Contribution of team members

~~Adnan: dropped the course~~

Arda: created prototype with two core activities,

Arved: created 1 prototype, discussed interview protocol, 1 user Interview

Benedikt: created 1 prototype, discussed interview protocol, 2 user interviews

Filiz: created 1 prototype

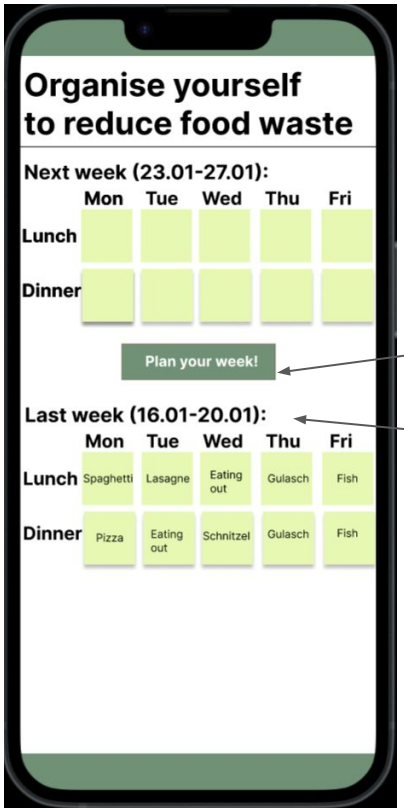
Sascha: created 1 prototype, discussed interview protocol, 1 user interview

Solution 1: Core activities

- Plan the meals for the week in the app’s calendar in coordination with the app’s recommendations
- Generate specific shopping list for your supermarket of choice in coordination with your meal plan

