# Preparation and Planning

## Working title of my project (Description of the problem to address and scope)

*User-Centered Design of a social app for cooking lovers.*

Social applications are quickly taking over traditional ways of engaging and socialising and are becoming a prominent way to develop and practice hobbies. At the same time, people seek to not depend anymore on centralised structures or organisations to coordinate or make resources and spaces available to them. Instead, new structures more and more decentralised keep popping up everywhere that give people the ability to search and connect with others around them who share or are interested in common hobbies and passions.

People who love cooking can find huge amounts of apps and sites in which they can share their passion, resources and knowledge. However, many times the social dimension of it is overlooked due to the way the applications are thought and designed. It would be interesting to try and understand how a cooking social application would look like and what functionality it would provide the users with.

This lack of social cooking applications can be considered a problem since it might be ignoring a large part of an audience that would love to engage in events or meetings revolving around other cultures’ cuisines, friendly gatherings or even cooking lessons.

Being able to engage with this problem and outline a solution to it could be beneficial for different groups of users: people interested in meeting others could use their culinary skills as an ice breaker, groups of friends could use it to coordinate and manage culinary meetings, and professional and amateur cooks could offer their homes to others in order to teach cooking classes and conversely students could look for people imparting them.

The key ICT aspects of the problem are all those referring to the design and implementation of a solution that makes some of these objectives possible: the creation of a digital platform that gathers around it a community of people looking to interact and engage with one another through the food and the different cuisines. The implementation of a User-Centred design, the creation of a database system that stores and manages the data needed to make the system work, and the process of gathering requirements and evaluating designs and prototypes with users will form the core of the project.

My personal involvement with this project is tightly related to my Mediterranean backgrounds. Back home we tend to socialise around the kitchen whenever we have the chance. It is rather common to organise reunions in which each person would bring some kind of hand-made dish or gather together to cook. We use cookery to socialize and meet other people.

At this very early stage, the solution that I am aiming at might look like some kind of mobile or web application that allows for people to search, get in touch and investigate about cooking classes and events nearby. It will make possible to share user profiles, likings and availability in order to set up and coordinate all kind of free and paid cooking events.

The output of the project will consist in both working software and artefacts created throughout the process. The working software will be in the form of an application created based on the specifications gathered through my meetings with users. The artefacts that I want to collect along the process are user journeys, requirements, interviews and documented acceptance testing from the users among others.

## Choice and justification of a lifecycle model. Schedule for completing tasks and subtasks.

## Outline of the major tasks and subtasks within the project.

## Outline of resources and skills needed and methods to use, taking into account risks and how this will be minimised

# Project work completed

## Sources of information selected and read

## Exploratory work copleted

# Review and reflection

## Review progress of work, identifying obstacles and how to address them

## Summarise how my tutor has influenced my thinking

# References

# Appendices