



edesia

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february 18, 2013

MET Special Edition

Quarters Presentation Concepts

Week 5

MET: Quarters Presentation

MHCI: Literature Review



quarters presentation

Concepts

All our concepts involve a digital menu which provides personalized services. From the research we discovered that customers value a lot recommendations so we want to include recommendations based on the following attributes:

- Chef recommendations
- Customer nationality and preferences
- Customer order (e.g. recommend the wine based on the food already chosen)
- Popular items in the restaurant
- Customer's friends' recommendations

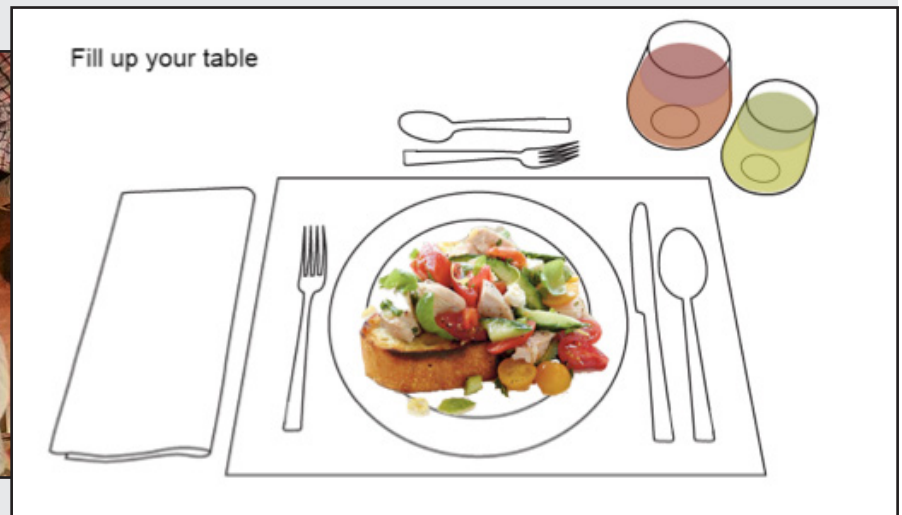
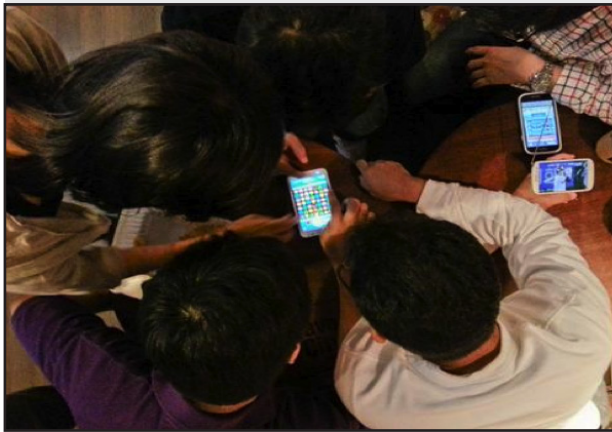
We also want to allow to take into considerations a customer's special requirements (salt etc.) or food allergies. We want to include the travel destination's language encouraging people to learn how its written and pronounced; giving peopel a chance to learn about the language. We would also like to proovide an opportunity to teach people certain culinary methods like how to eat using a chopstick or eating a lobster.



