



Diploma Project: Development of an IOS application for cooking with recipes

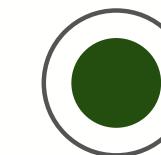


Content



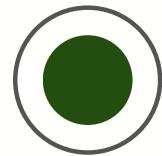
Topic Overview

- Background
- Relevance of the topic
- Goal and objectives of the project



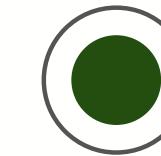
Methodology

- Approaches applied
- Data collection methods and tools
- Results & Discussion



App Overview

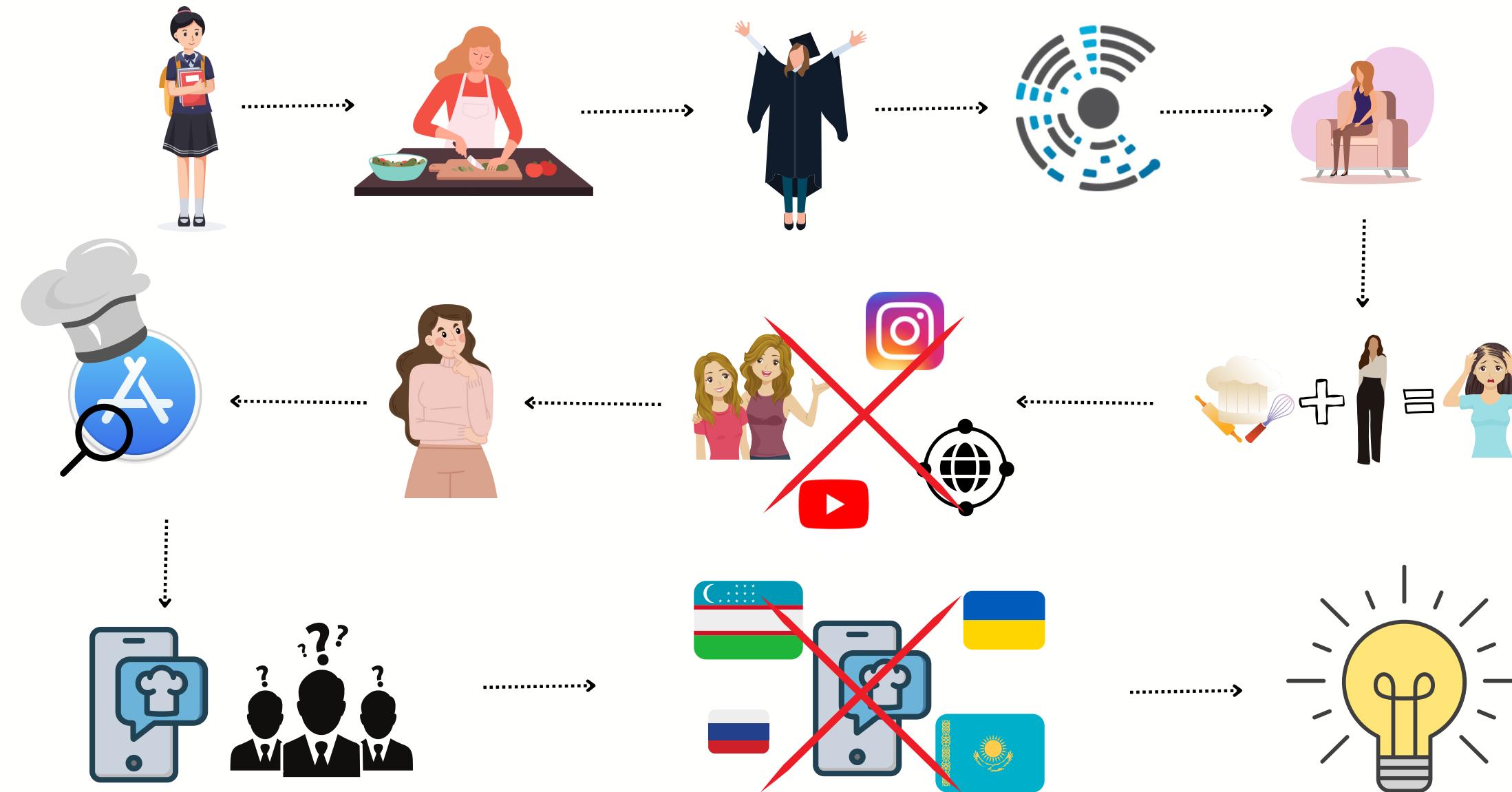
- App schema
- App design
- Main features
- Development tools and software
- Mockups



Conclusion

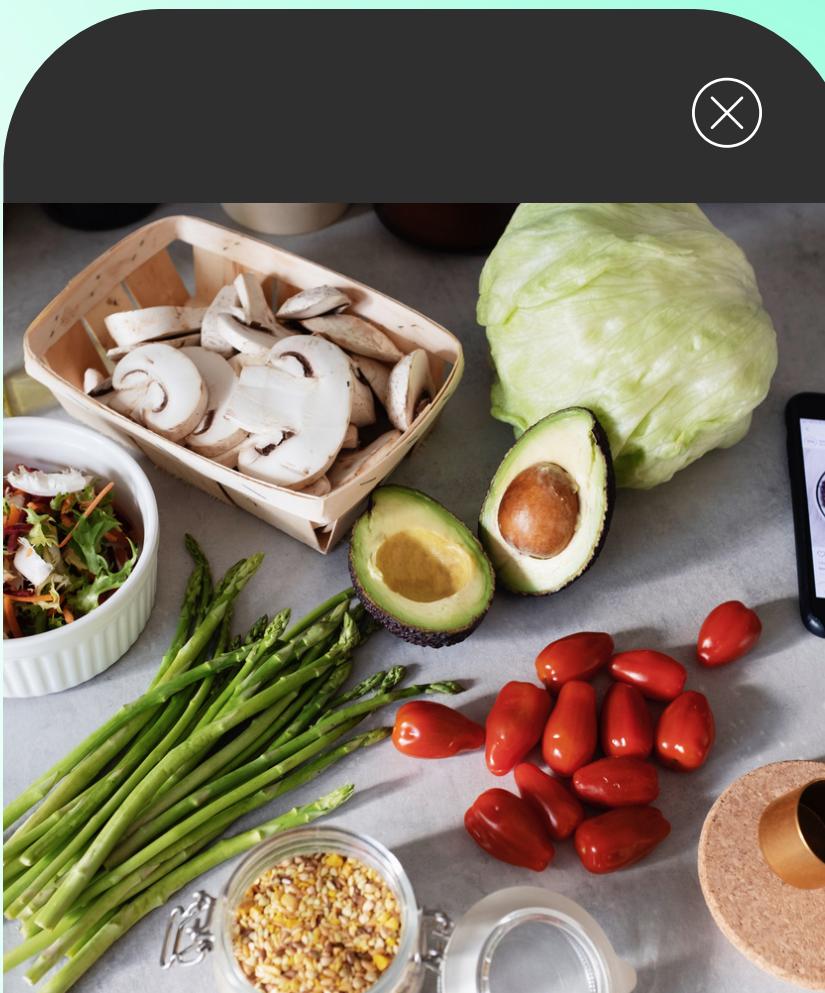
- Future work
- Self-assessment and reflection

