

# Luck of the Pot

CSCI 5839 | User-Centered Design & Development | Project

Team Member -

Mohsena Ashraf

Mohammad Imrul Jubair

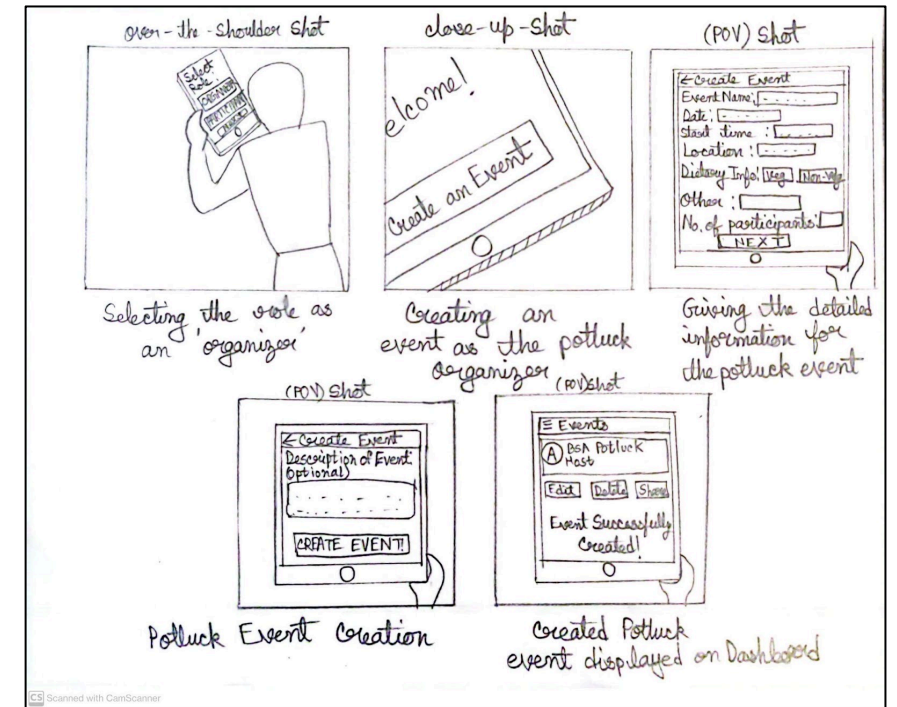
# Luck of the Pot >> Summary

- Potluck
  - Participants – Bring food and items
  - Organizers – overall management
- Motivation
  - Need a digital platform to collaborate
- Our solution
  - Luck of the Pot
    - Prototype



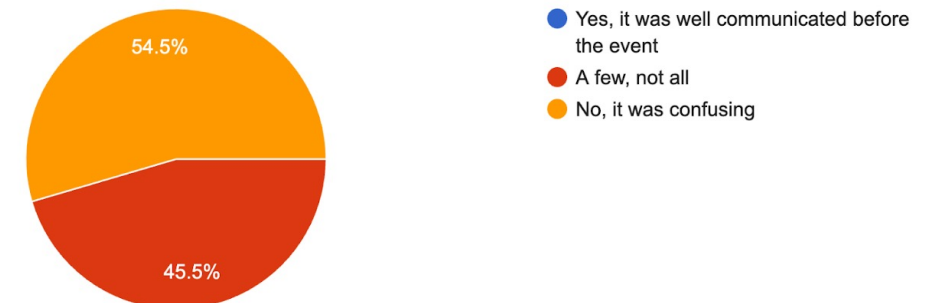
# Milestones >> 1 and 2

- Problem space
  - Creating event, invite, assign food, track, etc.
- Stakeholders → Organizers & Participants
- Data Collection → Interviews and surveys
  - Important features and Gaps
- Comparisons → *DoPotluck* app
- Ideation
  - Storyboarding
  - Brainstorming



