



FOOD FOR
THE HUNGRY



Helping poverty stricken communities through design

Interactive Media students collaborated with Food for the Hungry, a non profit organization, to design a user friendly solution for their mobile application and customized content management system.

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A grid of six wireframe prototypes for a mobile application. The top row shows the 'Dashboard' and 'Worker List' screens. The middle row shows the 'Task Overview' and 'Assignment Filter' screens. The bottom row shows the 'Assignment Details' and 'Assignment Form' screens. Each screen includes placeholder text and icons to demonstrate the user interface and data flow.

Assignment Dashboard

Redesigned to aid the user to complete the task easily and enjoyably. Filtering through assignments was a pain point with the previous content management, and the client's team wanted to make the filtering process user friendly from the start.

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Six wireframe prototypes of the Assignment Dashboard, arranged in a 3x2 grid. Each prototype shows a different view of the system's interface:

- Top Left: "Acceptance of Participant" view, showing 7 related households and 4 assigned workers.
- Top Right: "View Assigned Workers" view, showing 42 assigned workers.
- Middle Left: "View/Assign New Assignments" view for Kevin W, showing 5 households, 6 active tasks, 90% completed assignments, and 10% incomplete assignments.
- Middle Right: "View/Edit Assigned Assignments" view for Kevin W, showing the same metrics as the middle-left prototype.
- Bottom Left: "Notifications" view for Kevin W, showing two notifications: "Photo Assignment is due soon!" and "Travel Assignment is coming up".
- Bottom Right: A more detailed view of the "Acceptance of Participant" and "Update Participant Photos" sections, including filtering options like "Community: 1" and "Country: Ethiopia".

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A grid of six screenshots of the Assignment Dashboard. The top row shows two versions of the main dashboard with filtering options for Country (Ethiopia), Cluster (A), and Community (1). The bottom row shows two versions of the dashboard after applying the filters, displaying a list of tasks: "Acceptance of Participant" (80% Complete), "Update Participant Photos" (40% Complete), and "Assign Tasks to Users" (50% Complete). The third screenshot in the bottom row shows a modal dialog with a progress bar and status indicators. The left and right sides of each screenshot show a vertical scroll bar, indicating the interface is designed for a larger screen or mobile device.

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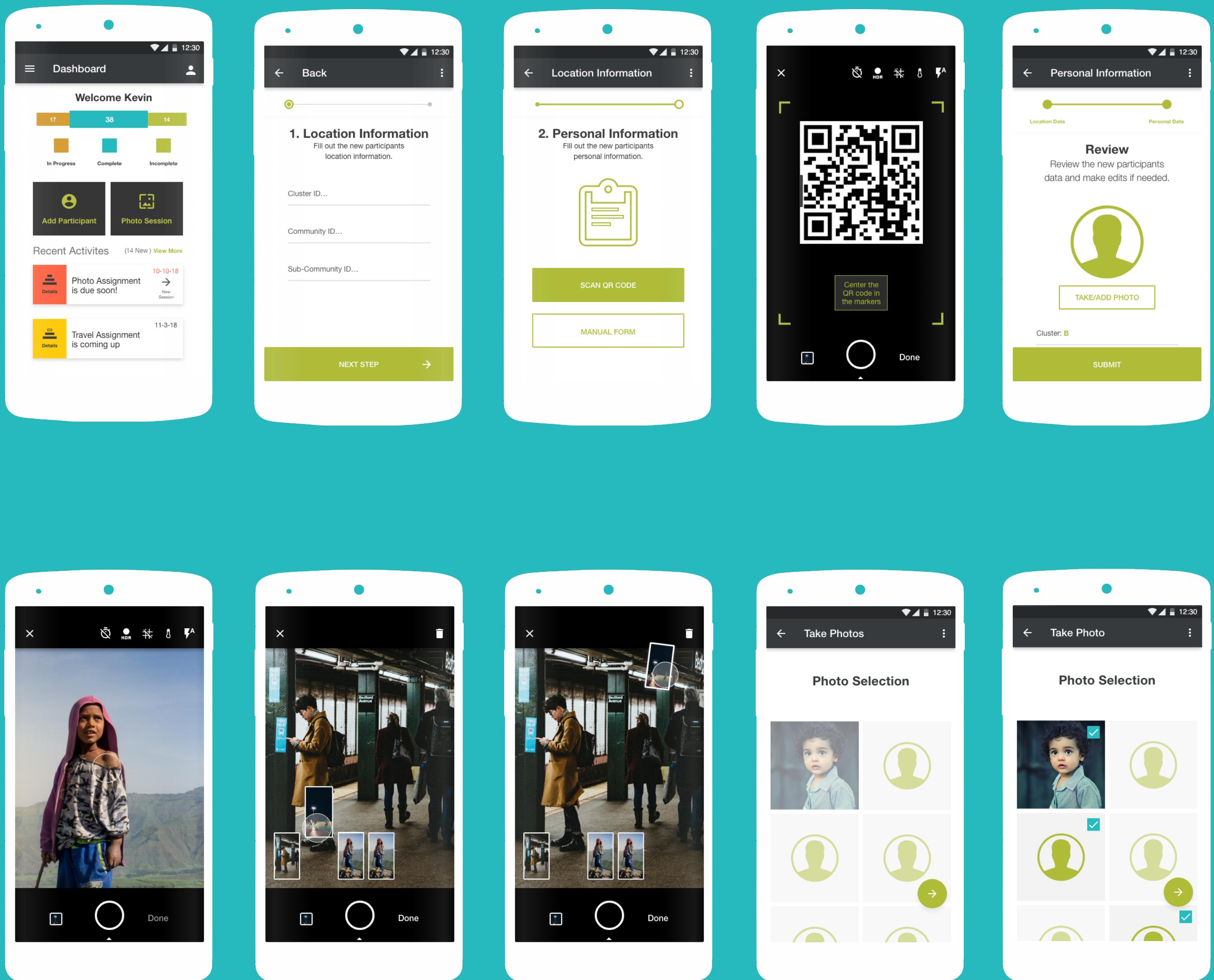


Photo Management

Students collaborated with Kevin Wilson at Food for the Hungry to make sure the end user can complete all tasks required for them in the field. The team created a dashboard for essential tasks that the user can toggle through.

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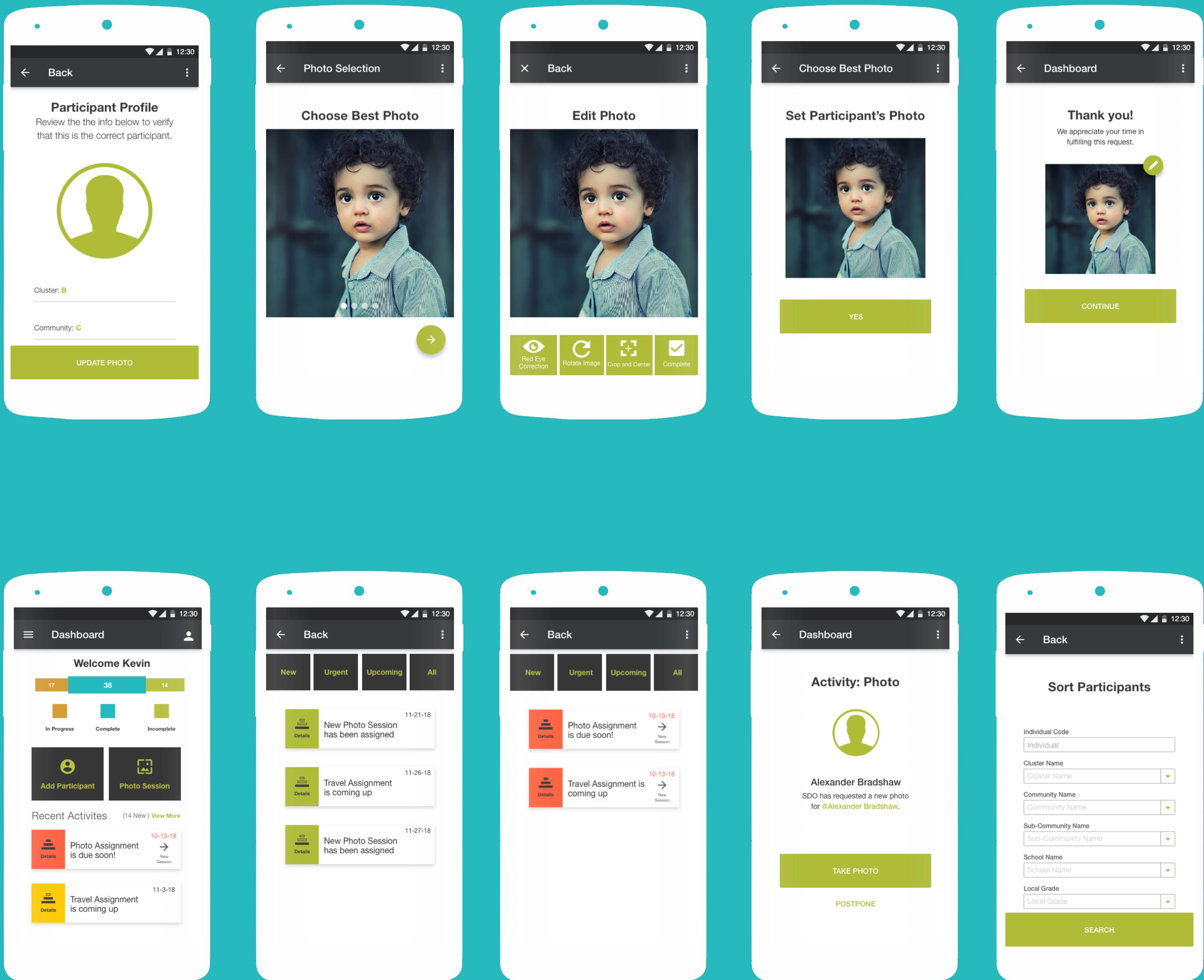


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