CounterActive: An Interactive Cookbook for the Kitchen Counter

* Wendy Ju, Rebecca Hurwitz, Tilke Judd, and Bonny Lee. MIT Media Lab, Personal Information Architecture Group. Cambridge, MA 02139 USA. 31 March 2001 (CHI)

An Interactive cookbook. With a projector and speaker. The projector projects the recipes onto the kitchen’s counter. The computer and Taufish Array below the counter help recognize touch input on the counter.  
They have taken special care for how the countertop can be used and what kind of recipes to add under which categories. For example, for children they’ve only included recipes that use safe tools.

It’s projected on to the countertop so the spills and messes are not a problem – this is especially genius and once presented seems like an obvious consideration – the kind of considerations that actually come to light only after a good user research. Also, users should not feel like they’re cooking with a computer. They’ve avoided icons, menu bars and all of which can make it seem like the user is using a computer.

One of the conclusions they’ve drawn is that to truly make it interactive, they would have to identify the actions of the users to guide them in the right direction.

Entertainment plays a big role in cooking.

Everyday Usability: Kitchen Edition

* Destinie. Feb 4, 2017

Applying UX design principles to the kitchen. 1) Place like items together 2) Make primary common actions easiest to access 3) Declutter 4) Guide through tasks 5) Create an inviting atmosphere

Optimizing Kitchen Experience

* Ravishankar Sundaram, Saranya Rukmangadhan

Discusses Kitchen Layout, especially the ergonomic standards of the Indian kitchen which are better suited to European women and their average height, resulting in uncomfortable shelf heights and working surface height etc. They’ve conducted user research and suggested multiple helpful design changes that can be done in the Indian Kitchen to make more usable. They’ve discussed layouts, grouping frequently performed actions and things together, organization etc.

Someone's in the kitchen

* Tamara Mitchell

Kitchen ergonomics. Beginnings and current trends including consideration for accessibility. 1) consider providing knee space at the counter (work area) to be able to site and cut/peel etc. 2) multiple work centers (apart from the traditional three) possible in the new age kitchen. 3) To plan each work center, divide tasks and match them to appliance/tools/food location. If the kitchen has only one sink, locate it adjacent to or across from the cooking surface and refrigerator (check paper for more, highlighted in yellow)

KITCHEN DESIGN TOOL – AN INTEGRATED ENVIRONMENT FOR LAYOUT AND VENTILATION DESIGN

* Tuomas Laine (Olof Granlund Oy), Risto Kosonen and Eliott Gordon (Halton Group Ltd)

A kitchen design tool for the experts. Computerised input screens that take in parameters such as the kind of dishes that will be made to calculate and retrieve the utensils that will be required in the kitchen, the gadgets etc. and then designs a kitchen based on how frequently each thing is accessed etc. A well intentioned tool to be used by different experts in the fields to take all their inputs and return a computer generated list of parameters based on which the design is done. Overly complicated from the pov of an average user.

Virtual Kitchen System using Kansei Engineering

* N.Enomoto\*,M.Nagamachi\*\*,J.Nomura\*,K.Sawada\*

A design system that helps create a virtual reality of what the kitchen might look like. The process of getting the details is influenced by Kansei Engineering (development or improvement of products and services by translating the customer's psychological feelings and needs into the domain of product design (i.e. parameters)).

Networked VR System : Kitchen Layout Design for Customers

Closest thing to a uad kit but not really. Customers can virtually select items from catalog and place them in the design (experienced in 3D in the website), once ready, can click “showroom”. Then they need to visit the showroom where they can experience it in real-world dimensions in a virtual reality space, to finalise the design. It still requires some computer knowledge, and only selecting things from the existing catalog.

A WEB-BASED USER-ORIENTED TOOL FOR UNIVERSAL KITCHEN DESIGN

UI explained in great detail alongwith underlying system supporting it. Users are guided as they build their kitchen on screen, and based on their specific profile, the program fetches the necessary instructions about ergonomics, movement etc. to help with correcting the layout. Guiding them through the process instead of letting them do it on their own.

***UX Design Case Studies***

1. Case Study: Perfect Recipes App. UX Design for Cooking and Shopping. *Marina Yalanska and Vlad Taran*

A Design project where they have designed an app “Perfect Recipes” for cooking and buying ingredients. Does not seem to involve User research.

1. Designing a better cook: a look at Yummly. *Y-Dan Bui.* Mar 29, 2018

Redesigning front end of existing app. With user testing and affinity diagrams to understand pain points in existing app

1. Everyday UX: The User Experience of Cooking with Plated. Sarah Doody. 11 April 2014

An actual user’s experience with Plated app. This app provides you with the exact ingredients with correct amount to cook for one meal based on how many servings you want. User reflection: great, because they come in a box with an ice pack to keep the ingredients fresh. But, generates a lot of waste with single use plastics, labels, recipe card etc.