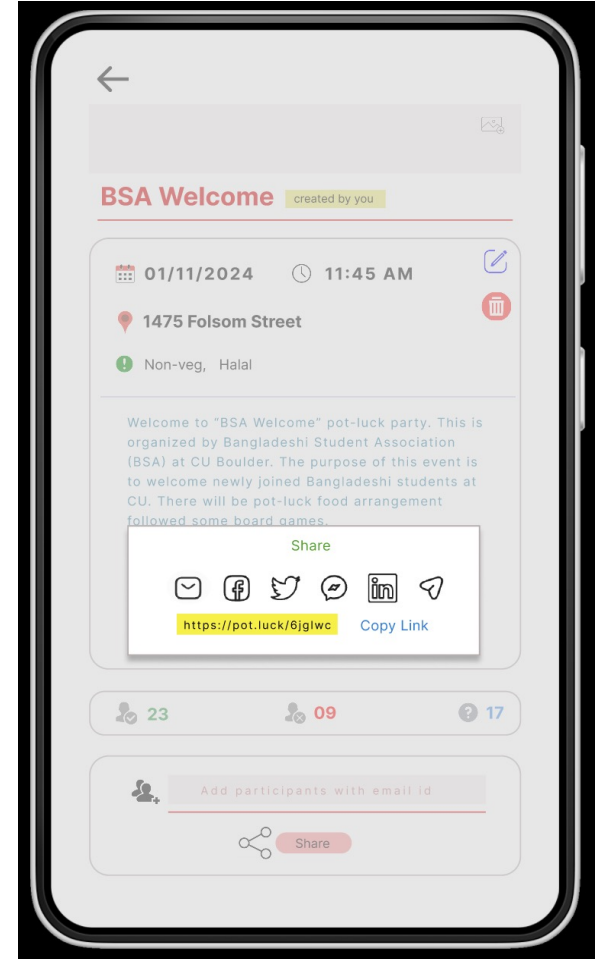
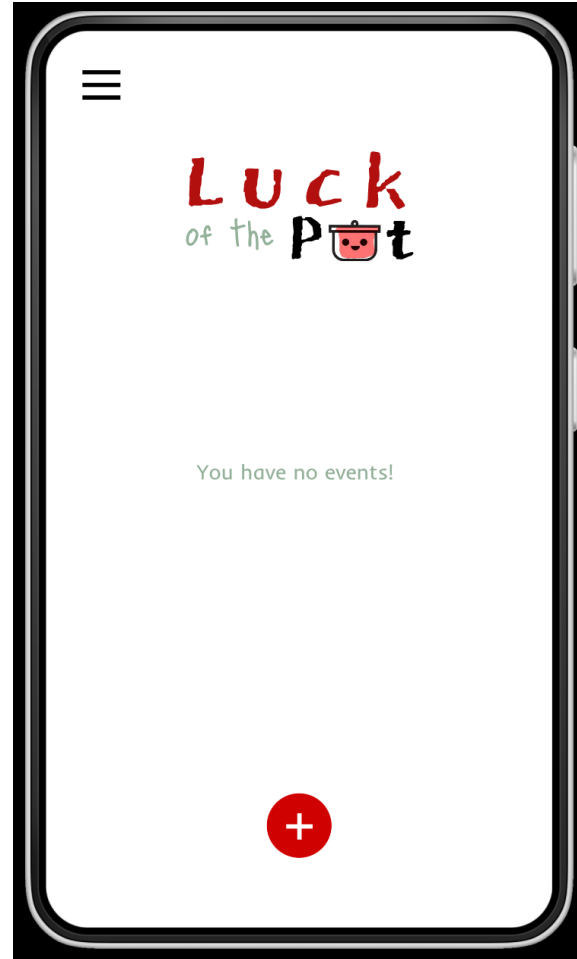
Did you know about the dietary restrictions of the people who were attending the event?