Background



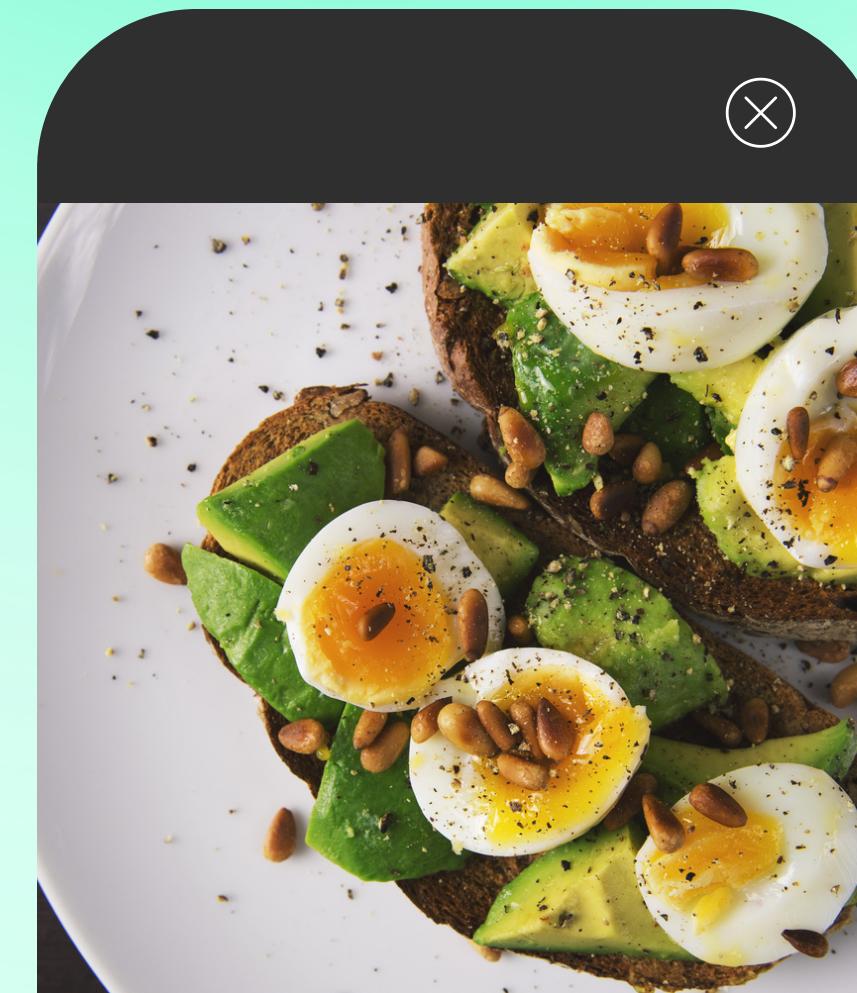
Background

Relevance of the project



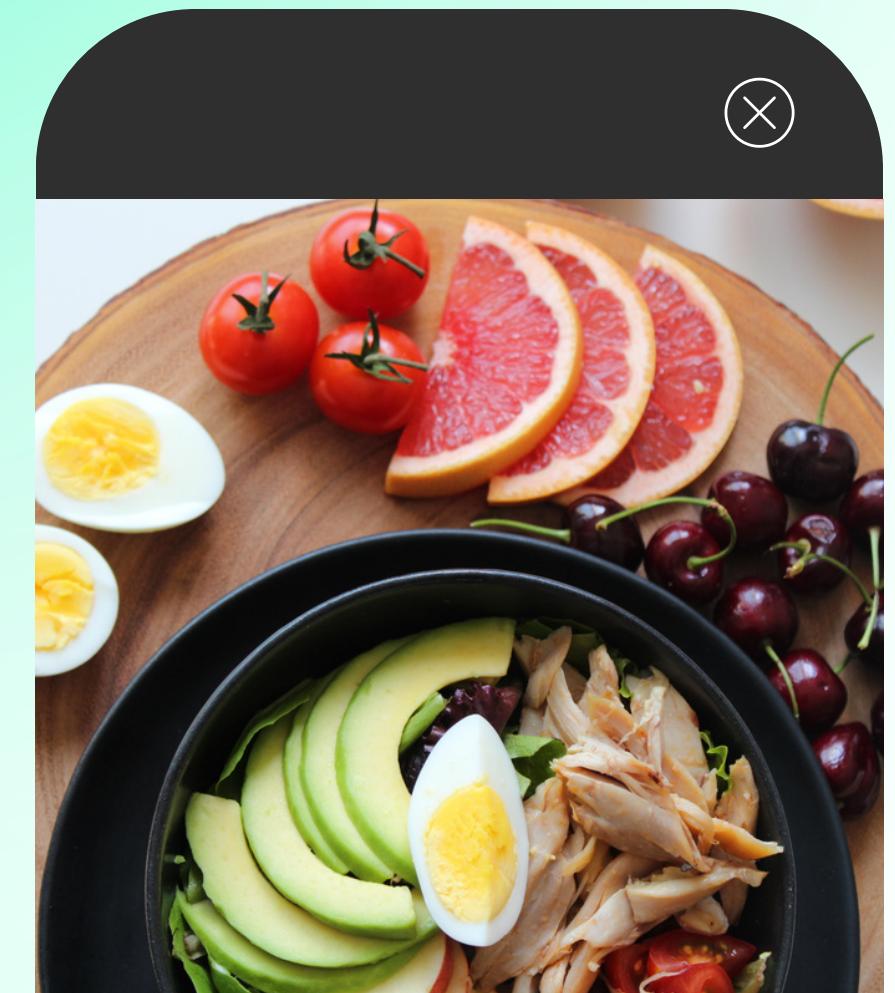
HEALTH

It impacts improved diet quality



TO BE AWARE OF THE FOOD INGREDIENTS

The individual knows what has been added and how it was cooked



SAVING MONEY

People are used to food prepared away from home

Goal

To provide users with a valuable tool for their culinary purposes with contemporary design solutions and a high range of necessary features, and convenient in-app navigation, simplifying recipe discovery and encouraging a sense of community around cooking making the population boost their personal experience in cooking by deeply exploring their potential food preferences and dietary restrictions.

Objectives

- Creating an intuitive and user-friendly interface
- Offering a comprehensive recipe database
- Facilitating social interaction
- Allowing users to save and organize recipes
- Providing accurate and helpful information

Methodology

The mixed research approach is appropriate for investigating the cooking field as it allows for a comprehensive exploration of the topic from multiple angles.

By combining both qualitative and quantitative methods, the researchers can achieve a more comprehensive understanding of the cooking app field. The qualitative method, such as the interview, will allow the researchers to discuss the questions with people interested in the cooking process who can share their experiences and perspectives. This information can be used to develop a more targeted survey questionnaire for the quantitative research phase.

Qualitative

Quantitative

Qualitative Approach

A total of 10 participants were included in the interview, with an absolute number of females (10). The mean age of the participants was 40.6 years ($SD = 13.6$), ranging from 25 to 61 years. Currently, 8 of them have families including husbands and children.

Table 2.1 – Interviewees' Characteristics

Nº	Gender	Marital status	Children	Grandchildren	Occupation	Age
1	Female	Married	✓		Housewife	25
2	Female	Married	✓		Working	25
3	Female	Married	✓		Freelancer	28
4	Female	Single			Freelancer	30
5	Female	Married	✓		Housewife	33
6	Female	Married	✓		Working	49
7	Female	Married	✓	✓	Housewife	51
8	Female	Married	✓	✓	Working	51
9	Female	Married	✓	✓	Working	53
10	Female	Widowed	✓	✓	Housewife	61

Quantitative Approach

The research interview included a total of 36 participants, with 23 of them identifying as male (63.9%) and 13 as female (36.1%).

Furthermore, it is worth mentioning that the target audience for the research interview was **specifically students of Astana IT University**. This selection criterion suggests a focus on individuals with a background in information technology, potentially influencing their familiarity and comfort with using digital tools and applications.

Results&Discussion

Interview

Table 2.2 – Frequency of cooking

Nº	Cooking frequency per day	Cooking frequency per week
1	3/3	7/7
2	2/3	7/7
3	3/3	7/7
4	0/3	0/7
5	3/3	7/7
6	2/3	7/7
7	2/3	7/7
8	2/3	7/7
9	3/3	7/7
10	2/3	7/7

Survey

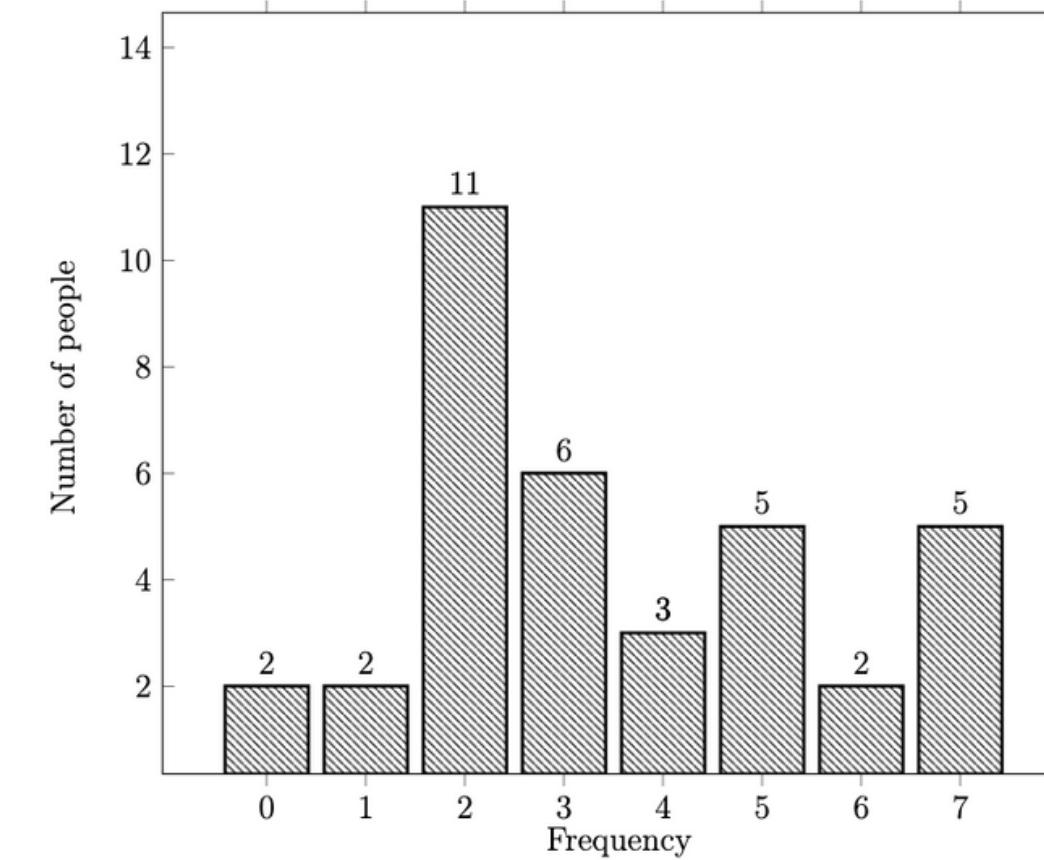


Figure 2.27 – Cooking Frequency per week

Table 2.3 – Time spent on thinking what to cook

Nº	1 meal course	1 day meal course	1 week meal course
1	1 hour	3 hours	1 day
2	1.5 hour	3 hours	0
3	1.5 hours	3 hours	1 day
4	2 hours	0	0
5	30 min	1 hour	5 hours
6	1 hour	3 hours	1 day
7	15 min	1 hour	3 hours
8	30 min	1 hour	0
9	30 min	1 hour	0
10	30 min	1.5 hours	0

