Yael Kaufman, Eric Smith
Hridya Turlapati, Chelsea Grossman
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CS325 Usability
Project 4.1 - Initial Project Point of View

M&E - Meet And Eat

"Hey, Alex! Do you want to meet up for lunch?"
"Sure! Can you be at Worcester at noon?"
"Can't. I have class until 12:30 in Isenberg. Do you want to meet at 1:00 in Franklin?"
"No can do. I have a class that starts at 1:30 in Computer Science building."
"How about we meet in Campus Center at 12:45 then?"
"Sure, that works."

Meeting up for lunch with your friends can all too often try your patience, due to the many factors that need to be taken into account. This is why we are designing a system that will do the planning *for you*. All you have to do is provide some basic information about what time you are free at, where you will be, and of course, enjoy a great meal with your friends at the location M&E picks!

Abstract:

Identifying a need, user group, and method to motivate the creation of a user-centered interface system.

User Group:

User Group: Our target user group is students attending university.

Demographics: Average age of the user group is 18-21. Gender is about 60:40 ratio (Female/Male). Ethnicity of users varies greatly throughout universities.

Key Characteristics: Students using our application are most likely familiar with dining areas and relative locations. Students will be more likely to want to meet up with acquaintances and friends rather than total strangers.

Needs Being Addressed:

Sharing meals with others has been a practice and desire among people since the dawn of humanity. In our modern, busy world of packed schedules, (specifically the sporadic schedule of students!) not many people can easily find the time to organize a meal with others. This program can assist the facilitation of having a group meal with people you want to spend time with, and can help you avoid the "alone at the lunch room" feeling we all dread.

Key Insight to Guide Design:

Key insights to guide the design of this meal-scheduling system are that there are a finite number of possible meals, times and locations, so the system can be designed to handle all possible input. Students have very different-- and often conflicting-- schedules, which makes it hard to schedule meals together, and the size of the UMass campus is not conducive to a casual encounter. The design, then, will be driven by the need to help alleviate these problems. Planning becomes much more efficient if there are concrete choices available, which will also be used to influence the design.

Plan to Access Users to Implement User-Centered Design Approach:

Our application is centered on meeting the needs of university students who want to meet up with their friends or acquaintances for a meal. As the target audience for this implementation is university going students, we will have an easy access to our user group on campus. We ourselves being in the user pool is very beneficial to the design of this product as we would be able to evaluate our design based on what we would like to see if a similar system was being designed by someone else.

What Yael Did: Abstract, Key Insights to Guide Design
What Eric Did: User Group
What Hridya Did: Plan to Access Users, Introduction
What Chelsea Did: Needs Being Addressed