

Meeting Notes

Initial brainstorm (unselected alternatives)

- Meal planning or food menu helper.
- OOTD outfit planner.
- Sleep tracker concept.
- Moving and packing organizer.
- Clinic or lab visit tracker.
- “Save your fridge” plus recipe planning.
- Rental or sublet helper.
- Shared packing list with templates and recommendations.

Decision to focus on campus dining information

- Chosen concept: a campus dining discovery and decision tool that aggregates menus, food trucks, payments, crowding, and potentially vendor registration.
- Initial pain points recorded: poor mobile experience, missing food truck coverage, outdated menus and hours, lack of photos, limited reviews, accessibility issues for non-meal-plan students, long lines and crowding, scattered payment and promo information.

Feedback received and adjustments

- Need clearer evidence of what students actually want. Focus on validated pain points.
- Clarify how any ranking system would work and what metrics define “better”.
- Explore seating availability as a concrete use case.
- Specify research methods and artifacts (job stories, experience maps, task analysis).

Research planning details captured

- Target groups: on-campus with meal plan, on-campus without meal plan, off-campus students, plus vendors if reachable.
- Instruments: survey sections on behaviors, decision factors, crowd and waiting, trust and accuracy, menus and photos, payment clarity, reviews, facility needs.
- Recruitment channels: class group chats, social media, peers.
- Open concerns to resolve: vendor interview questions, incentives for student contributions, consent process, and keeping scope manageable.

Findings review and solution discussion

- Confirmed that dining choices are time- and proximity-driven, and that real-time uncertainty (lines, seating, sold-out items) causes plan switching and frustration.
- Discussed three solution directions and tradeoffs: Yelp-like app vs. website redesign vs. map-based experience.

Storyboard and prototyping

- Storyboard draft captured a short time window between classes, arriving to long lines, failing to find alternatives quickly, and skipping food.
- Agreed next step: storyboard completion, paper prototype, and feasibility checks for map and real-time indicators.