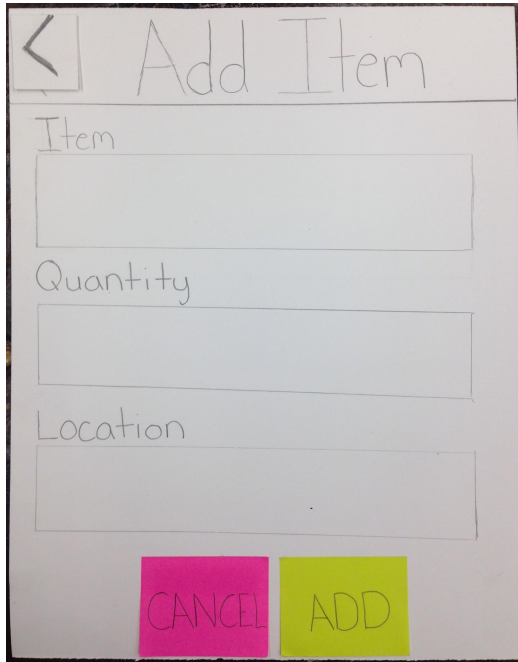- Feedback

HEURISTIC EVALUATIONS

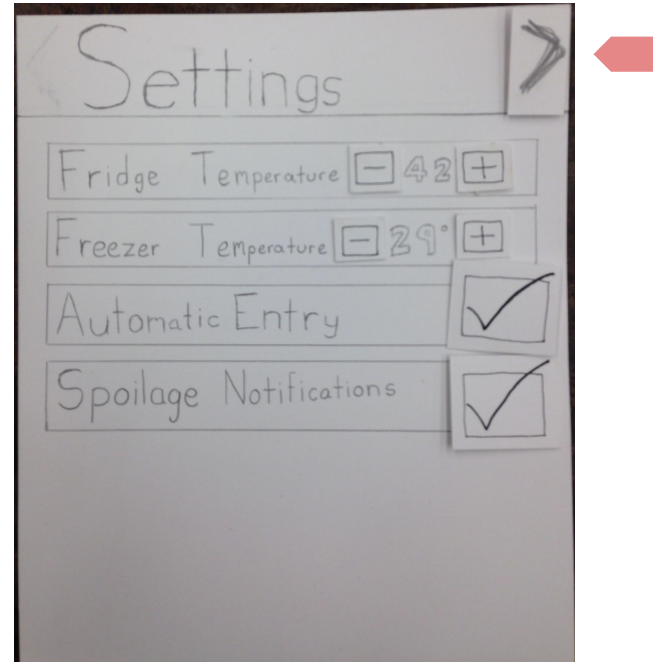Delete item functionality hard to find

No way to clear search

USABILITY TESTS

Participates wanted to add expiration date on item

