

NEEDFINDING LEVEL

Base on our observation, we found that lots of people around us are having trouble keep eating healthy everyday. They might be either lazy or too busy to cook. Our POV is to let people eat healthier. So we originally thought about making an app that helps prepare healthy meals in simple and quick ways.

USER TESTING LEVEL

User testing really helped us solve lot of interaction problems, the logic of the flow of our app, the consistency that user have while viewing the app, some unnecessary steps or pages and some confusion words, buttons or instructions. We learned a lot about how to design an app base on users' experience and how to convenient users while designing some particular contents.

PROBLEMS WE MET

Problem:

The first prototype was intended for the user who wanted to cook healthy meals while being able to track his/her meals by recording user's food ingredients, calories and nutritional facts.

Solution:

In our first prototype, we planned on having the user input what his/her food preference. Based on the inputs, the app will be able to recommend the user what they should eat and how to make them by showing recipes. This prototype was great in a way that it was very detailed, so, it is able to give the user accurate data based on his/her eating habits.

Problem:

Although, the prototype proved great at first, upon drawing our prototype, we realized that it had many flaws, for example, the app would have too much inputs, which would make our app less user-friendly.

Solution:

We, then, narrowed our goals to only allowing user to record his/her meals rather than cooking based on the recipe. planned on making less inputs for user to fill in and allow the user to communicate one another by allowing community page. This allowed for users to compete against each other and see who can become healthier. However, after discussing, we came to realization that our app is intended for personal use, and allowing community page would go against the goal of our app by making user's logs public for other people to see.

PAPER PROTOTYPING LEVEL:

We made two prototypes, the first one is about providing recipes base on different user need to help people eat healthier. But this involves with a lot of functionalities and we felt overwhelmed. The second prototype is the one we implemented in the end. Instead of helping people cook healthy, we plan to find a way to keep track of people's daily meals. People could have self-analysis about their meal during some time period and think about making changes next time. We thought about using camera, voice recording and self-rating as three major ways of recording meals so that we avoid troublesome logging every particular food users eat. We also thought about enabling other users to view other's diary to get inspirations about what to eat. We finally picked the second prototype cause this one is more efficient and easier for user to use.

Previous paper prototypes & versions



FOOD DIARY

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MARCH.16TH, 20

COGS120

QUANTIFIED SELF

