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### Problem

Tracking nutrition (most commonly through food journaling) is difficult, time-consuming, and rigid nowadays, making it unsustainable.

## Contextual Inquiries





Suzzallo Library





**Husky Union Building** 





Paccar Hall

## Takeaways



- Sense of guilt after eating unhealthy meals
- Forget to track food
- Sense of rigidness in diet and habits
- People have to learn about nutrition on their own
- Accountability serves as motivation

### **Tasks**

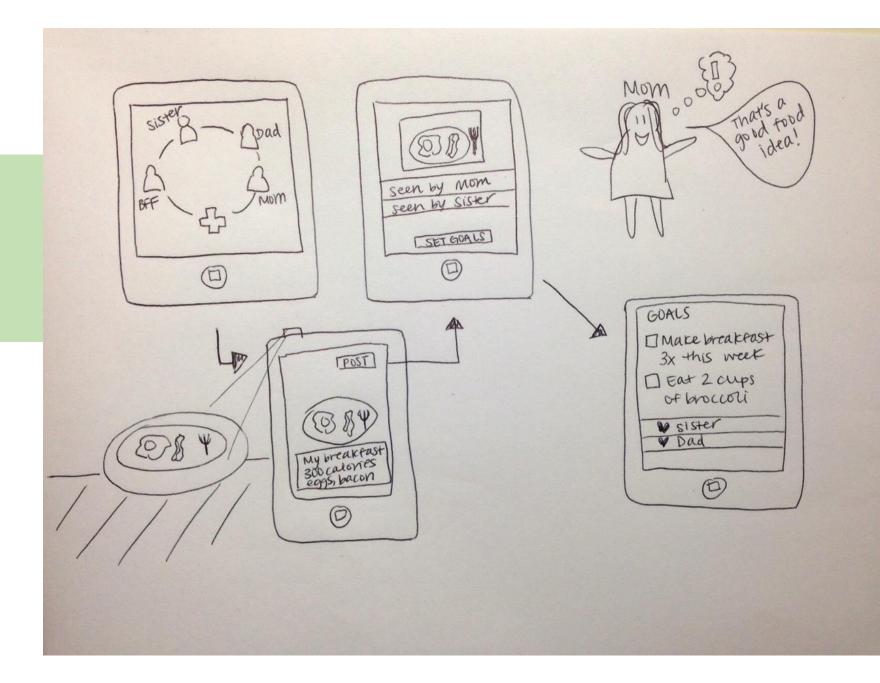


- 1. Track food with options to add more details
- 2. Find new food ideas
- 3. Review the tracked data
- 4. Learn about what the person is eating
- 5. Gain a social group for support in tracking meals
- 6. Set goals