Back button placement doesn't make sense
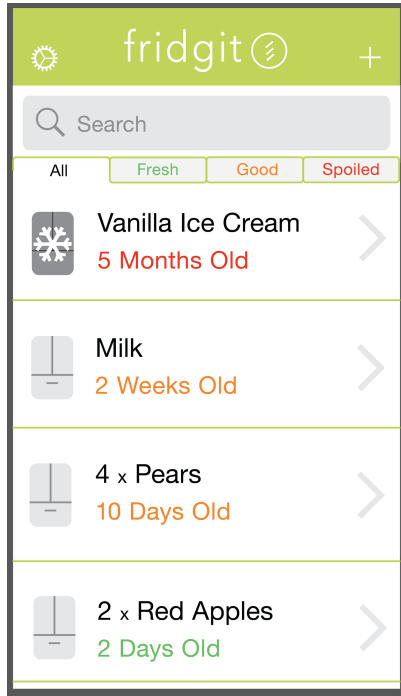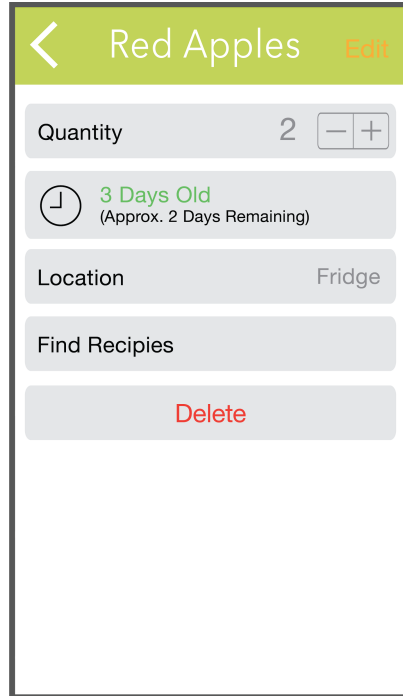
Final Paper Prototype
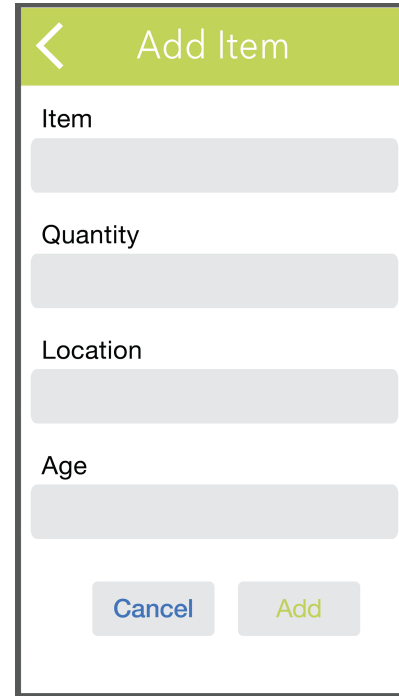
ADD ITEM & ITEM INFO
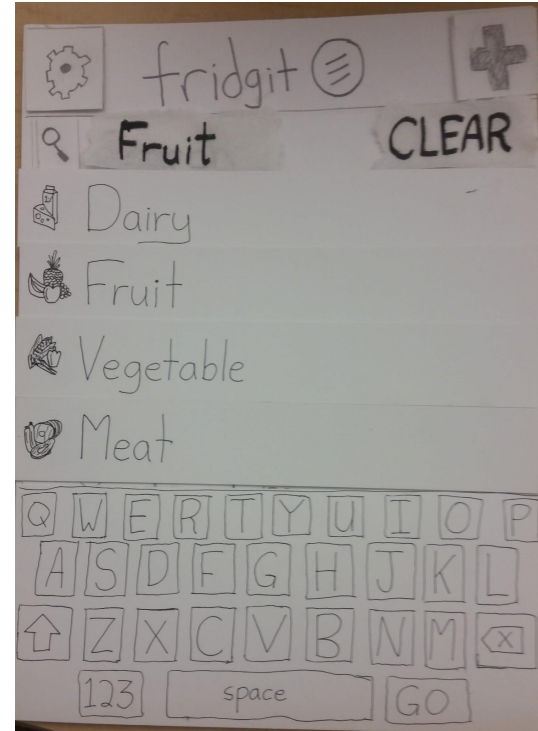