11 responses



# Milestones >> 3

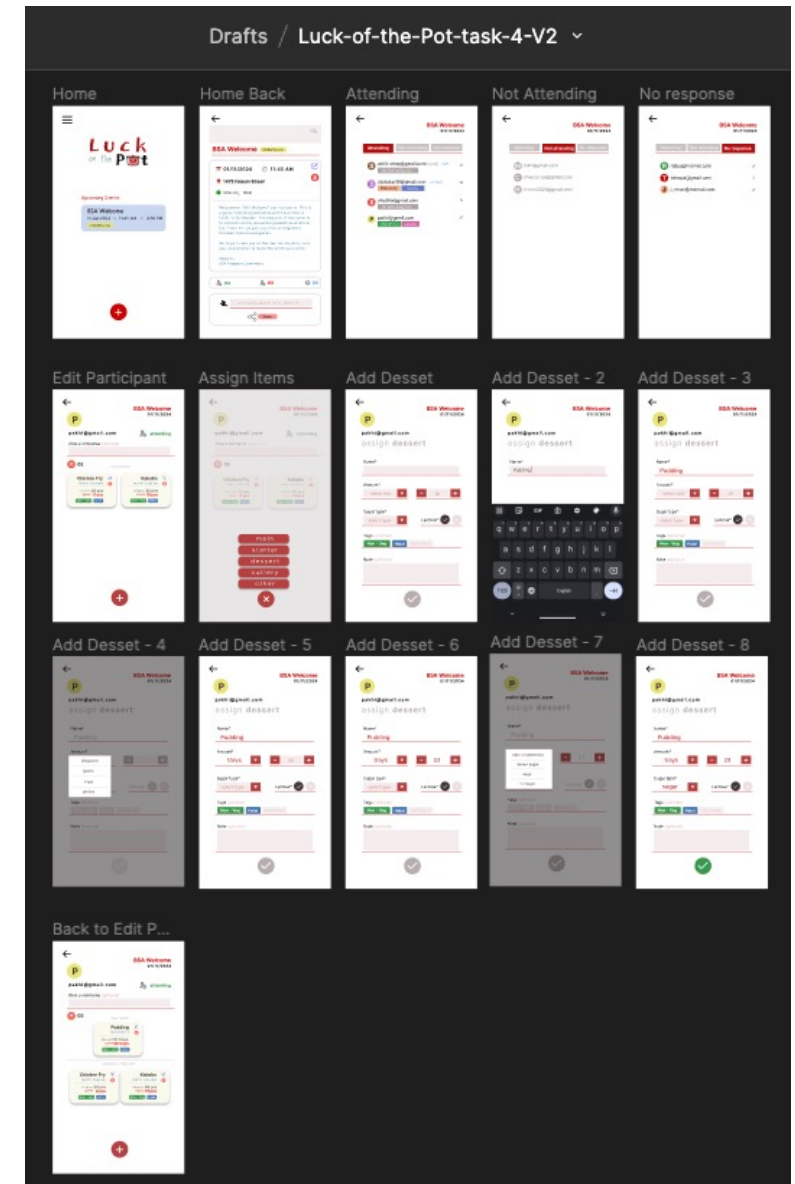
- Figma → Initial Prototype
  - Version 1
- Usability Test
  - Scenarios → task
  - Usability Test Scripts
  - Initial test
- Preparation for next versions



# Milestones >> Final Prototype

- Evaluation on Version – 1
  - 4 Participants, total 4 tasks
- Prepare Version – 2
- Evaluation on Version – 2
  - Findings
  - Analysis

Tasks	Version - 1	Version - 2
	Participants	Participants
Task-1	P1, P2	P3, P4
Task-2	P1	P2
Task-3	P3	P1
Task-4	P3, P4	P1, P2



# Demonstrations

Luck  
of the Pot

# Demonstrations – Task 1

# Strengths

- More efficient features than other apps.
  - Available Dietary information, Meat preferences, etc.
- Maintaining Design Heuristics
  - Consistency and Standards, Visibility of system status, Error prevention, Recognition rather than recall
- Design elements
  - Background, color, typography, icons, symbols, etc.
- Findings
  - Participants' preferences, i.e., visual design, etc.
  - Overall experience: user-friendly
  - T-Test (not significant)

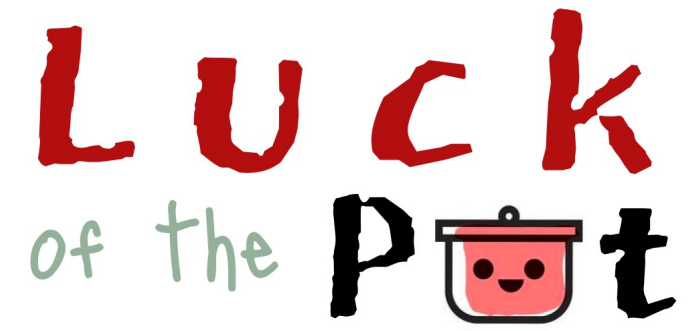


# Challenges

- Figma Design
  - Changing in one frame → changing corresponding frames → redundant
- Usability Test
  - Participants faced difficulties in Figma
  - For some tasks → participants took longer than expected
  - Taking observational notes
  - Accurate timing
- Designer vs Participants
  - Disagreement
  - Understanding participant's POV

# Future Works

- Incorporating participant comments on Version – 2
  - Adding Google Maps, Notifications, etc.
- Upgrading prototype → Final Sytems app
  - Potluck participants POV
  - In-app communication system
  - Tracking participants' contributions
- Aesthetic and minimalist design
- More usability tests



Thank you