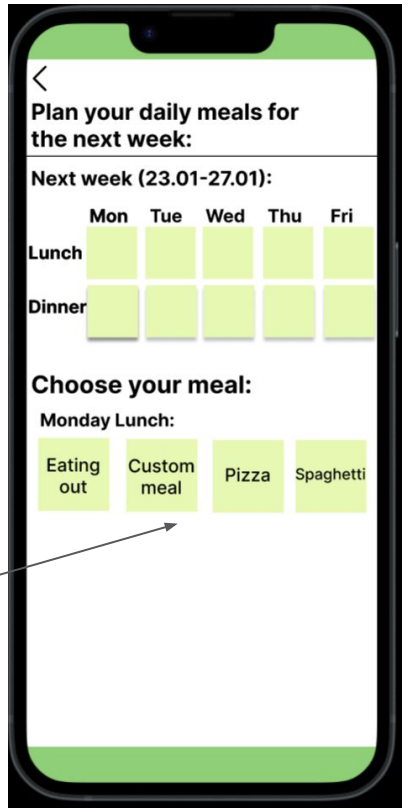
Solution 1: Prototype Sascha

Smartphone screen size

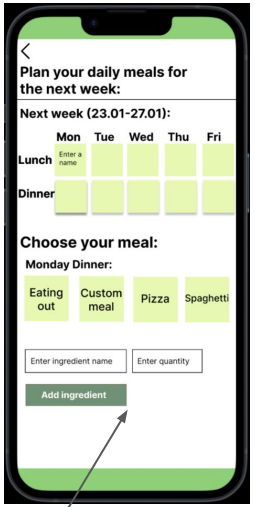


Go to plan next week

Last week information

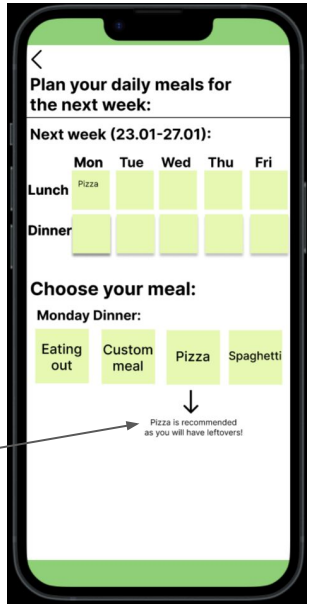


Choose the meal per day and lunch/ dinner

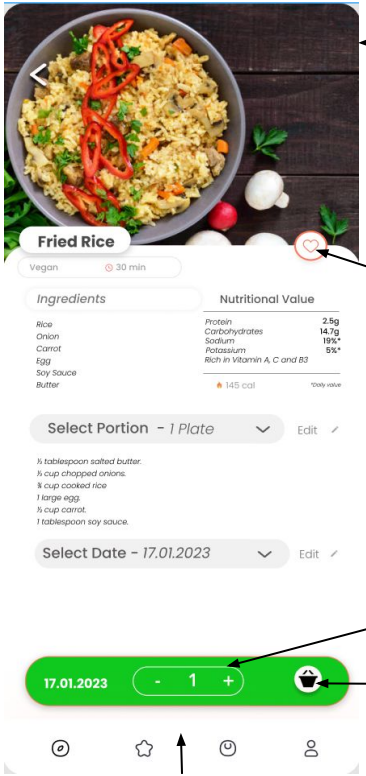


Add custom ingredients

Get recommendations if you still have leftovers



Solution 1: Prototype Filiz



Target device size: Smartphone

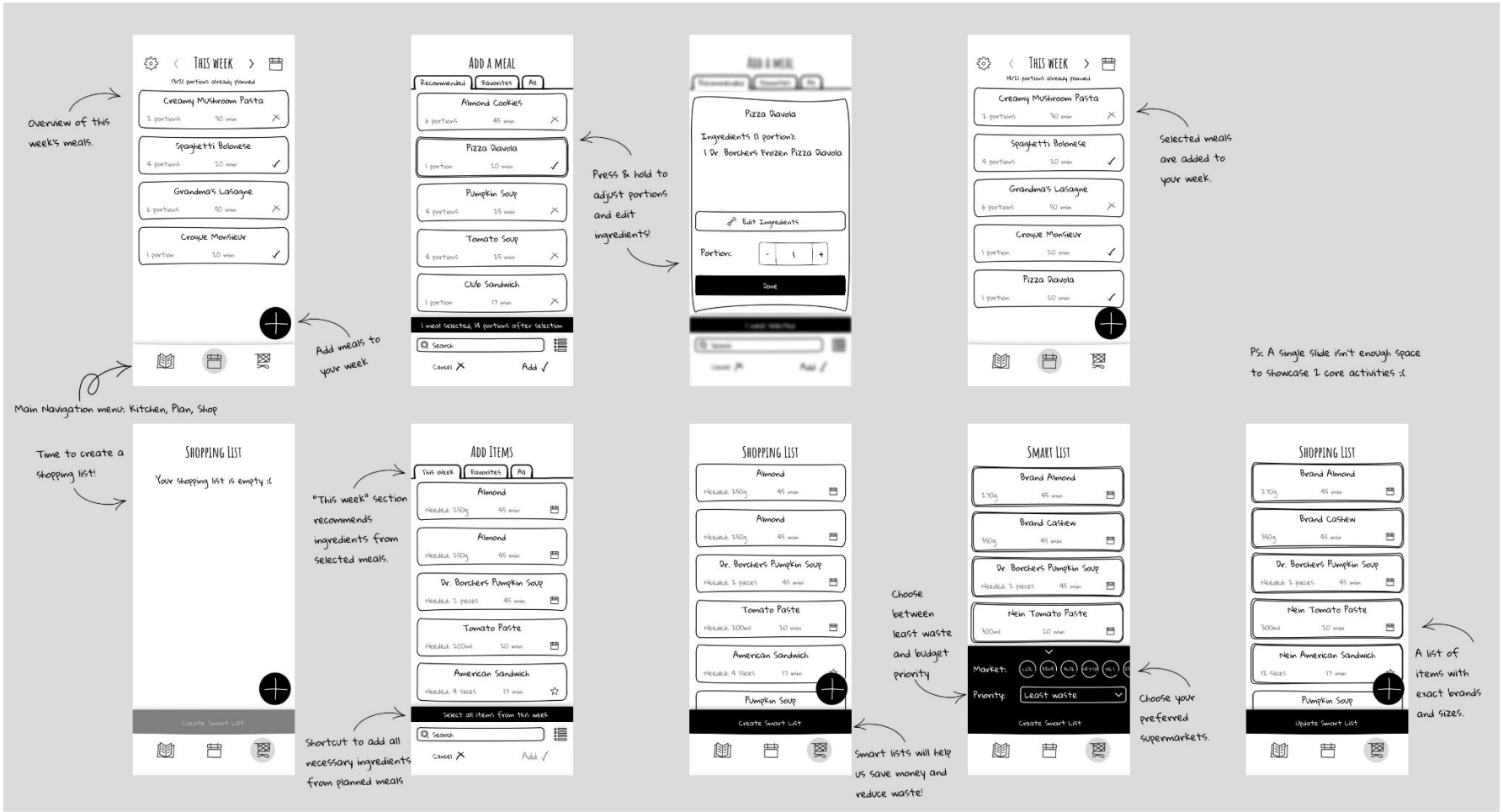
Save as a favorite dish

Number of people

Add dish to your weekly list

From left to right: Explore, Star, Shopping list, profile

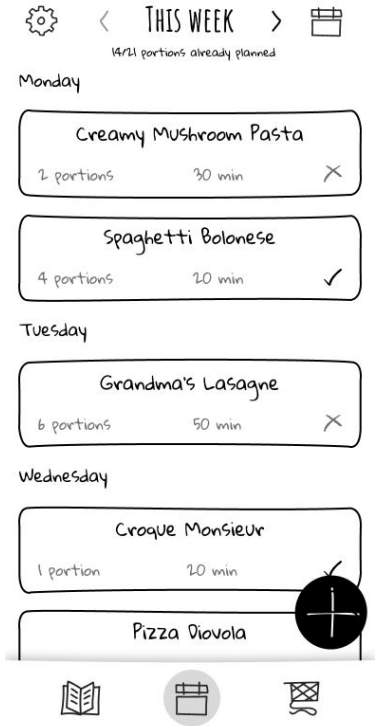
Solution 1: Prototype Arda

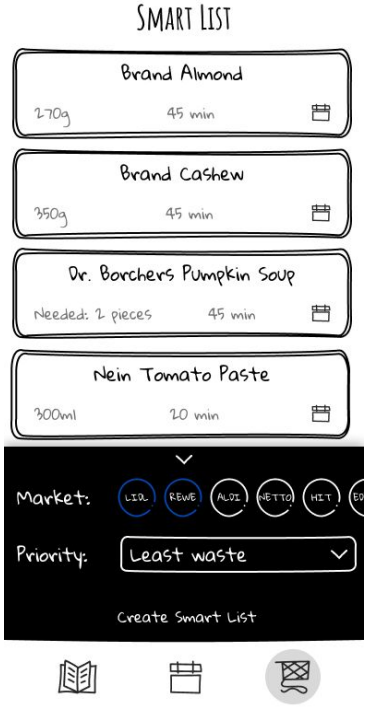


Possibilities to feature core activities of the final prototype for solution 1

Chosen final prototype: Arda

- Sascha's prototype has daily planning functionality which we added to Arda's prototype after comparing them.
- Arda's original prototype only showcased 1 core activity, the group later agreed on adding the smart shopping list functionality in the chosen final prototype.
- [Figma Prototype]





Solution 1: User Study Protocol

Aim: What is the goal of your user study? What do you want to find out?

Is the prototype intuitiv to use? Is it helpful in planning the weekly meals? Are features missing to complete the task? Is the amount of Information given too much/too little? Does the user know/use existing apps for similar features? Does the recommended meal feature help to plan the week and reduce waste?

Task: What is the task (the core activity) that your users have to execute?

Save food waste in your household by planning your meals of the week.

Participants: Who are your target users?

People that want to reduce food waste, rather plan their week spontaneously and are between 15-50 years old

Setup: Where will you do the study? What technical setup do you need to conduct your user study? (Zoom call, camera mounted over the prototype, …)

Over Zoom or in Person. No recording is needed, but taking notes during the interview is needed. We just need to provide the prototype for the user and tell him the task he needs to perform.