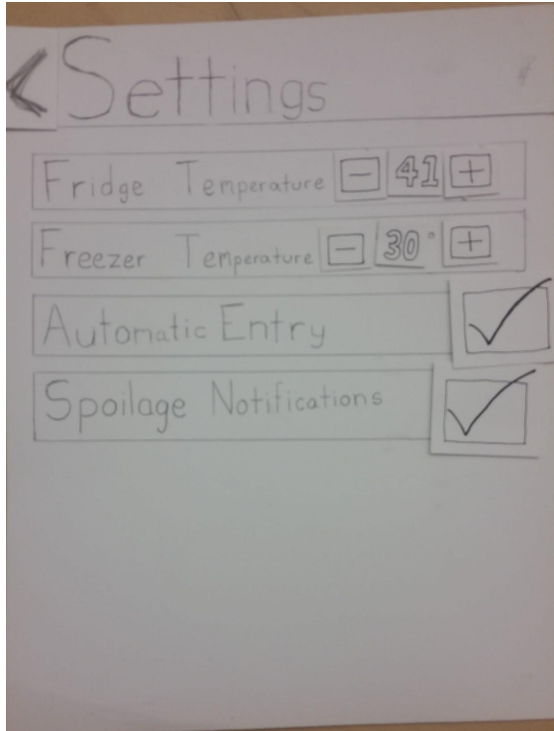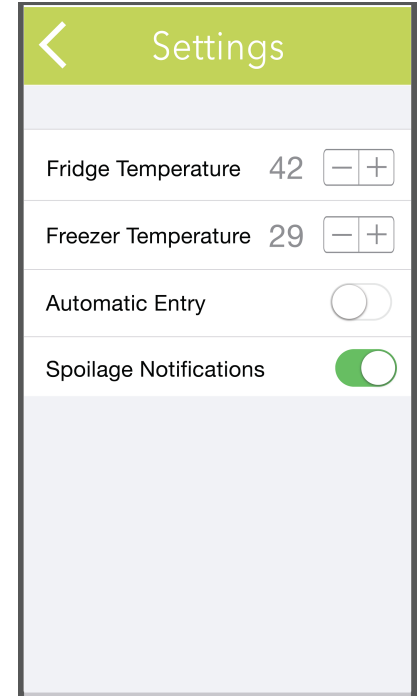
SETTINGS & SEARCH
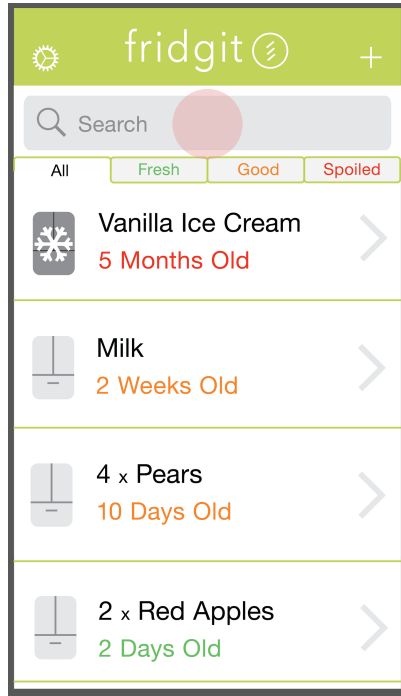
Digital Mockup
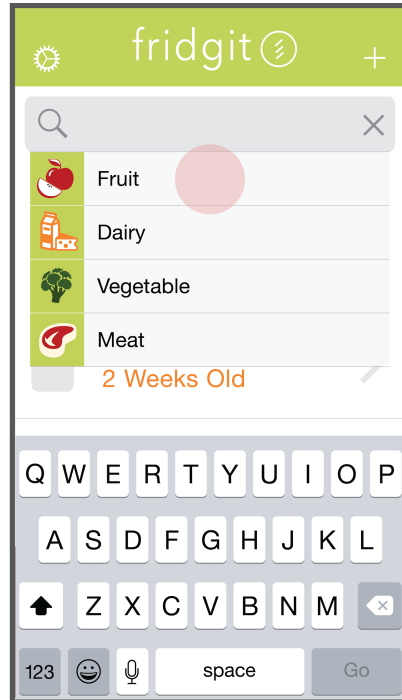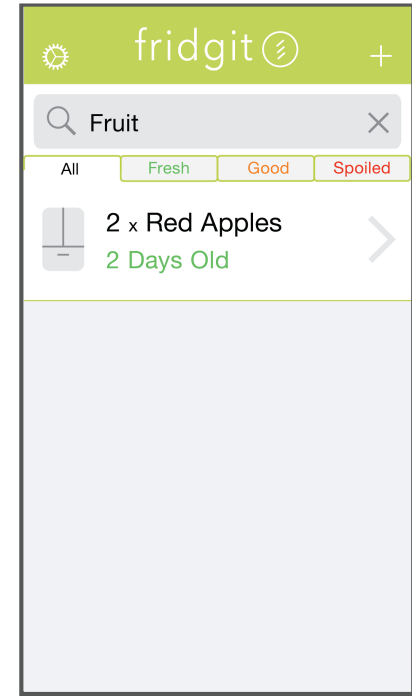
OVERVIEW