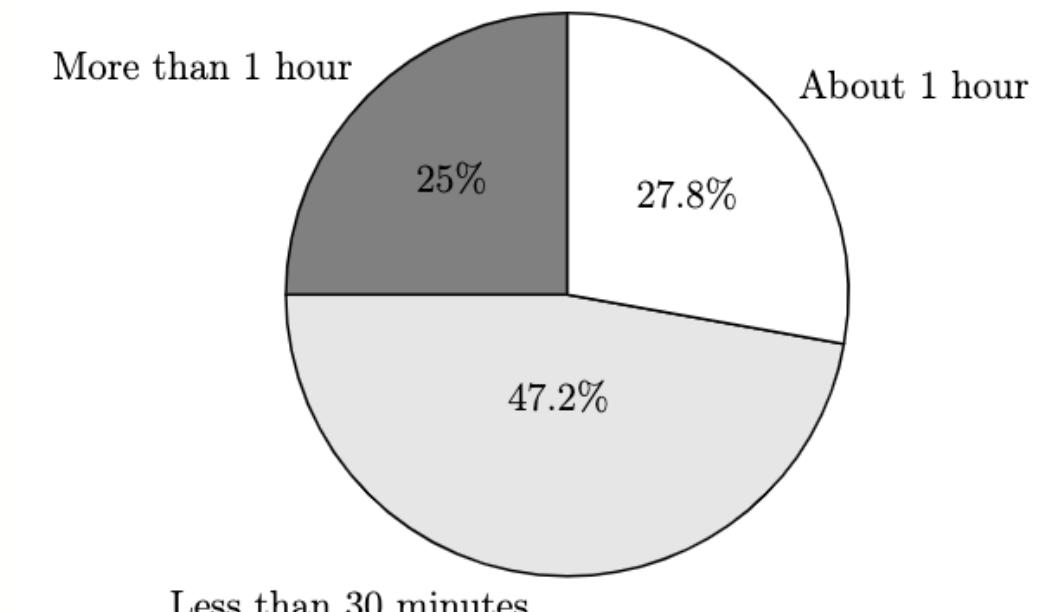
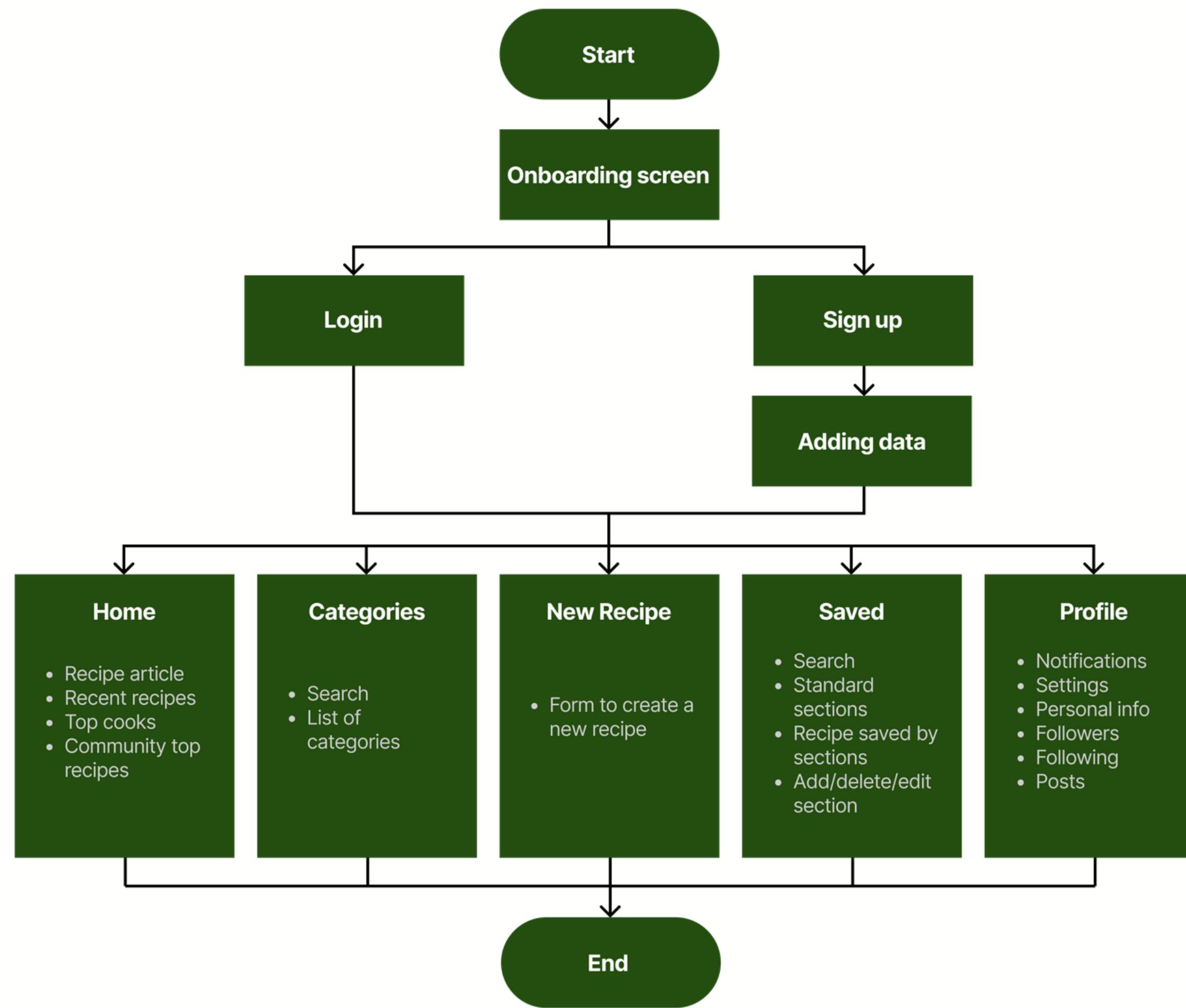
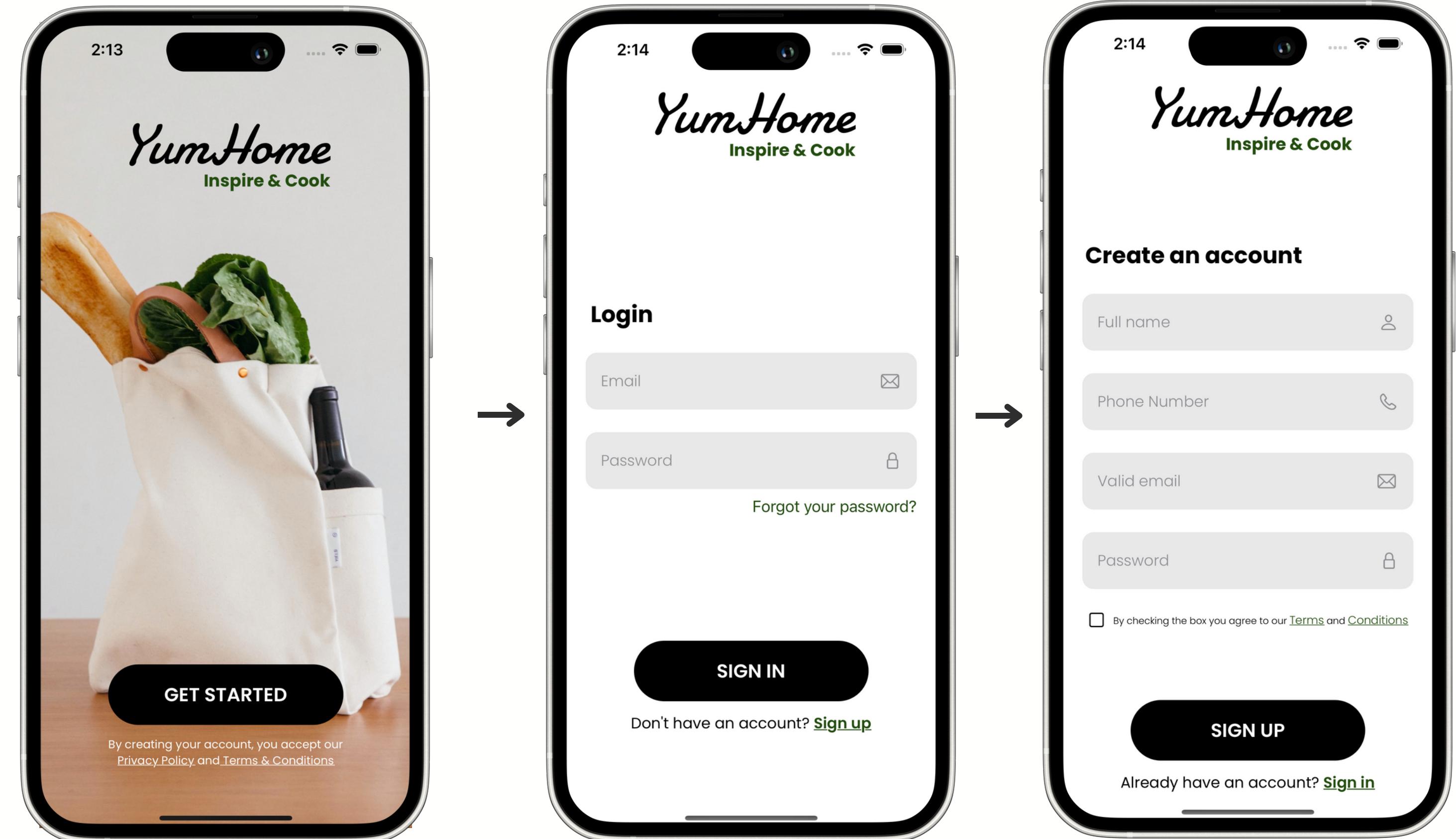


Figure 2.28 – Time spent on searching for recipe

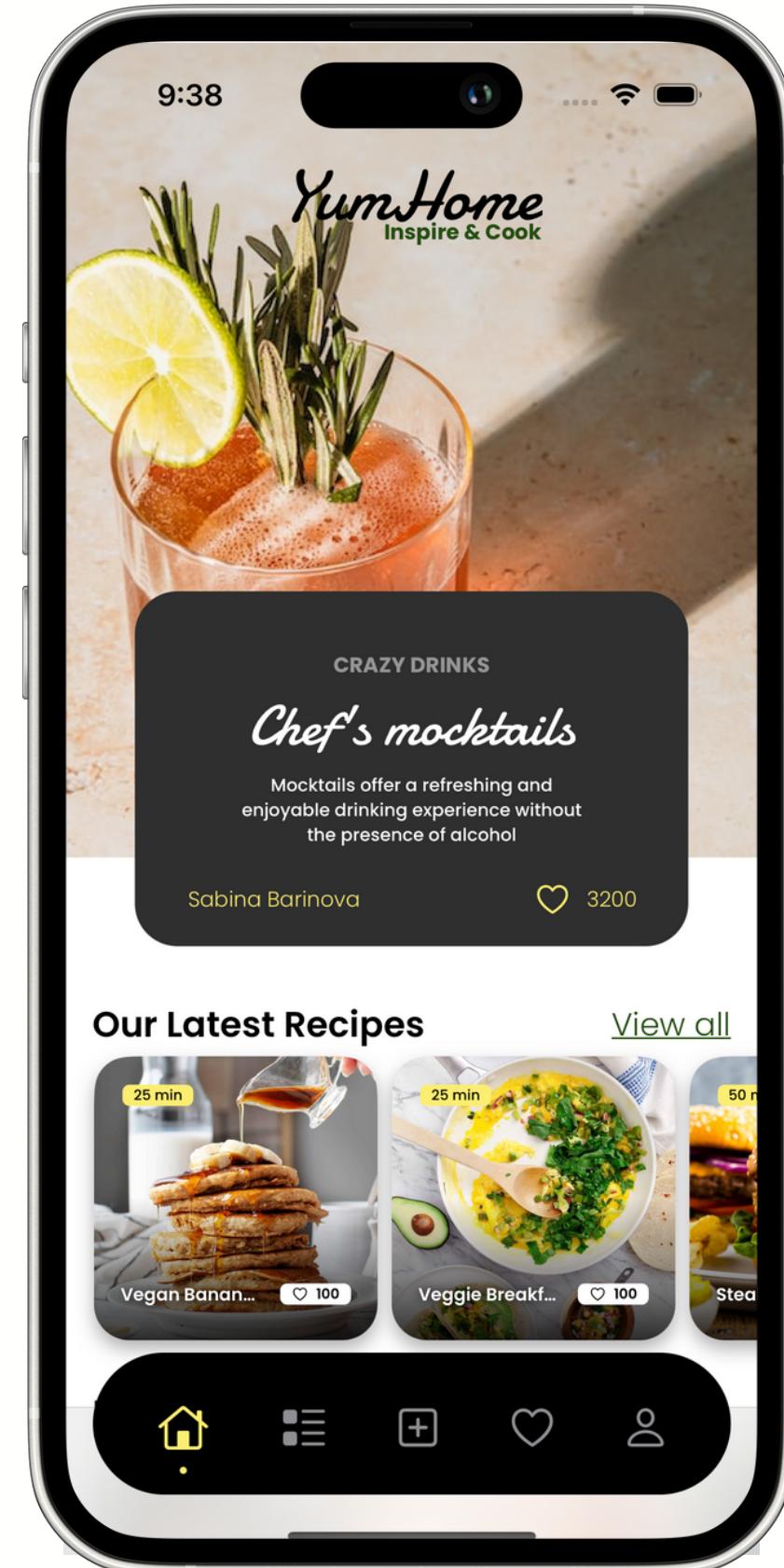




Onboarding & Login & Registration

Home Tab Features

- Article
- Recently added recipes
- Button navigating to all recently added recipes
- Popular cook list
- Today's favorite



