

Prototype Assignment

Aramark Group - Dine-A-Bull App

Why

Which design did you choose & why? Explain in terms of its viability, desirability & feasibility.

We decided to go with our second strategy proposal for the interactive feedback. We modified it a bit to include a mobile application for USF Dining. The app would include student feedback as well as food information such as menus, nutrition info, etc. This would provide the dining halls across campus to receive a larger turnout of feedback and comments since the app would be easier and more convenient overall for students to leave comments and feedback anonymously and in a more organized and semi formal way. This method would also help the dining halls to keep track of data and have them in a more organized way for later review. The data collection method of the application can be developed in such a way that Aramark could accumulate all the data in a cohesive manner and it would be possible to have a brief summary report for specific time intervals presented to them.

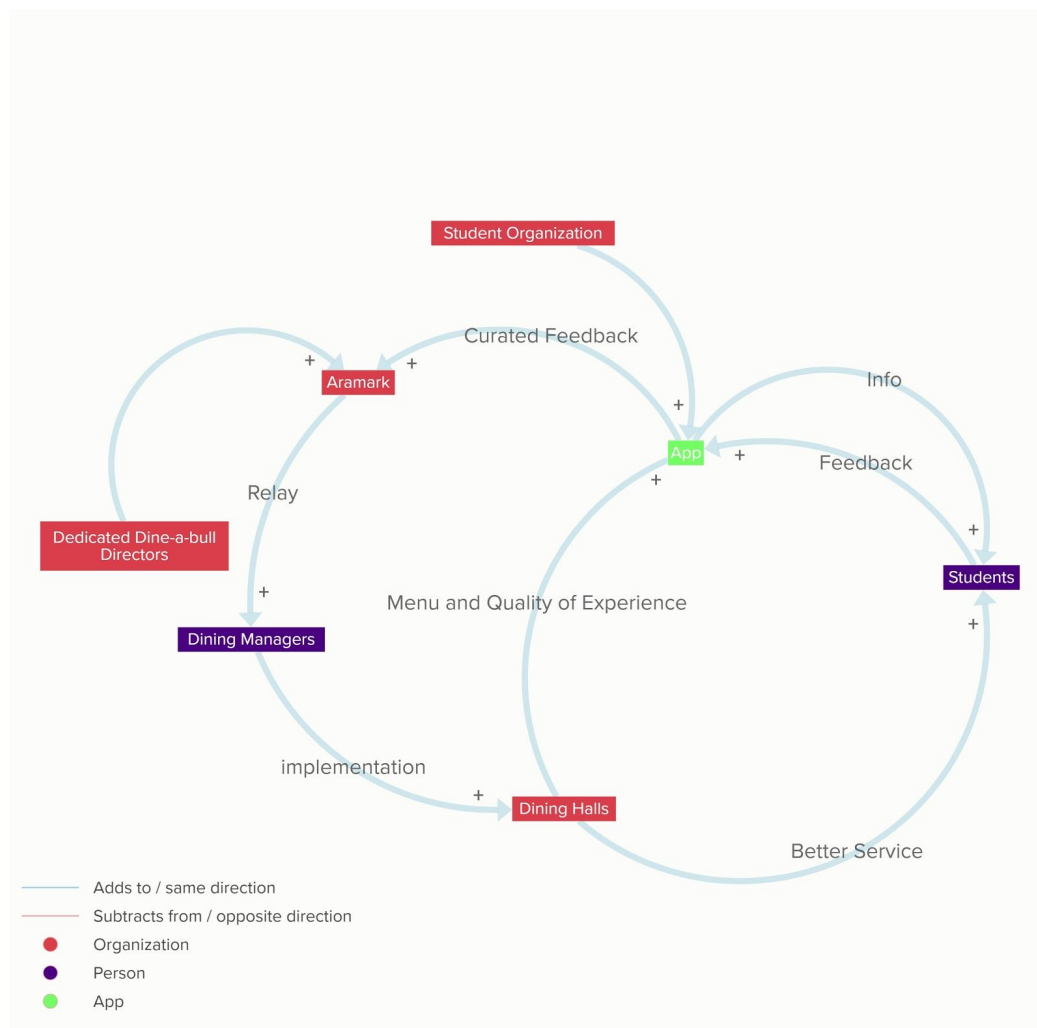
In terms of viability, feasibility and desirability, we discussed this modified strategy among our group and came up with an updated result:

Viability: (7) This would be economically and financially friendly. Required funding would be virtually free, since open source technologies would be utilized. Extra funding might be required for the professional development of the application. Otherwise, costs would fall under the already established management at Aramark and USF Dining. USF dining management, Aramark, and certain USF faculty would need to be onboard. USF student population would also need to be onboard to implement this strategy because they would be the sole contributors of comments and feedback. However, the Green Team could launch a social media campaign to advertise the app through ThunderClap so it will greatly increase the likelihood that students would be willing to be onboard.

Feasibility: (10) We believe such an application shouldn't be hard to develop since it relies on existing data (menus, nutritional info) and feedback, but the problem might stem from the ability of Aramark/USF dining to implement the idea campus wide and into their existing system and also process the information and make noticeable, fast-acting change in those requests. It may be more appropriate if USF Dining(Aramark/ USF) were to consolidate a dedicated team of 1 - 5 people to sift through these requests, albeit this could be an evolving team that increases or decreases its manpower as needed.

Desirability: (10) We believe that USF students and higher up faculty would find this strategy appealing but the stakeholder that is actually required to make the suggested change may show opposition.

What are the impacts to your design? Develop a Kumu Model to explain your understanding of impact generated by the project. Add a short narrative (no more than a page) explaining your model of impacts.



[Link to Kumu](#)

The Dine-a-bull App ("the app") will have an impact on students, dining hall management, and Aramark. The app will have a direct impact the students who access the information that it contains by providing more real-time information on the daily menu and offering this information in a user-friendly way. The app has the potential to influence a student's choice on when and where they eat because the app will theoretically provide the menu for the day as well as send out live updates if menu choices change. This sort of feature is already provided by the dining halls but the app would culminate the menu items into an easy accessible package. The app will impact the dining hall management and Aramark through the

collection of data from the feedback survey and analysis that the students provide on their dining hall experience. Said data which is collected will provide feedback to the dining halls and Aramark that can show immediate and extended impact. The app will provide immediate impact to the quality of menu choices that are offered to the students. The app will show extended impact on the strategies that Aramark use to improve the dining experience for students by potentially altering the food that is provided to the dining halls for distribution.

How

How are you going to build it? A little planning goes a long way.

Generate a list of:

- Physical resources:
 - Normal PC
 - Mac PC (For exclusive access to Xcode)
- Information inputs
 - Student Contributions on Application
 - Database of dining hall food menu
 - Software Stack
 - App
 - Angular
 - Ionic
 - Website
 - MongoDB
 - ExpressJS
 - AngularJS
 - NodeJS
- Contributions of labor
 - Ourselves
 - Develop Prototype
 - Communicate with stakeholders (Aramark, USF)
 - Promote App to students
 - Stakeholders
 - Professional Developers
 - Team to sift through data
 - Managers to implement these design changes and fulfill requests.

Generate a diagram of the process, including:

1. the recurring actives to keep it going:
 - a. Testing
 - b. Multiple Prototyping Iterations
 - c. Review App impact with Stakeholder
2. the sequence of one-off activities that get you from start to completion.
 - a. Designing
 - b. Developing
 - c. Implementation
 - d. Promotion

Diagram:

