Kiosk outreach design for the food project

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- TFP Mission
- Food Inequality
- Outreach Goals
- Barriers to Outreach

Project Overview

Design Process

- Values
- Sketch Model

The Big Picture

Presentation Overview

The Food Project

"productive **community** of youth and adults from diverse backgrounds"

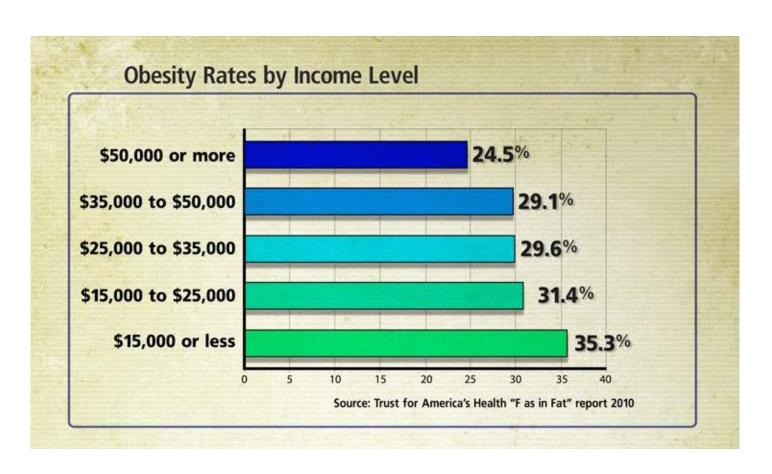
"sustainable food system"

"healthy food for residents of the city and suburbs"

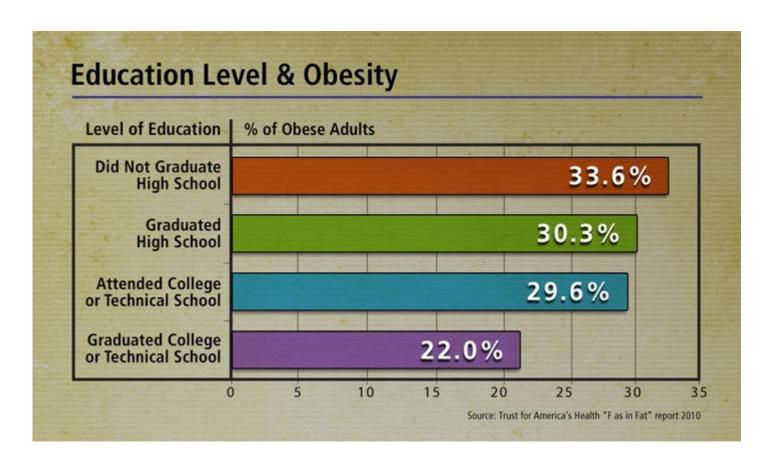
"youth leadership opportunities"

"Most importantly, we strive to inspire and support others to create change in their own communities."

Food Inequality



Food Inequality



Outreach Goals

- Build a stronger relationship with the community
- Raise awareness about food justice
- "Breaking the Silence"
- Offer opportunities for self-help
- Build a network through collaboration

Barriers to Outreach

Information Inequality

- Lack of access to internet
- Irregular schedules

Community Barriers

- Lack of funds and support
- Lack of trust
- Politics

For developing nonprofit organizations, raising awareness of both the target issue and the organization itself is crucial to success.

Project Overview

Why a kiosk?

Fairs/ Festivals

Churches

Greenhouse

Physical presence

Easier to "stumble upon"

Tangible, interactive experience

Usage Context

Values

Mobile

Versatile

Interactive

Durable

Presentable

Value: Mobility

Collapsible Frame

Advantages:

Can be transported in a sedan

Limitations:

Less stable

Caster Brakes

Advantages:

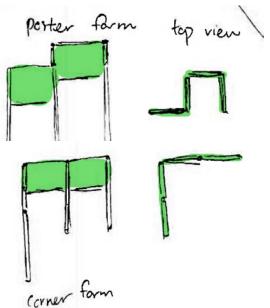
• One-person transportation

Limitations:

Less stable



Value: Versatility



270° Hinged Panels & Slots

Advantages:

- Adjusts for various configurations of presentation space
- Easy reorganization of content

Limitations:

• Panels cannot be taken apart

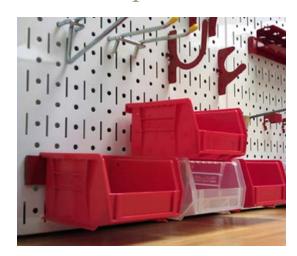
Pegboard

Advantages:

- Modular layout
- Durable

Limitations:

Can be flimsy without proper backing



Value: Durability



Weatherproof Materials

Advantages:

- Easy to Maintain (one-time cost)
- Long-lasting

Limitations:

Expensive

Expectations:

Laminated non-distributive materials

Value: Interactive

Index Card Stories

Post-Its



Hanging Planters

Voice Recordings

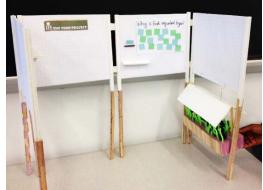
Everyone has something to bring to the table.

The "Take-Something, Leave

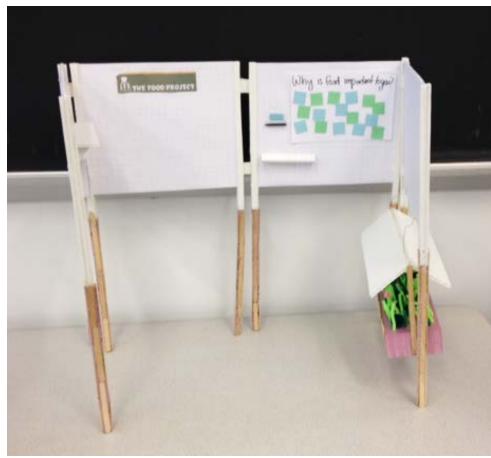
Something" Philosophy

Small contributions from each person lends itself to a sense of belonging and a shared set of diverse experiences.

Sketch Model







The Big Picture



Community Development

Socioeconomic Status



+

Health

Education