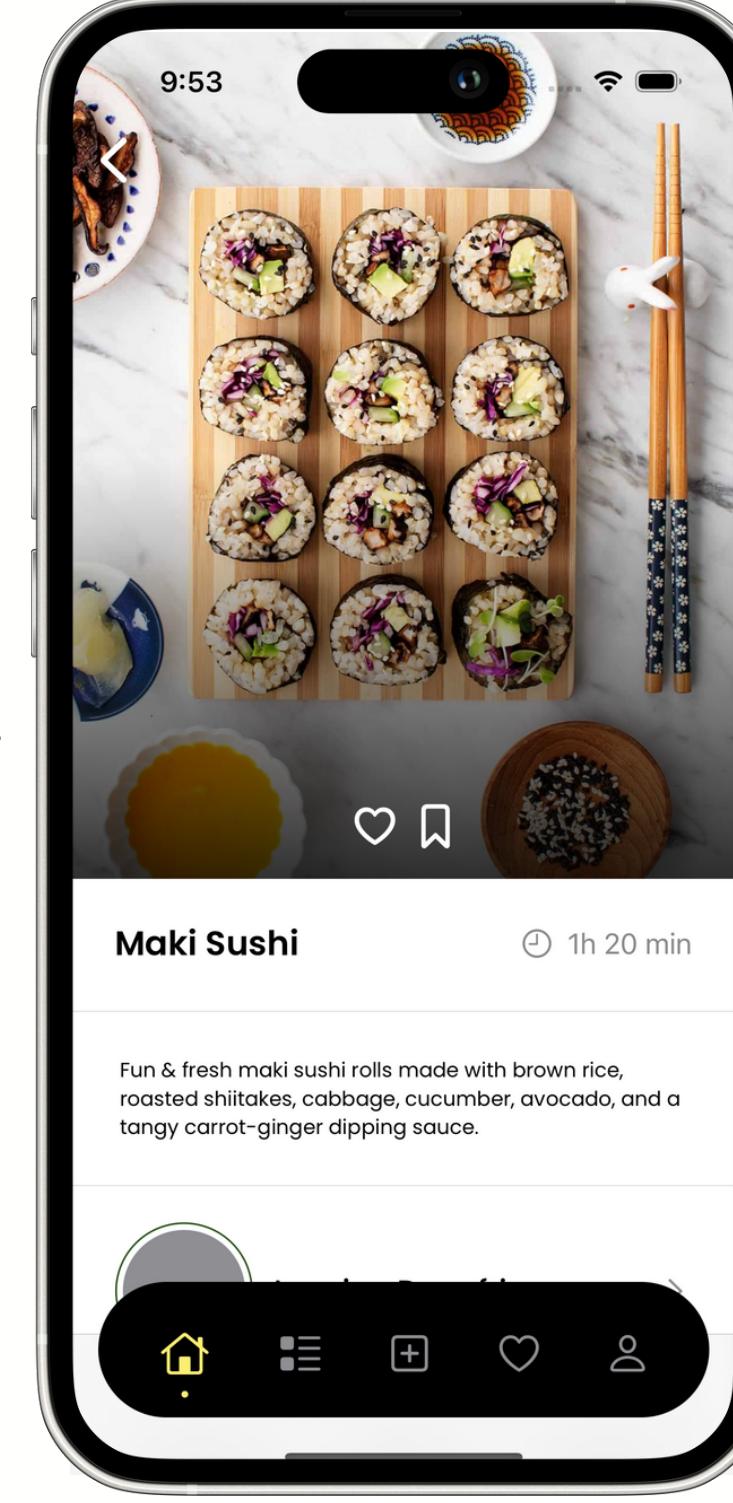
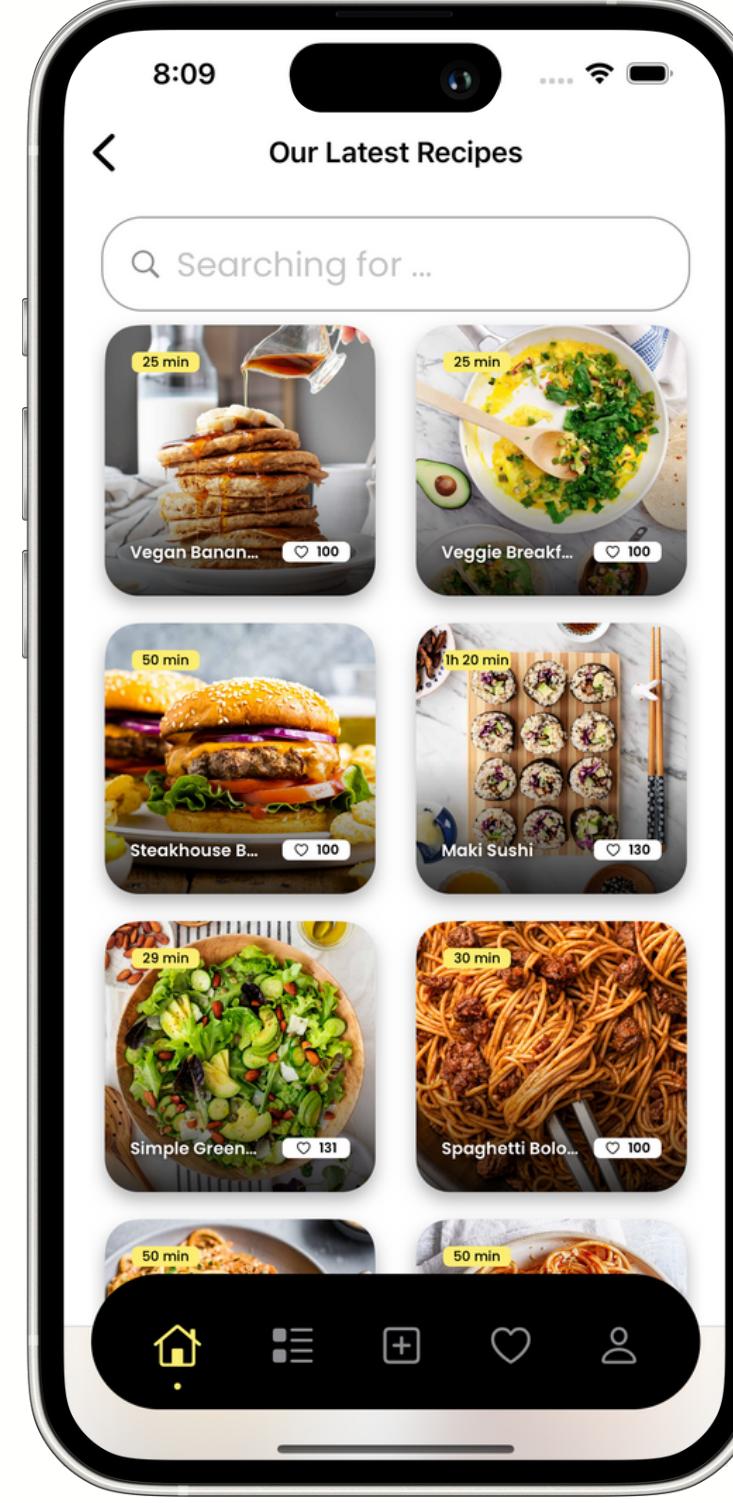
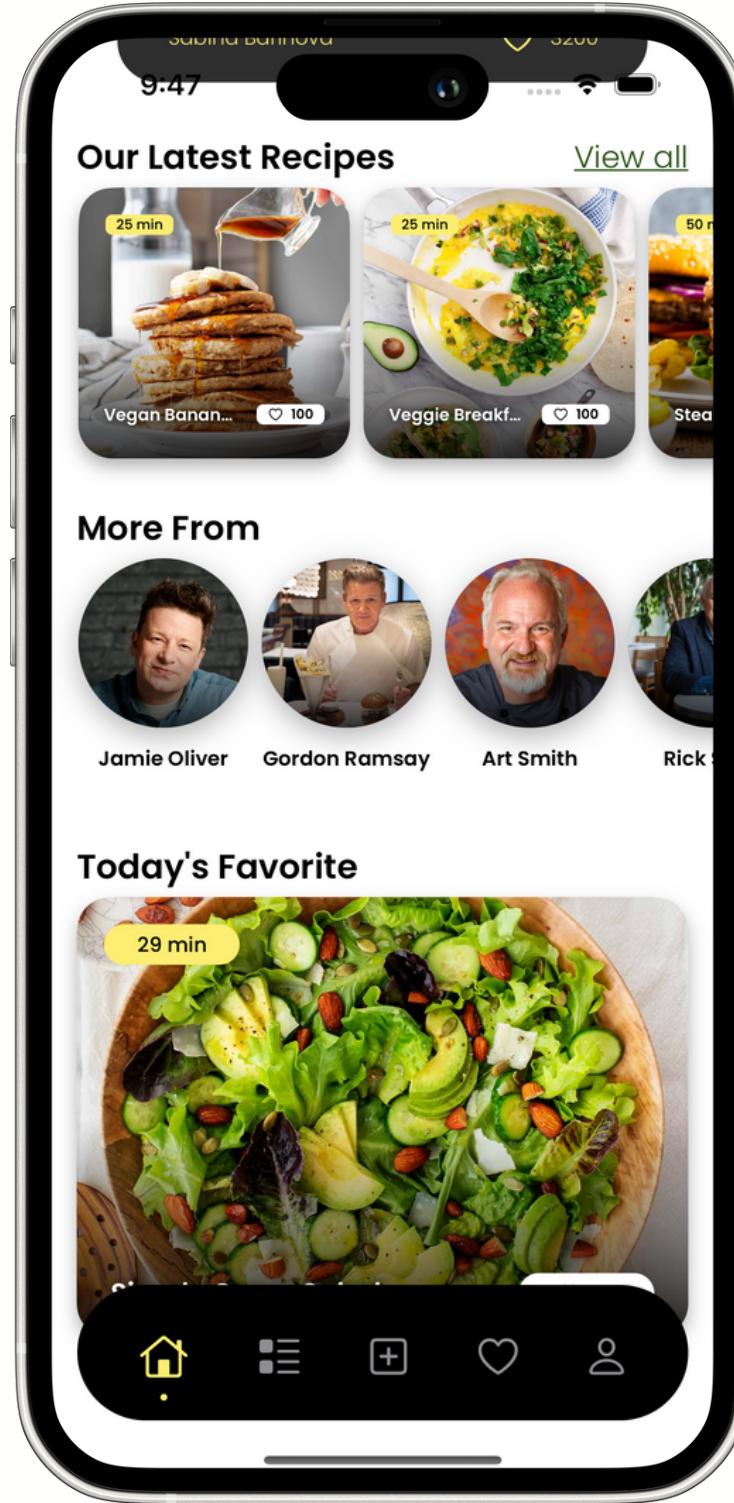
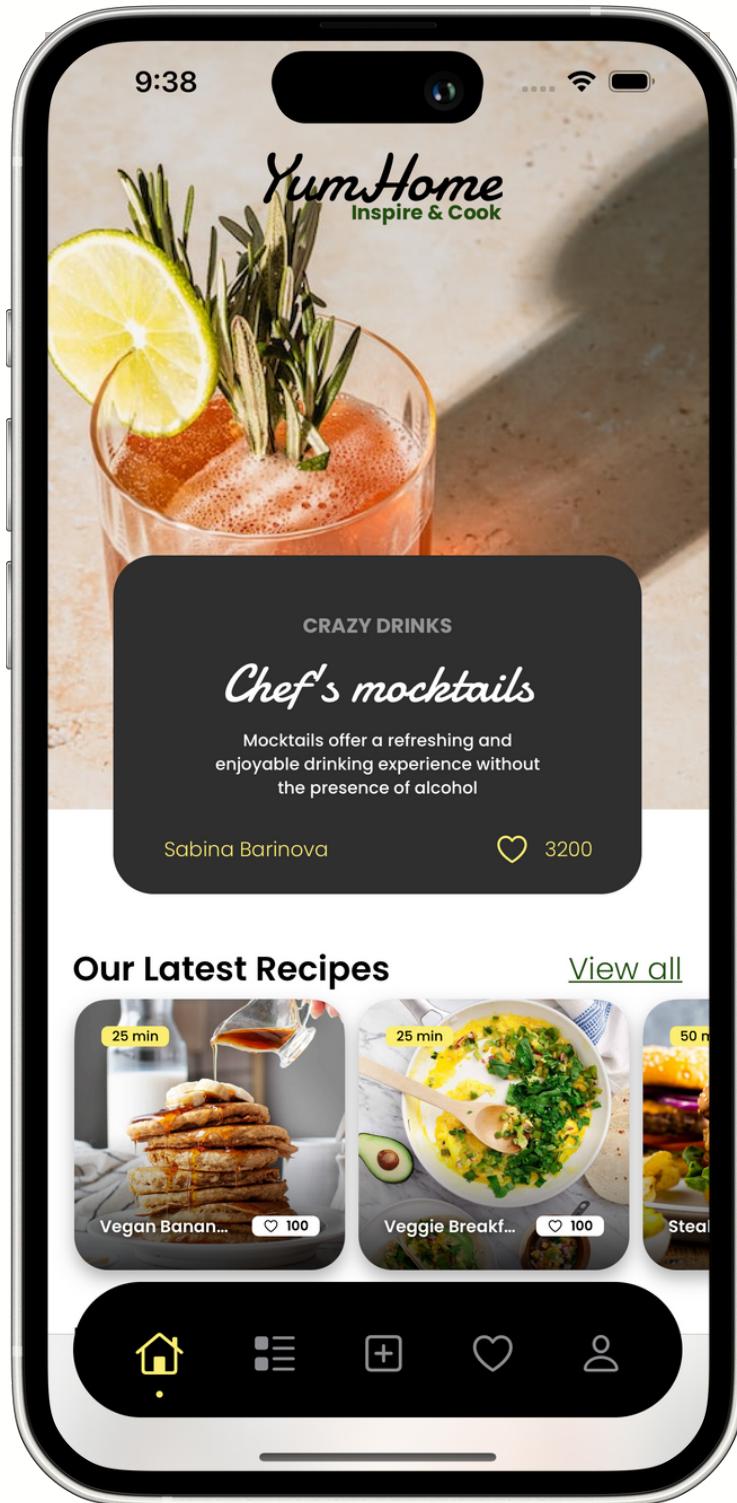
Short logo

