

1. Remember the last time you cooked professionally. Describe what you cooked and how you cooked it step by step.

I was working at Disneyland Paris in a quesadilla restaurant where everything is made from scratch.

I prepared quesadillas by taking a tortilla, adding ingredients (chicken, eggplant, shredded cheese, etc.), then I folded it and placed it on the grill. Before serving, I added sauce, placed the tortilla on a plate, added some garnish, and it was served.

2. Remember the last time you cooked non-professionally. Describe what you cooked and how you cooked it step by step.

Last week, I prepared mashed potato balls with a beef patty.

I mashed the potatoes, then chilled the puree. I cooked the beef patties with cheese in a frying pan. I took the puree and shaped it into balls which I then covered with breadcrumbs. I baked the balls and served everything with a little decoration.

3. What differences do you observe when you cook professionally and non-professionally?

There isn't really a difference, I always cook as I learned in culinary school. The only difference I see is perhaps the pressure, which in the professional world is more significant, and also the fact that the chef gives me instructions to follow.

4. Can you imagine an interactive tool that could help you with certain tasks? Be imaginative, you can think of something that doesn't exist yet and is futuristic.

An automated robotic arm for preliminary preparations (peeling, cutting, etc.)

A connected tablet to help new kitchen assistants with recipes, checklists, etc.

A website to help young people open their restaurant (diploma, document, support)

5. Are there things that chefs are not allowed to wear in a professional kitchen (necklace, bracelet, watch, phone)?

Bracelet, ring, wedding band, watch, no long nails, tied-up hair, shaved beard (hygiene)

Categorize every method in the design of interactive things :

Who is the user?

Collect user info:

- Peer interview
- Peer introspection
- Questionnaires
- Story interview
- Research questions
- User profile

Represent user insights:

- Persona
- Interaction snippets
- Interaction table

Interpret user needs:

- Current scenario
- Extreme character
- Future scenario

What is possible?

Collect inspiration:

- Brainstorming
- Idea archive
- Video brainstorming

Represent categories:

- Breakdown analysis
- Object table
- Design dimensions

Interpret design space:

- Design space
- Design alternatives

What should it be?

Collect design inputs:

- Design concept
- Improvements
- Design diagram

Represent prototype:

- Mockups
- Storyboard
- Video prototype

Interpret designs:

- Design walkthrough
- Design study