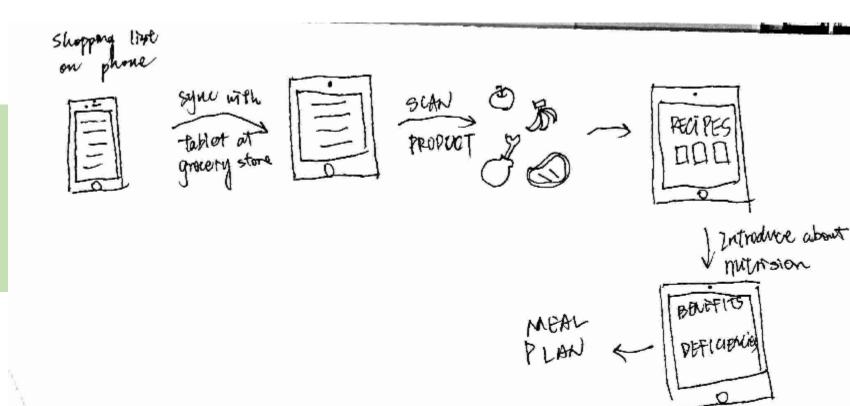
## Design Considerations

Accountability
Creative
Ease of use

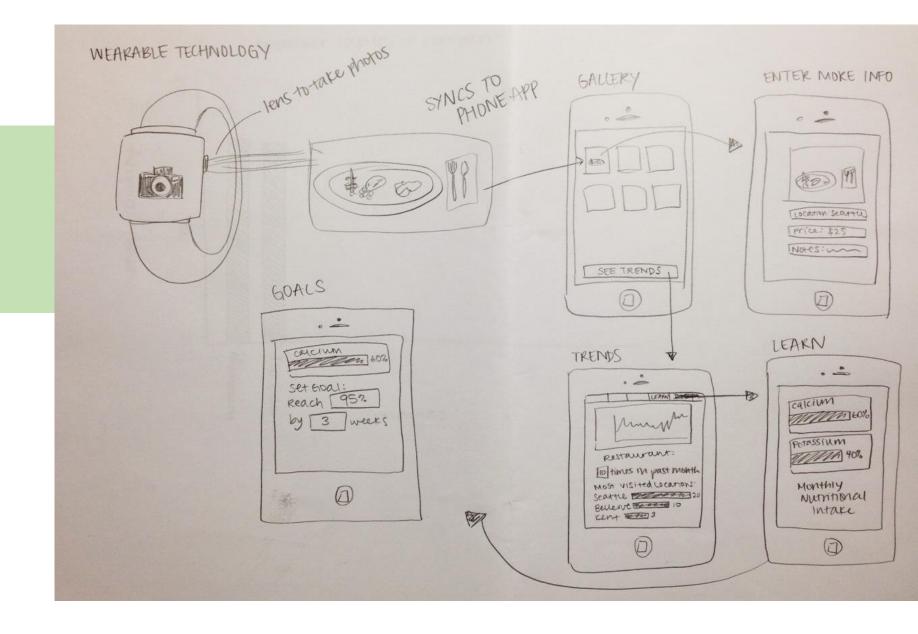
# Design 1 Social Circle



# Design 2 Grocery Shopping



## Design 3 Photo Based



#### **Design Focus**



Track food through photos with options to add more details

Learn about dietary needs, deficiencies or food groups based on what the person is eating

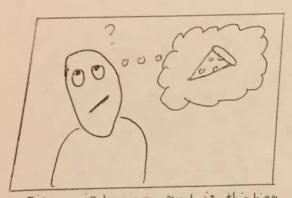
### Storyboard 1

## Track food through photos with options to add more details

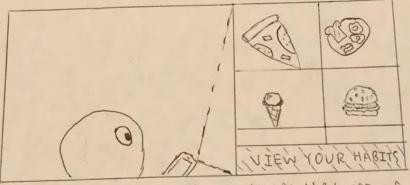


#### **Storyboard 2**

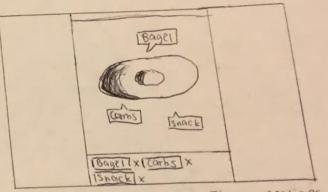
## Learn about dietary needs, deficiencies or food groups based on what the person is eating



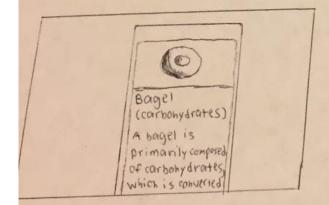
1. Jimmy is hungry and is thinking of what to eat.

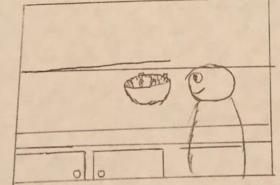


2. Jimmy checks his mobile app to see the types of food he has been eating recently.



3. Thanks to auto-tags, Jimmy realizes
he has eaten a lot of carbohydrates
and needs a more balanced diet.





4. Thanks to his new knowledge, he makes a salad to start a change in his eating habits.

## Summary



- Don't corner yourself in with early design solutions.
- Don't be afraid to stretch ideas or approach brainstorming from a different perspective.

## Thank You! Questions?