Article

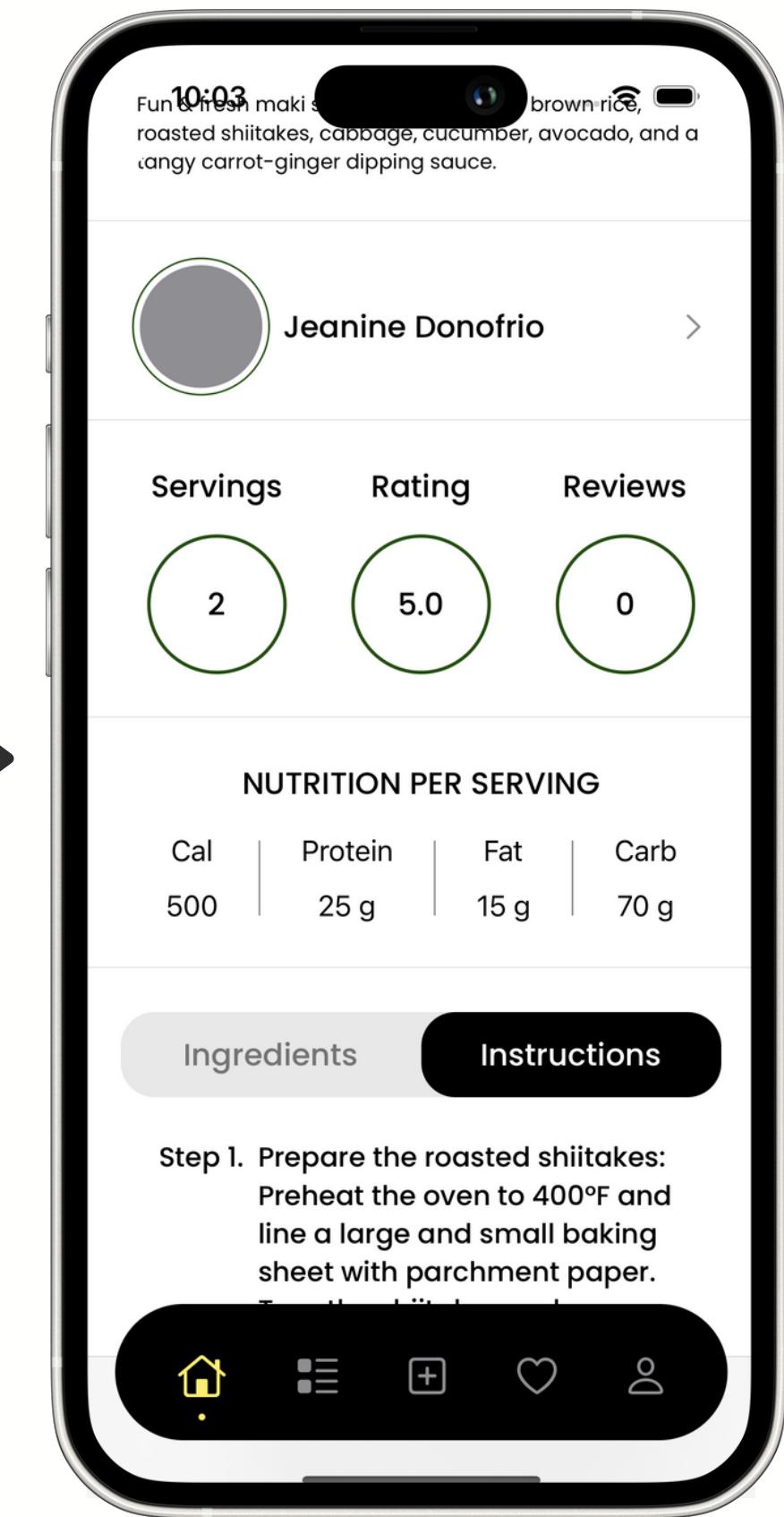
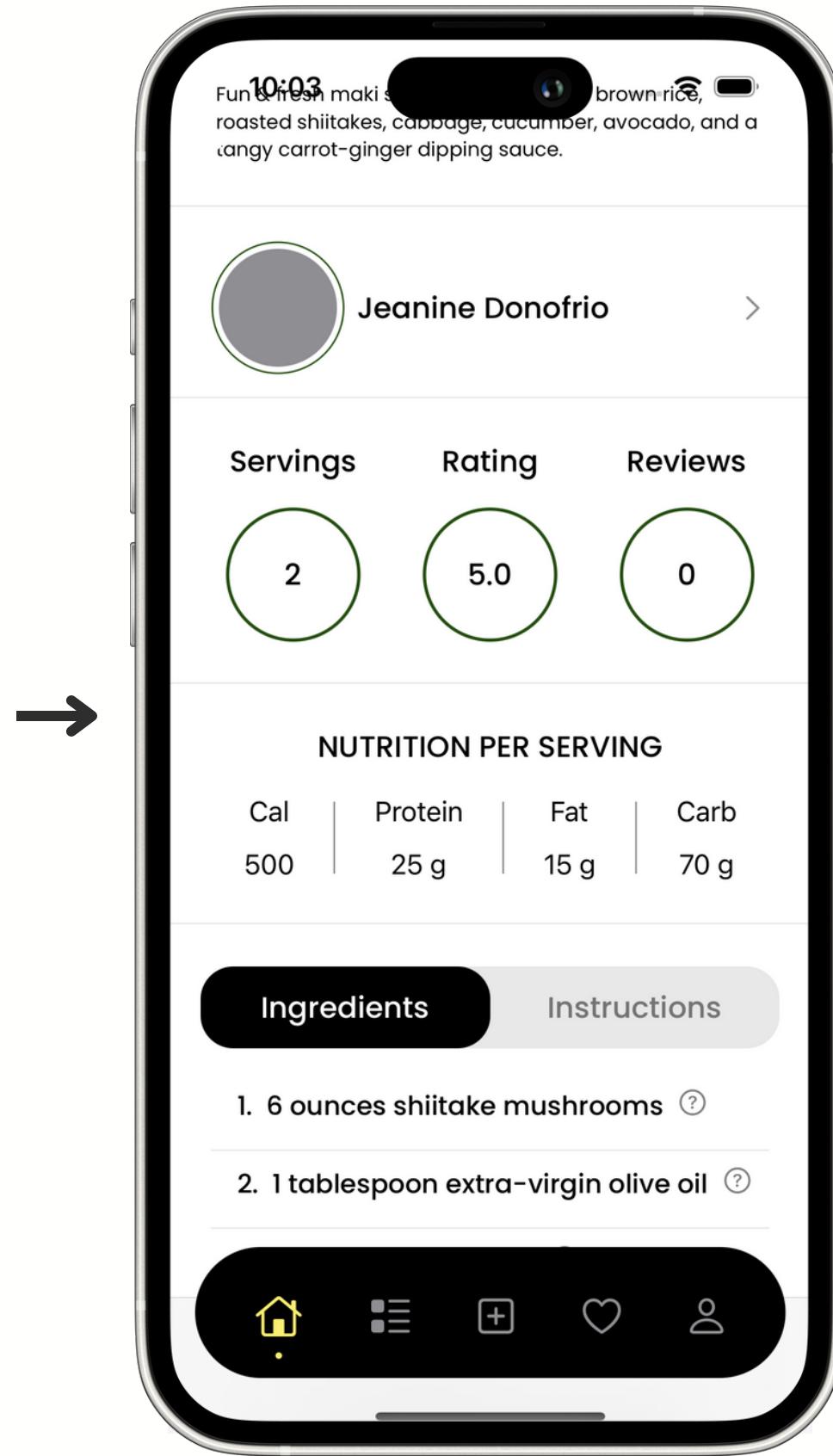
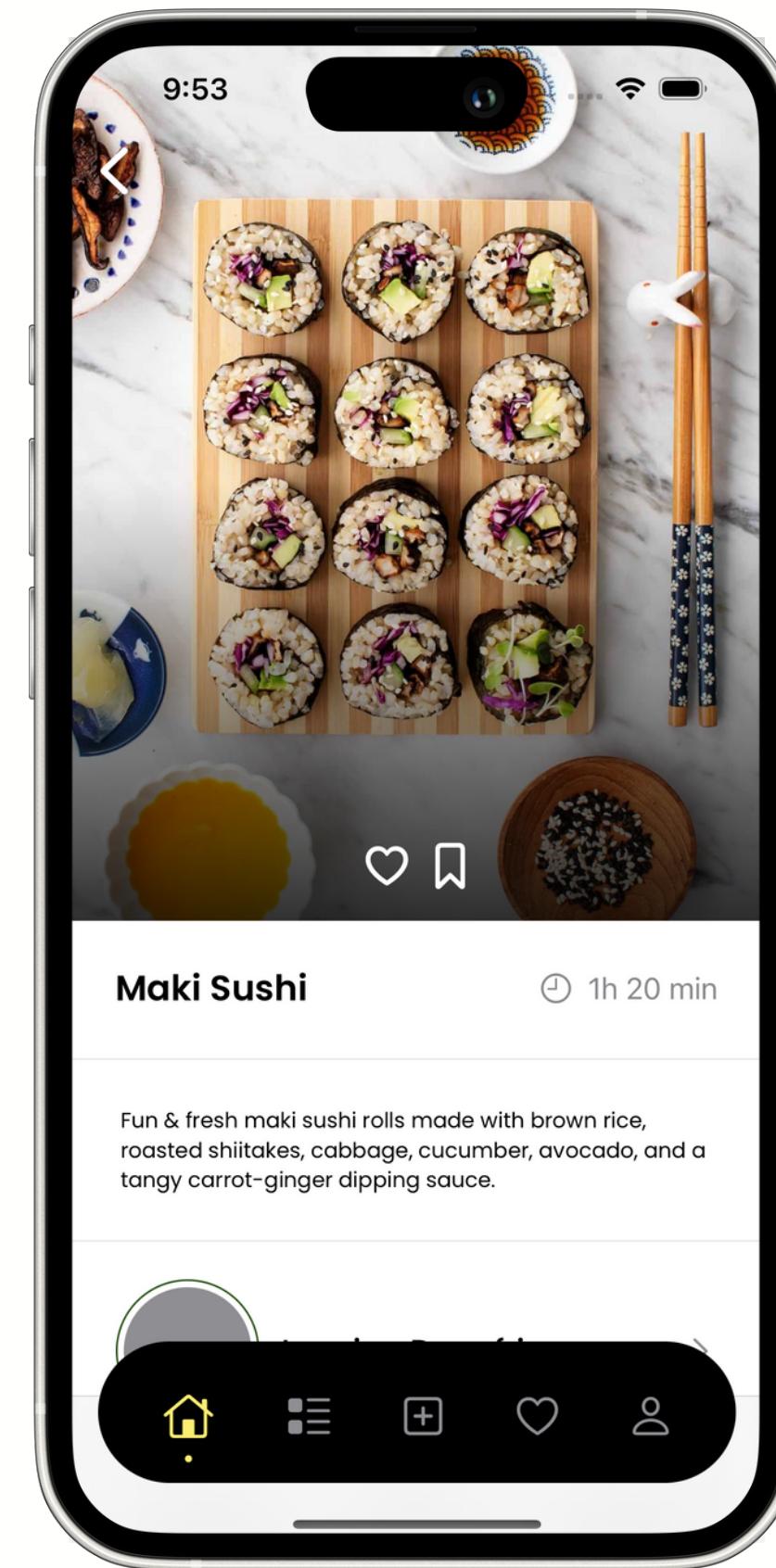
[View all recent recipes](#)

[Recently added recipes \(7 days old\)](#)