Solution 1: Findings of the user study

Misunderstandings:

- Unclear how the shopping list is created
- Says that it would be even better if you can allocate meals for weekdays (already exists in app but did not see it)
- Does not get what the book on the bottom left is for
- Meaning of the cross and checks for the specific meals and ingredients were unclear

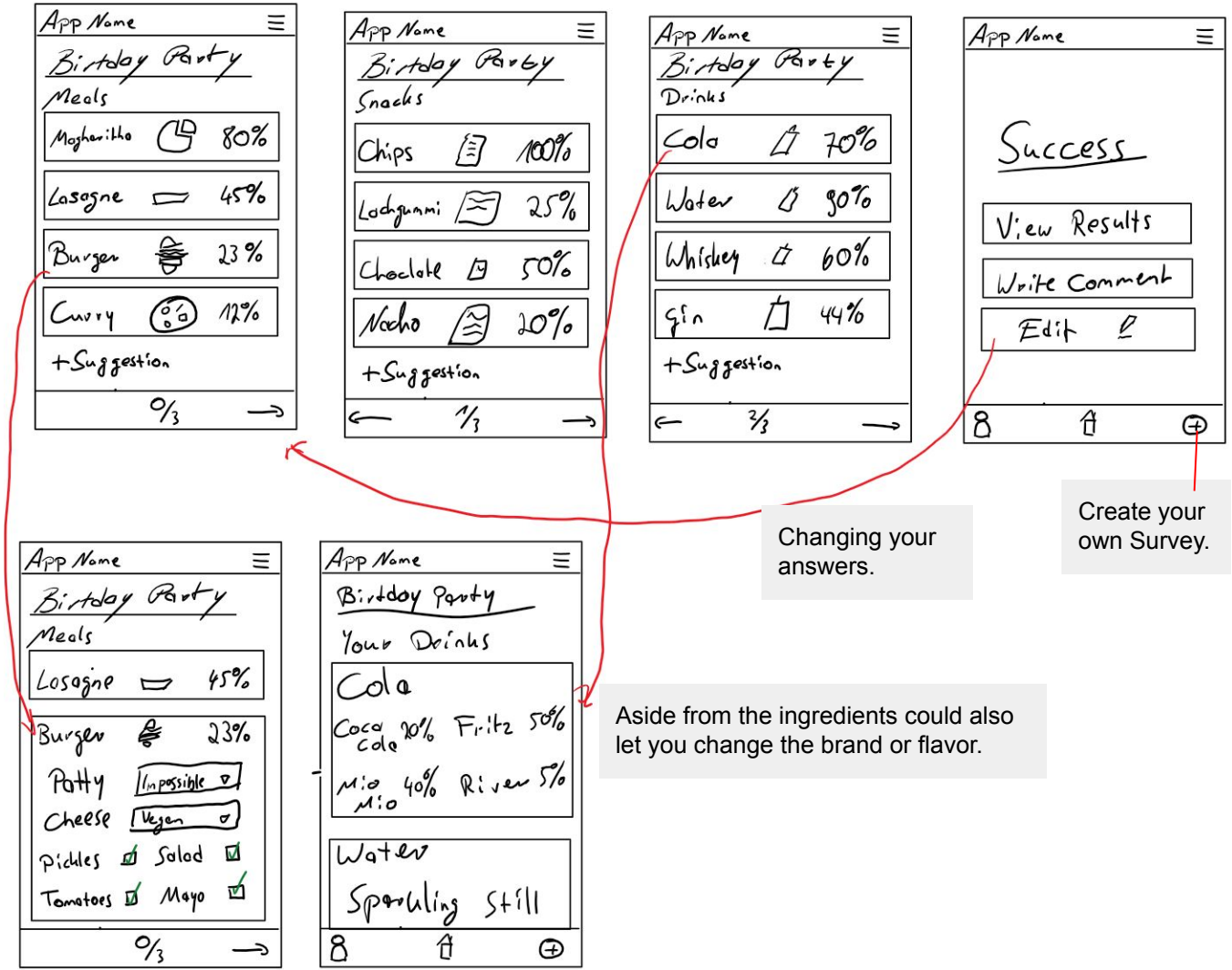
Other:

- For adding a single meal, confirming the action is annoying.
- App should tell more, how it reduces food waste.
- Toggling between showing the weekdays and hiding it is confusing
- The smart list feature is confusing. Why not showing it from the beginning.
- Why is the shopping list a loose collection and not grouped by the meal?
- Weekly view seems very helpful
- Not too much information