Home

Item Info

Add Item

Settings

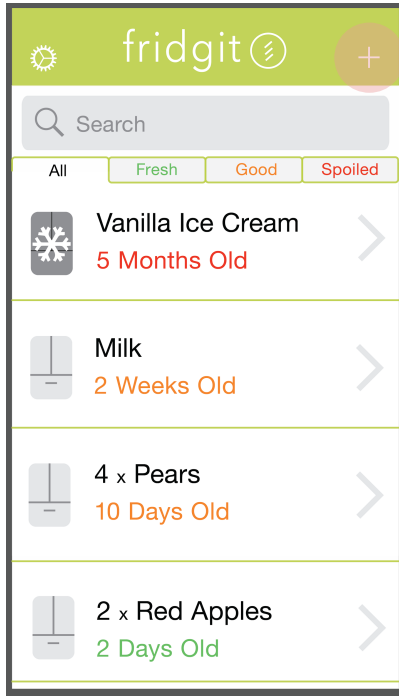# CHECKING INVENTORY
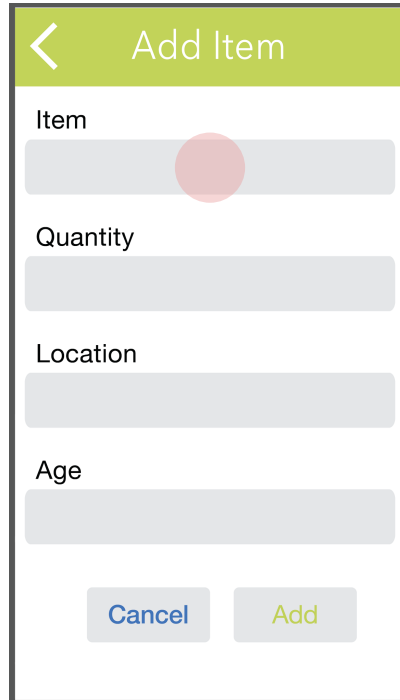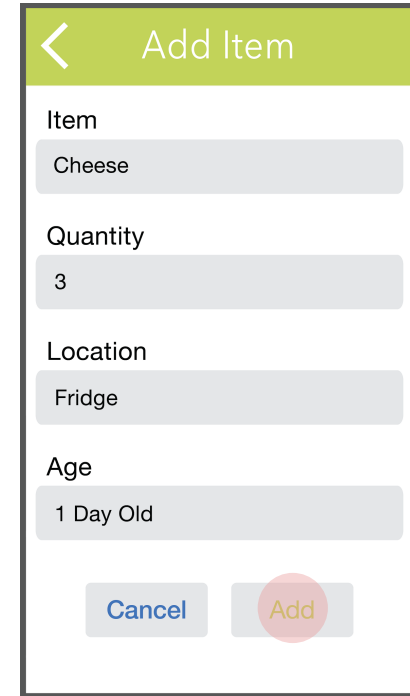

Home

Search categories

Filtered Results

ADDING & REMOVING ITEMS

Home

Empty Item

Item ready to be added

SUMMARY

- Iteration led to a more matured design

- Usability tests showed us points of user confusion

- Feedback provided us with different perspectives

Questions?