TabBar



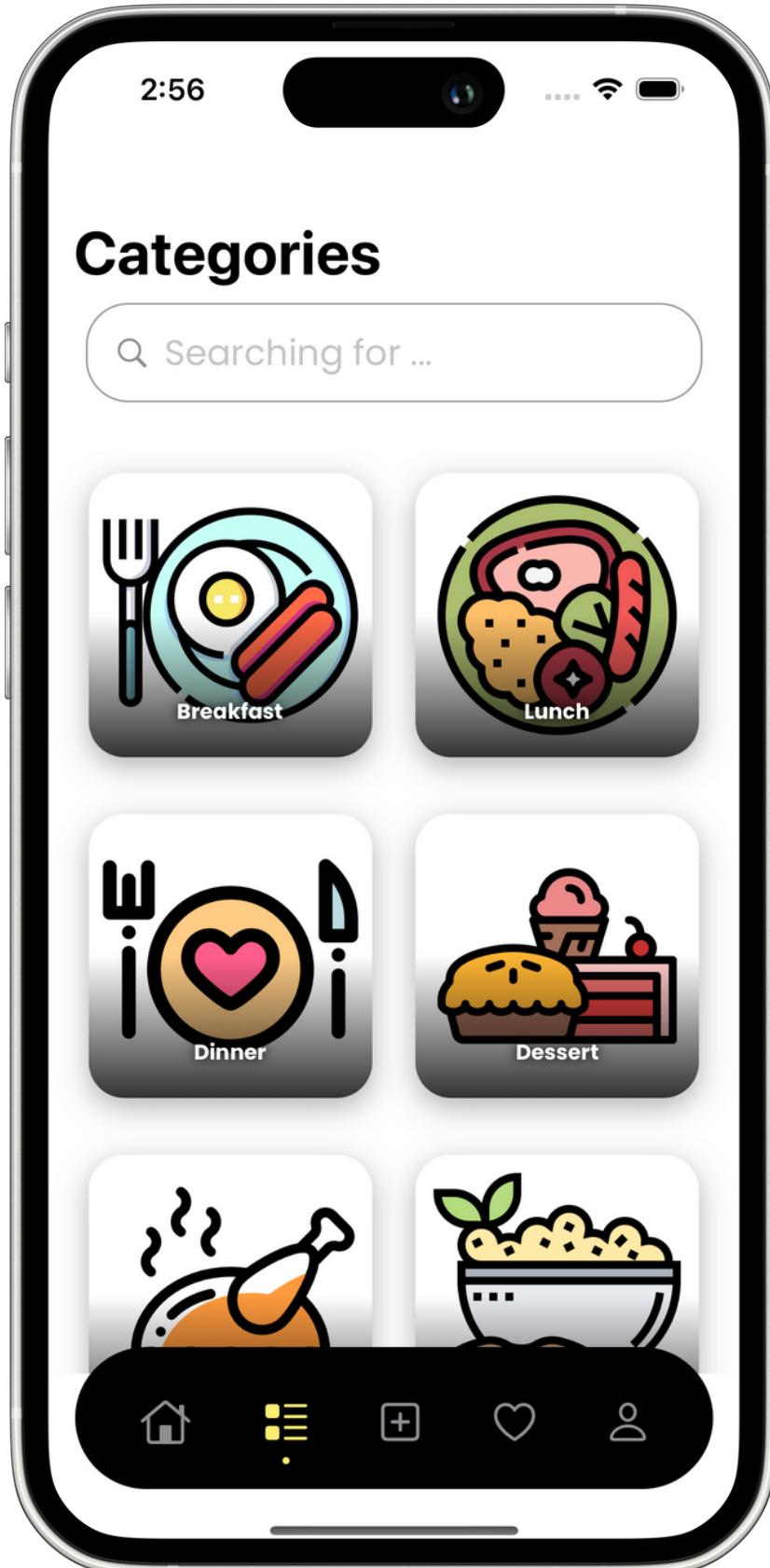
Home Tab Navigation



Recipe Details

Categories Tab Features

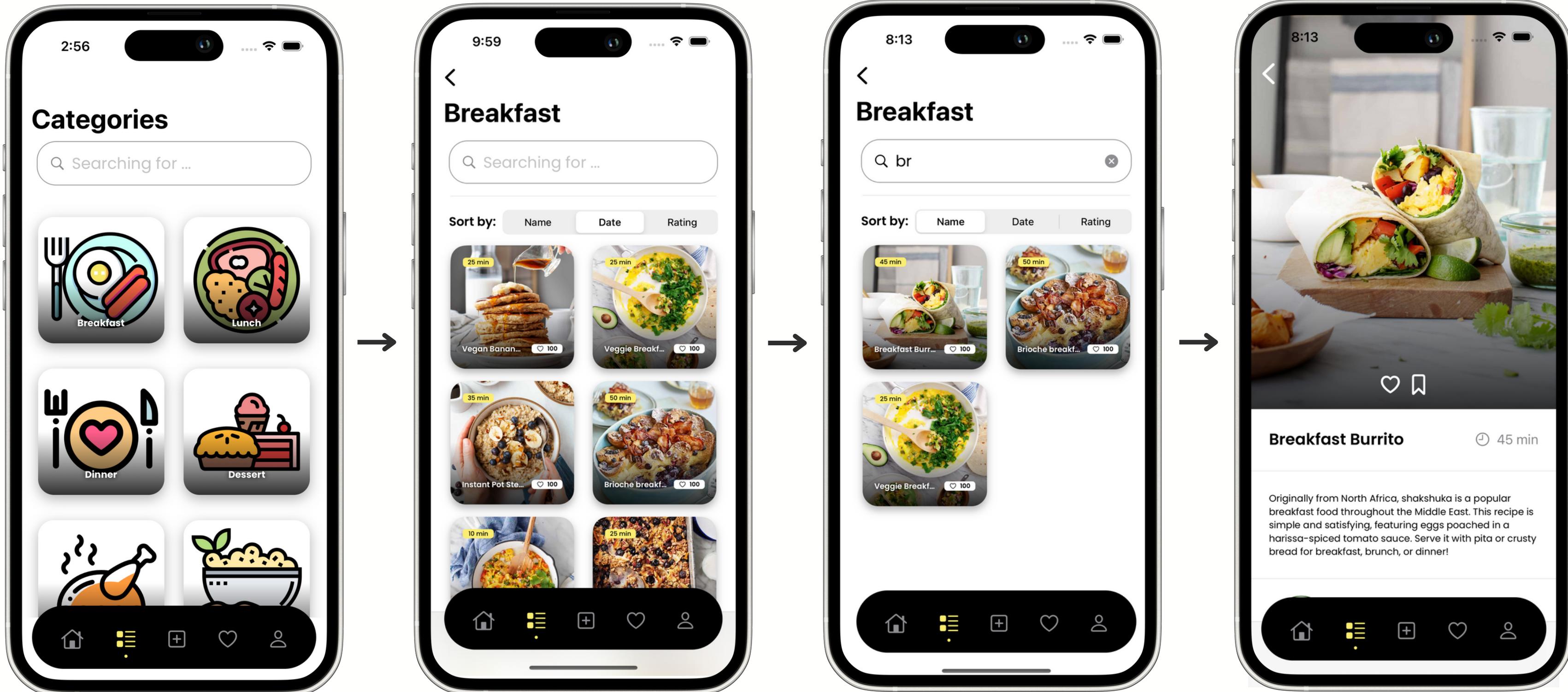
- SearchTab
- List of category cards
- Search inside each category
- Sorting by name, date, and rating of recipes inside each category



SearchTab

Category Card

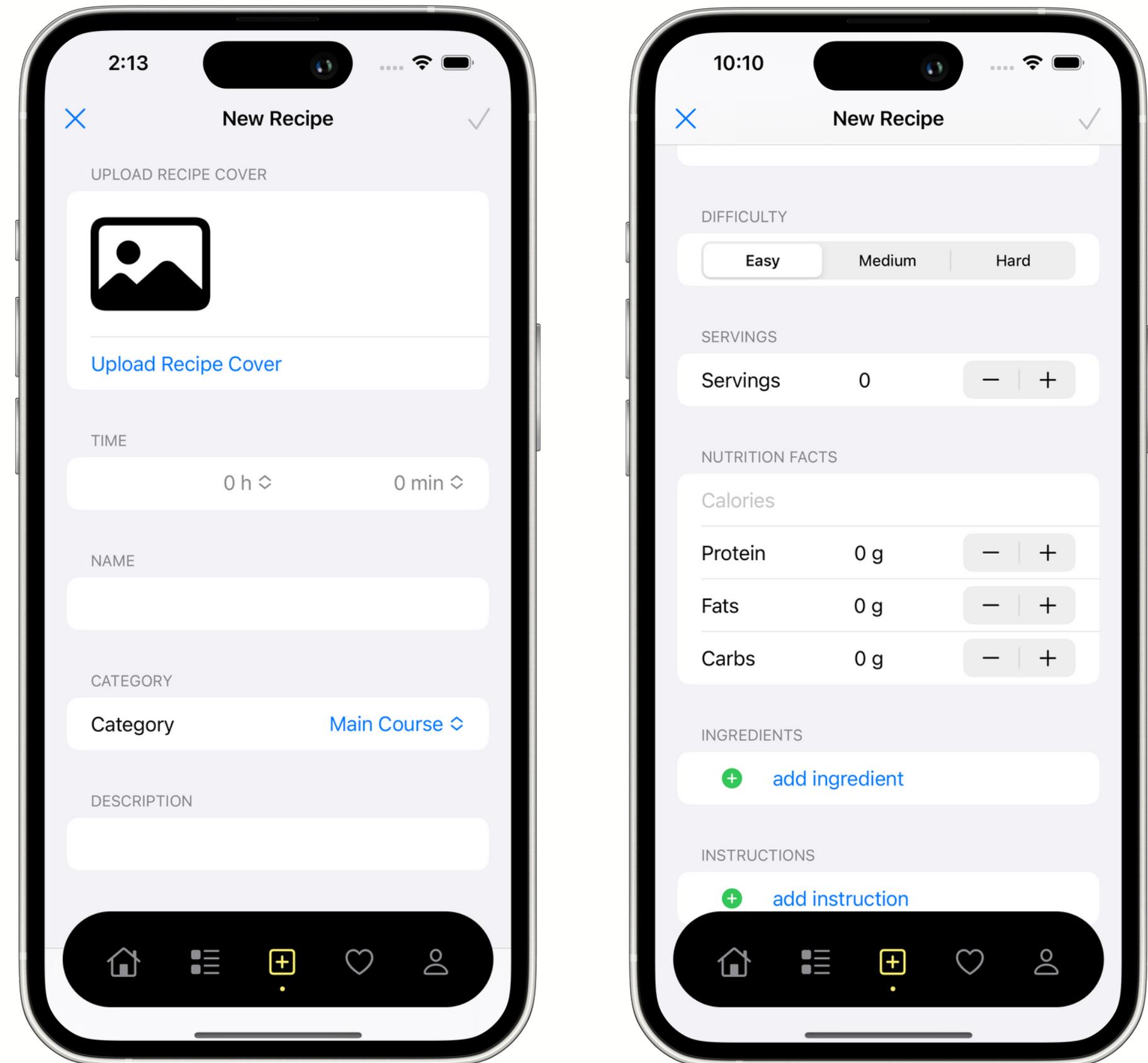