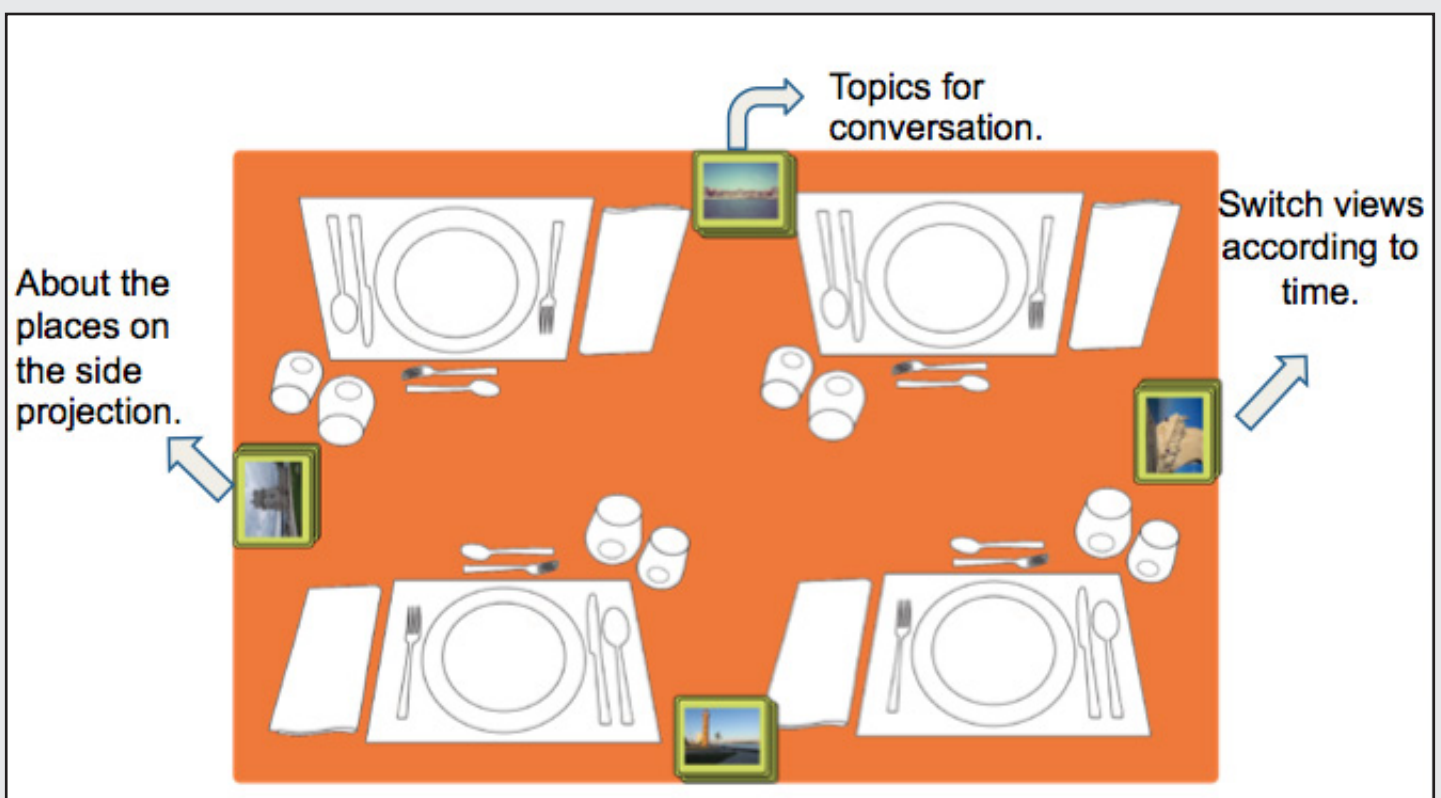
concepts

Concept #1 - Light Table

Our first concept consists of 2 parts. **First part** is a game for the customers while they are in the waiting area, providing them a theme related mini game that they can play with their friends and family on their own mobile devices.



Second part is an interactive table (either with top projection or a touch screen), the table will project empty tableware. Users can order food by touching them, this will show the customers how their food will look like and what's the portion size. While they're waiting for their food or after they finish their meal. The table will show images of famous sightseeing place on each side based on the ship's position. Customers can interact with these images to learn more about the place.





concepts

Concept #2 - Point & Know

For the concept of Point & Know it starts as soon as the the customer is in the waiting area. We want to take a picture of the users, one where they could choose the scenario. The scenarios would be related to the travel destination.



Then when the user is at the dining table they would have at their disposal a tablet with an interactive menu. Apart from the previously mentioned features, it would also use augmented reality to allow the users to see virtually the food on their plate. In this way they could see the real portions of the food and exactly how it looks like just by pointing the tablet to the plate on the table.

While people are waiting for the food or whenever they wish, they could use the table to interact with the projection to learn more about what is surrounding them by pointing the tablet to the projection. In case they find something of their interest imagine that there is a small village near the river, the tablet could show how the village is virtually and the user could explore it. One option could also be to make a mini-game where the user would have to shop for the ingredient of their meal in that village, learning about the food but also about the location.





concepts

Concept #3 - Live Play

In this concept we have a live play with actors. The play is related to the destination country, reflecting something important about the history of the country. The dining experience will be divided in three acts. The first act will be played in the waiting area and there the actors and waiters welcome the customers and immerse them in the experience. The second act is played in the dining room after the customers ordered their food. Here the actors can interact with the projections in the walls. The final act is played after the customers finished their meal and when the boat trip is near its end. The customers can order their food using the same menu system in the previous concepts - using a tablet or an interactive table.

