

# Dining Dash

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#### Problem Statement

"So much to do, so little time"

"I'm a broke college student"

Georgia Tech students are very busy

Meal plan usage vs. other 'fast food' options

- Under utilization of meal plan
- Unnecessary money spend

Not enough hours in the day

### System Overview

On-the-go design, easily accessible

Allows users to customize order

- can choose from any dining hall, an available time, and day
- Specific meal customizability
- Numerous options

Unique experience for each user

Complete integration with GTID number

### Understanding the users

#### **Target Users:**

- Georgia Tech students
- ∘ Ages 18-22
- Dining hall users/have a meal plan
- Technologically savvy

Open interviews with potential users

Understand dining hall operations

Integration of our system to current process

# Design Influence

Users had a large impact on final design

#### **Features**

- Favorites vs. Recommendation section
- Favorites and Order History

#### Usability

Does not impede on daily routine

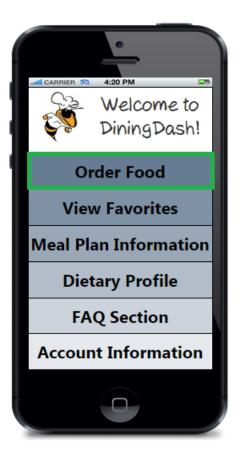
#### Prototype Feedback

- Progress bar
- More robust information without design interference

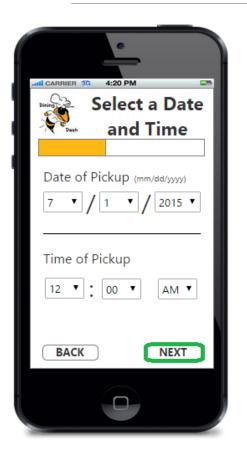
"Uh no! I have to cram for a test, but I need some food. I'm really in the mood for a Turkey sandwich and some mixed veggies. Let me use DiningDash!"



















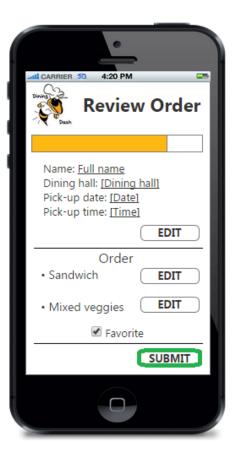


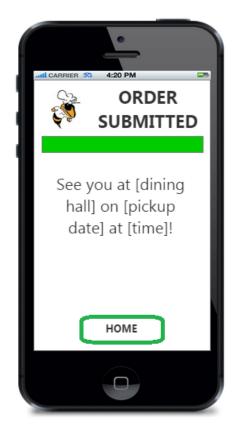












### **Evaluation Description**

#### Two phased evaluation

#### Task Analysis

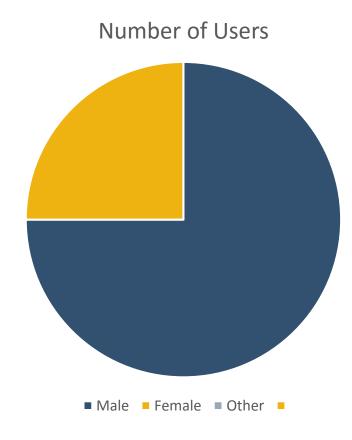
- 4 unique tasks for the user to complete
- Successfully completing an order (2 times)
- Finding nutritional information
- Specific account information meal plan type

#### Questionnaire

- Likert Scale evaluation
- Open-ended

#### Evaluation Results - Users

- Gender breakdown similar to "The Ratio"
- Average year at Tech: Junior
- Various majors : (AE Psychology)
- Infrequent use of dining halls



### **Evaluation Results**

Questions	Median	Mean
It is easy to navigate with the system.	3	3.125
The system was difficult to use.	2	2
The system has a clean and simple presentation.	4	4.375
The look and feel of the system was distracting.	1	1.375

Common Patterns	Frequency	
Favorite aspects		
Simplicity of system	3	
Ability to use on the go	3	
Unique features	2	
Most frustrating aspects		
Lack of feedback	5	
Navigation issues	3	

### Implications

#### Pros:

Users were able to place to-go orders quickly and easily

Easy to learn – user showed improvement

Food availability and simplicity

#### Improvements:

Feedback required when adding a meal to an order

