



LUND UNIVERSITY



A cooking app with a hands free experience from UPPR Innovations. An app made for the Advanced Interaction Design MAMN01 group 7 project. With guidance from mentor Alex Tang made by group members Jesper Berg, Sofi Flink, Simon Hyttfors, Astrid Jansson, Elias Rudberg.

COOKR TIMER APP

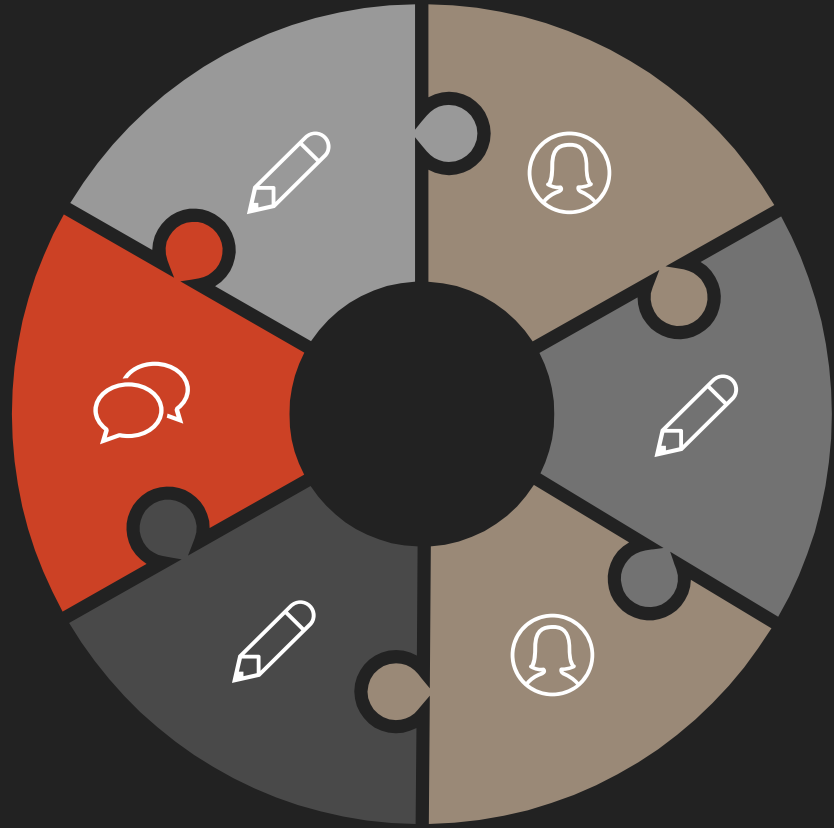
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DESIGN PROGRESS RE-EVALUATING

By constantly re-evaluating our prototype while including the user with user feedback and bodystorming we created COOKR.



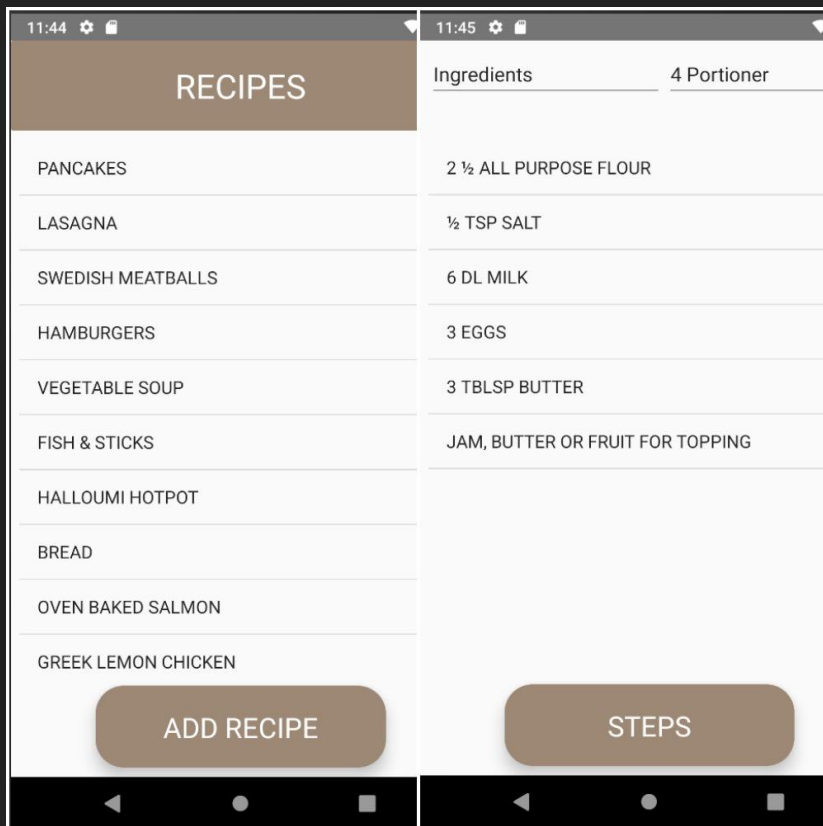
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Timer controlled hands free

Timer is set with the arrows and then the timer can start using the proximity sensor. By swiping over the proximity sensor starting and pausing the timer is possible. Timer can also start and pause using the lower button .