Solution 2: Core activities

- Vote on the meals and ingredients you like for a specific event

Solution 2: Prototype Benedikt



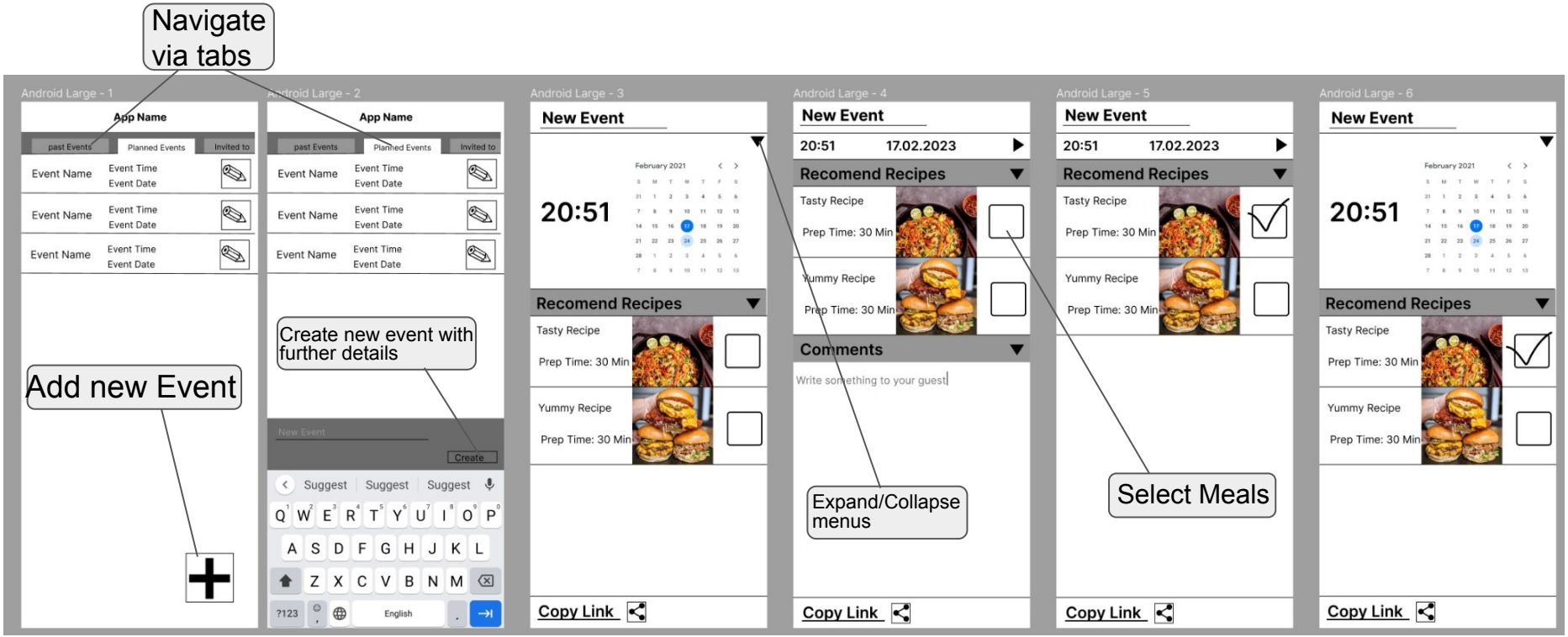
Click allows you to choose your preferred ingredients.

Changing your answers.

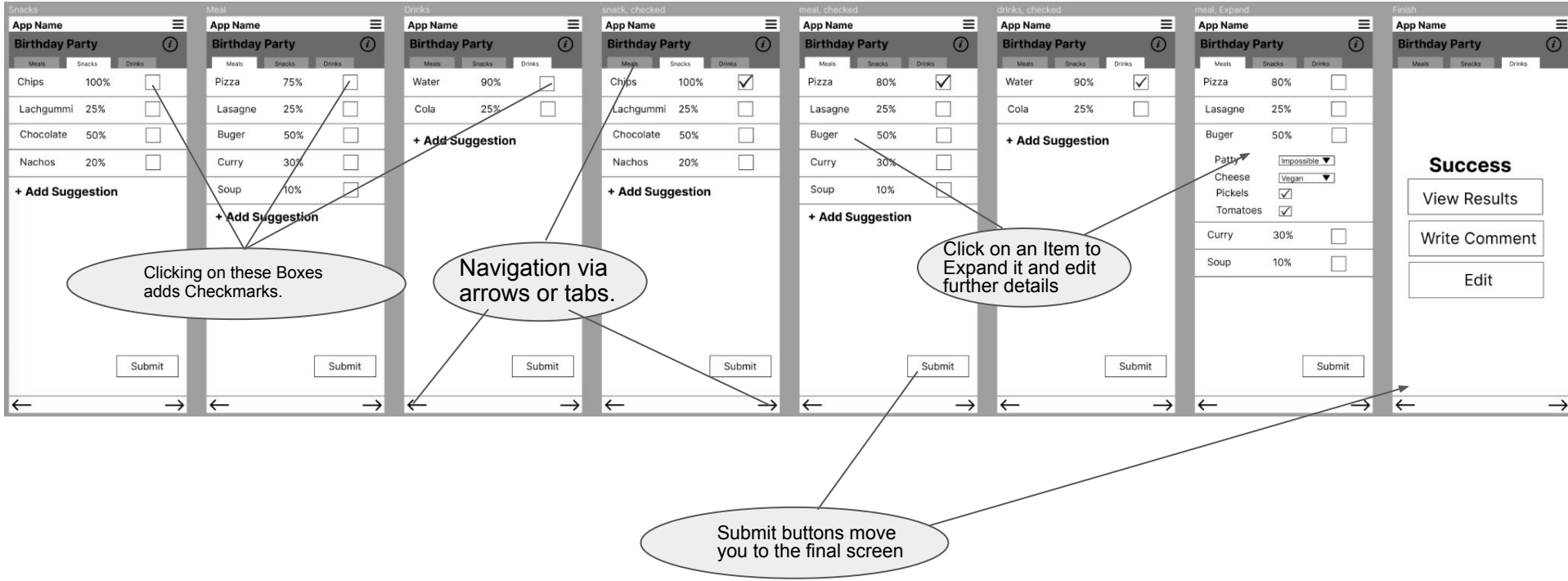
Create your own Survey.

Aside from the ingredients could also let you change the brand or flavor.

Solution 2: Prototype Arved



Possibilities to feature core activities of the final prototype for solution 2



https://www.figma.com/file/SML1vnUsTfUHl06Px3Uj7P/DIS1-Foodwaste-Prototype-(Copy)?node-id=0%3A1

Solution 2: User Study Protocol

Aim: What is the goal of your user study? What do you want to find out?
Does the user intuitively understand the control elements (e.g. arrows, the Suggestion button) Does our current concept help our target group to select food they want? Is the App easy and quick to use, so it is no effort to respond to a survey?

Does the app provide a better solution than existing survey apps, like doodle?

Is the voting for specific ingredients a helpful feature? Should allergies be able to be added as well?

Task: What is the task (the core activity) that your users have to execute?
Make sure there is food that you'd like on a birthday party you visit.

Participants: Who are your target users?
Younger people (15-40) that plan or attend gatherings with food for the whole group of visitors.

Setup: Where will you do the study? What technical setup do you need to conduct your user study? (Zoom call, camera mounted over the prototype, …)
Over Zoom or in Person. No recording is needed, but taking notes during the interview is needed. We just need to provide the prototype for the user and tell him the task he needs to perform.

Solution 2: Findings of the user study

Misunderstandings:

- Did not know how to interpret the percentages
  - Percentage change in prototype was not mathematically correct.
- Only found the expanding of Burger by accident, was surprised by it.
- Tried to use the left arrow when in leftmost category
  - Thought on first glance it would undo/redo
- Clicked on the Submit Button multiple Times, before clicking the “Next” button.
- Thought swiping would switch the categories

Other Feedback:

- Wanted Feature for suggesting ingredients.
- Hard to reach the different Tabs and Options with one Hand. Sizes of everything is “awkward”, too small, too much space between everything.
- Better than doodle, because you have the survey in a more structured way. User also liked the ingredients feature.
- Expected suggest button, info button, and menu button (top right) to be clickable.

Decision for your final solution pick

We chose solution 1 because we see a better potential to reduce food waste and it could have a better integration in everyday life as it would be used more often than an app for a few events per year as in solution 2.

This is in line with our principle of achieving the goal 12.3 from the 17 goals for sustainability from the UN.

Furthermore, the feedback for solution 1 showed that the concept has potential to be helpful for people, although they still criticized the user interface, which we need to improve in the following iterations. The feedback we gathered assures us that the app addresses our chosen target and will be useful to our target group.