Categories Tab Features



Categories Tab Navigation & Sorting & Search

Add New Recipe Tab Features

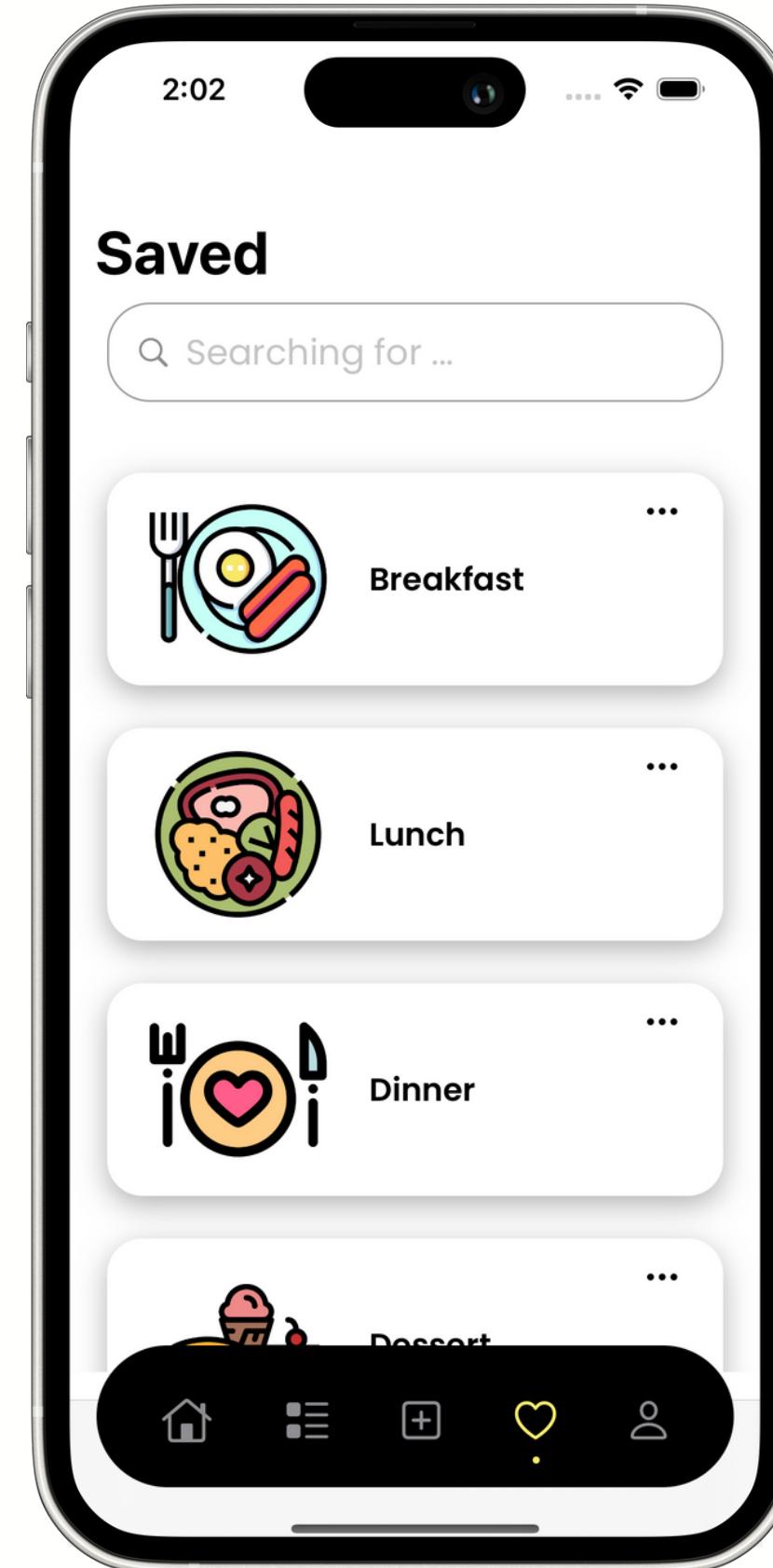
- Add recipe cover
- Set cooking time
- Set recipe name
- Choose category
- Write full description
- Set difficulty level
- Set servings number and nutrition facts
- Add ingredients and instructions



Add New Recipe Tab Features

Saved Tab Features

- SearchTab
- List of category folder cards to save recipes by category to have structure and easy navigation

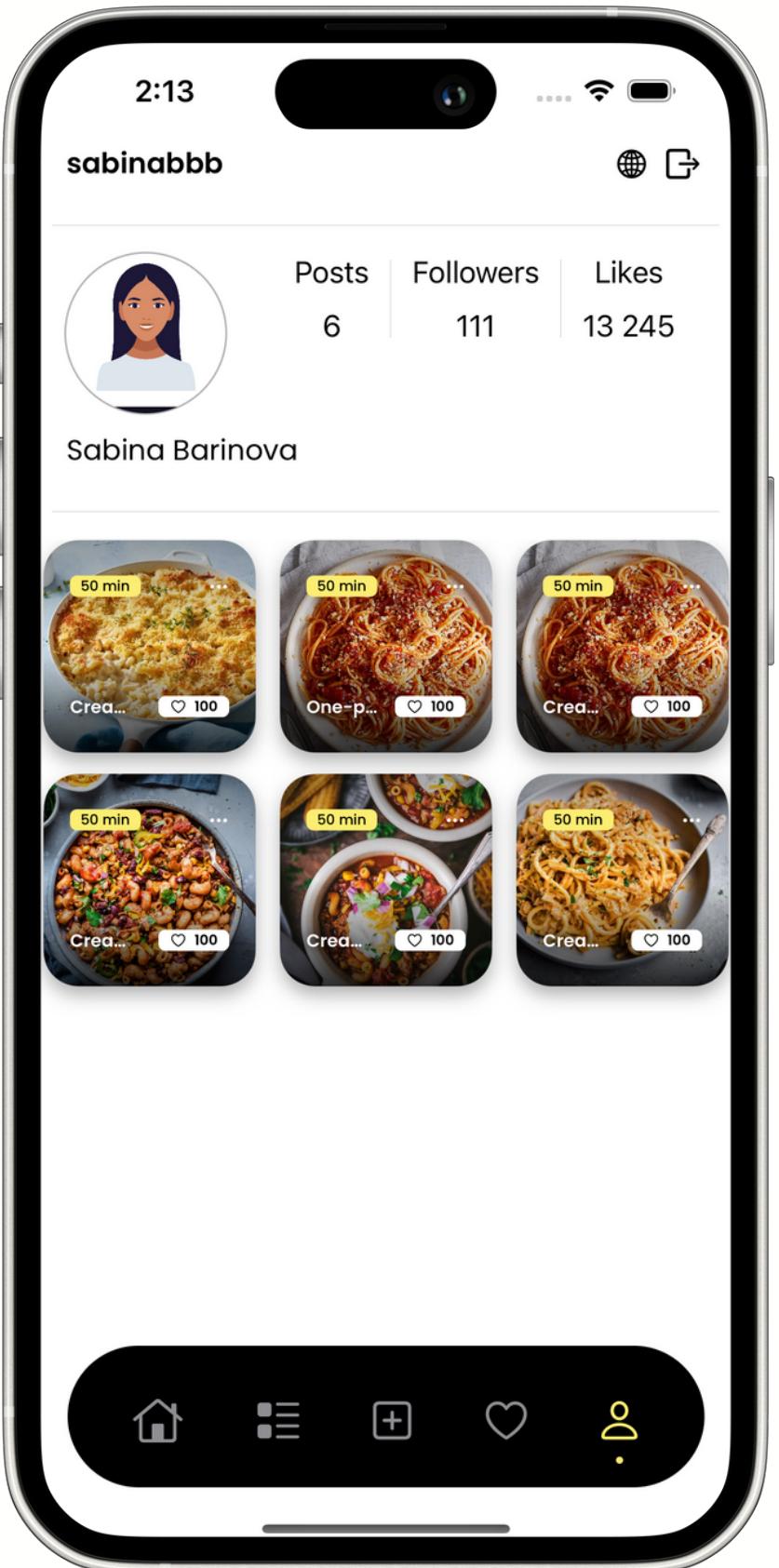


SearchTab

Category Folder Card

Profile Tab Features

- Account statistics
- Log Out button
- Language changing button
- List of recipes added by the author



Language changing and Log Out buttons

Post, follower, and like number

Recipes added by this author

App demo video

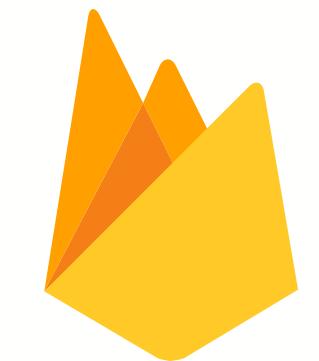
SMARTPHONE MOCKUP PORTRAITS

Software & Tools

Swift



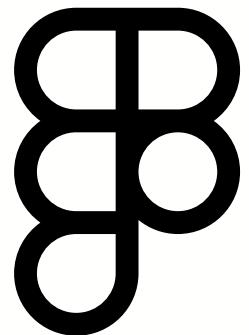
Firebase



Excel



Figma



Xcode

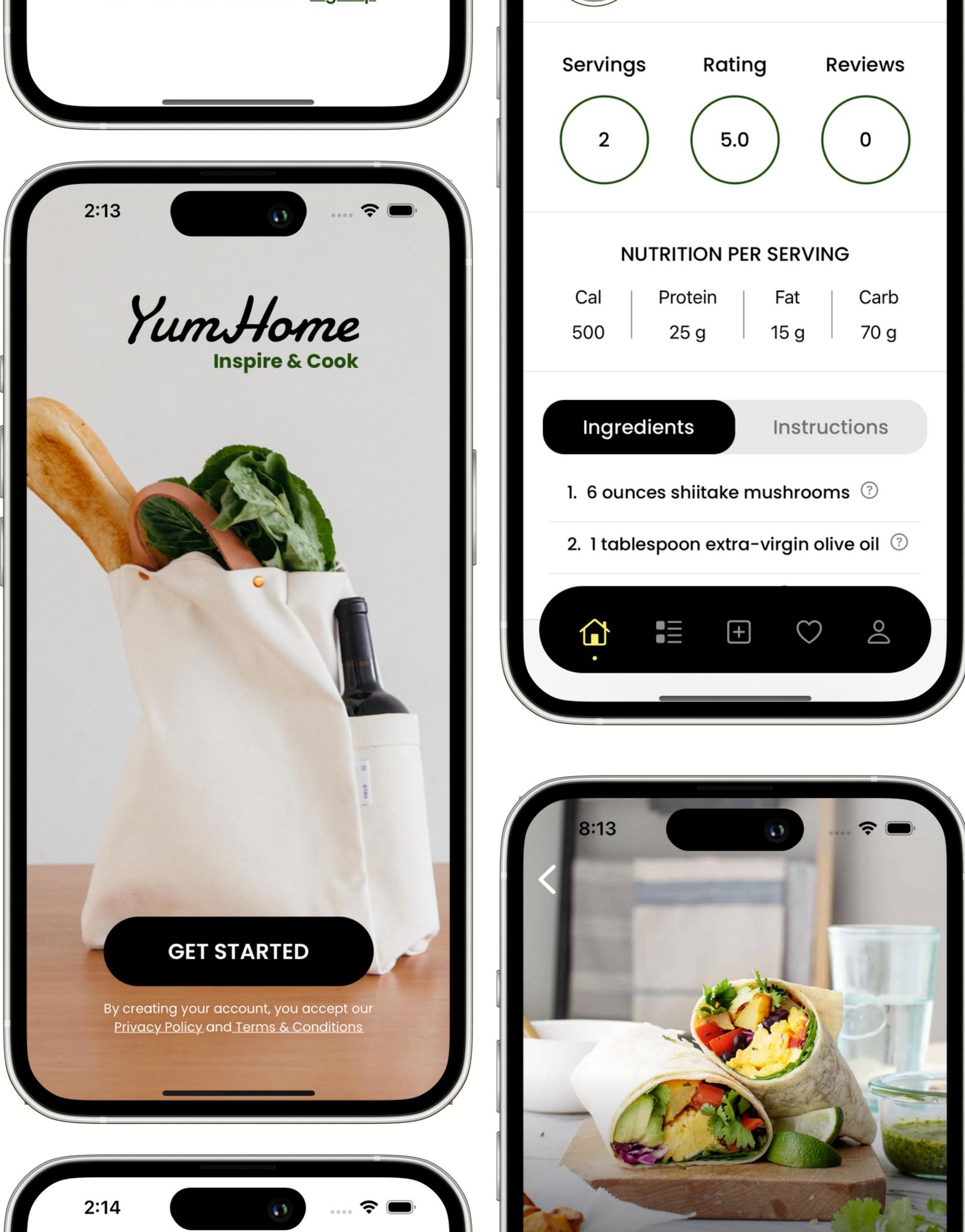


Google Forms



Main resource of recipes

LOVE & LEMONS



Conclusion

This paper has presented the development and design of a cooking app aimed at providing a comprehensive and user-friendly experience for individuals who are new to cooking or seeking inspiration in the kitchen. The project was undertaken based on extensive research, including interviews and surveys, to ensure that the app's features and design align with the needs and preferences of the target audience.

Thank You