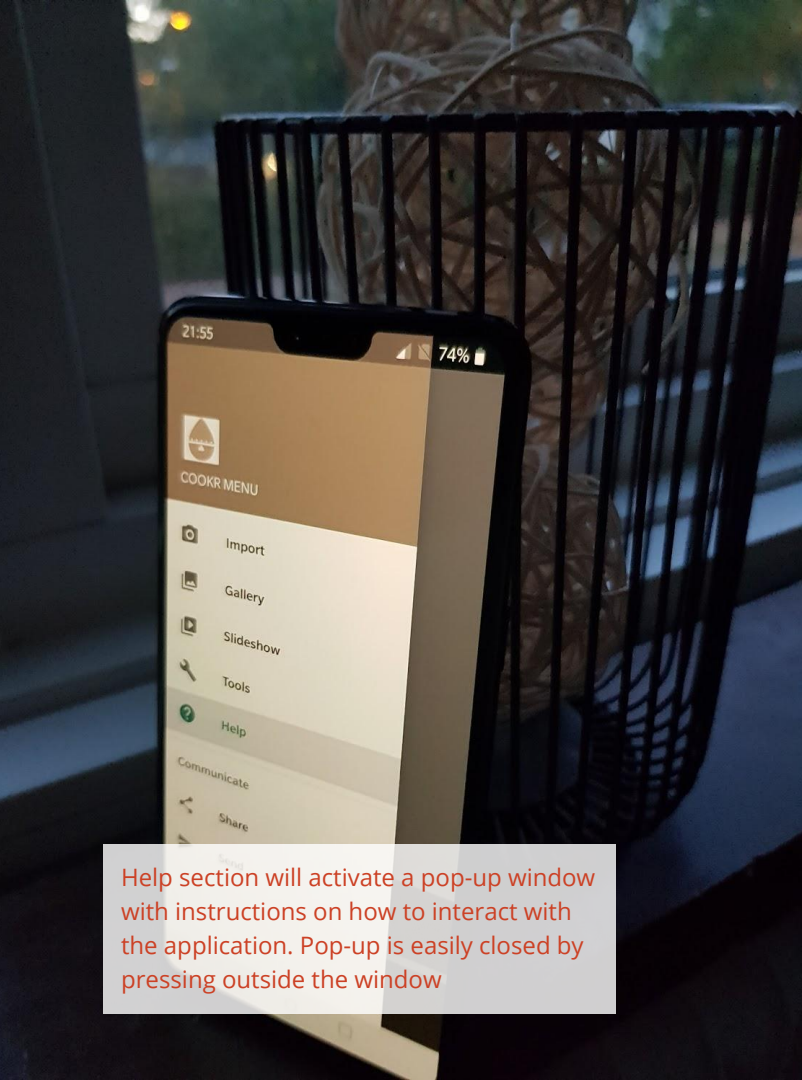
RECIPE LIST

PANCAKE DEMO

The recipe list has for now only one available item, that is the pancake recipe. An overview can first be seen of all the necessary ingredients. "STEPS" button will start instruction mode.

By swiping hand, bodypart or object over the phone the app will browse the instructions for the pancake recipe, step by step. A timer can also be directly from the recipe.





Help section will activate a pop-up window with instructions on how to interact with the application. Pop-up is easily closed by pressing outside the window



Easy to forget Instructions available

Since gestures and interaction with the phone not always are intuitive the app includes simple instructions for the most forgetful of users.

The drawer menu is available from the main menu when swiping finger from left to the right, this is where the "Help" section can be found.

FOUR STEP FUTURE GOAL



Implementing hand gestures

Implement a function for adding time to timer using only hand gestures.



Support more timers

With more timers it will be easier to keep track on time for different pots or oven made food. By allowing self made names



Social media debut

Add the possibility to upload pictures of your finished meal, share and rate recipes.



Reconnect with users

Since the goal is to satisfy the users, it is important to take time and revisit the users for feedback on the functions after every new iteration of the design process.

THANK YOU FOR LISTENING

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A special thanks to everyone leaving us feedback during the course of this project. The design process was guided through our mentor Andy Tang, course representatives and speakers.