IPrep&Cook

Phase 3 - Second Prototype and User Evaluation

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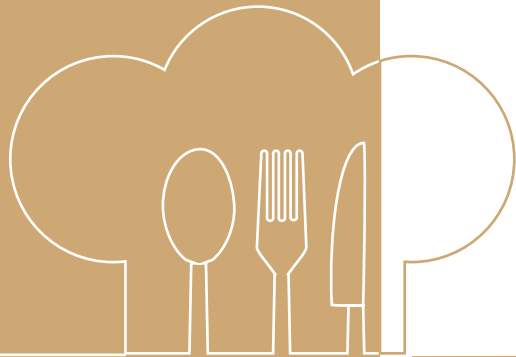
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Project Description

IPrep&Cook is a fun and enjoyable mobile application, designed to make the pursuit of a healthier lifestyle less troublesome.

Through multiple features, users will be able to reach their goals without needlessly wasting their time.

Users have the opportunity to share and explore experiences with others, explore innovative meal ideas, monitor their calories intake and even plan an entire week to meet their objectives.

Phase 1 and Phase 2 Analysis

Phase 1 Takeaway

The questionnaire, alongside the PACT analysis, helped us gathering as much information as possible on our target population; this allowed us to develop functionalities that would suit their needs, helping them on their goal to achieve a healthier lifestyle.

Phase 2 Takeaway

The development of our lo-fi prototype, alongside the heuristic evaluation, gave us strong foundations upon which to build our high-fi prototypes.

Heuristic Evaluation Main Issues:

- Lack of clarity in some pages.

- No distinction between meals that have already been consumed and the ones that haven't.

- The option to generate a new meal isn't very intuitive.

- There's no option to introduce the amount of food ingested instead of the weight (in grams) in the *Calories Calculator.*

Task 1 - Generate new meal plan in Weekly Meal Planner

Create a new weekly meal plan from the available templates, designed to lose weight, and generate a new meal for the Tuesday breakfast.

Screen 1:
WEEKLY MEAL PLANNER
6 - 12 October 📅
- Create New Planner ›
- Create From Template ›
- Previous Planners ›
- Properties ›

Screen 2:
‹ WEEKLY MEAL PLANNER
384 results   Order by ▾
Lose Weight Every Week
Rating: (4.8)   @Susana
Embrace Asia this week
Rating: (4.1)   @Alice

Screen 3:
‹ WEEKLY MEAL PLANNER 🔖
6 - 12 October ✏️
Reviews   @Susana
✓
Tuesday
Next meal: *Breakfast - Cereal*
Preparation time: *10 min.*
Calories: *60 cal.*
Wednesday
Next meal: *Breakfast - Pancakes*
Preparation time: *12 min.*
Calories: *80 cal.*

Screen 4:
‹ WEEKLY MEAL PLANNER
Tuesday
- Breakfast - Cereal 👆
- Morning break - Yogurt
- Lunch - Pasta with tuna
- Afternoon break - Fruit
- Dinner - Little French

Screen 5:
‹ WEEKLY MEAL PLANNER
Tuesday
- Breakfast - Cereal 🔄
- Morning break - Yogurt
- Lunch - Pasta with tuna
- Afternoon break - Fruit
- Dinner - Little French

Screen 6:
‹ WEEKLY MEAL PLANNER
Tuesday
- Breakfast - Cappucino
- Morning break - Yogurt
- Lunch - Pasta with tuna
- Afternoon break - Fruit
- Dinner - Little French

User goes to the Weekly Meal Planner, selecting the option to create one from the existing templates.

Selects the template designed to lose weight.

Selects "Tuesday".

Entering the "Tuesday" meals, there will be a tutorial on how to generate a new breakfast, to complete the task.

Task 2 - Add an Item to the Calories Calculator

Add an apple to the breakfast and check the new calories value.

User goes to the Calories Calculator and selects the "Breakfast" option for adding items.

Selects the button to add a new item in the "Breakfast" page and then saves the newly added item.

Users then go back to the Calories Calculator and verify the new calories value.
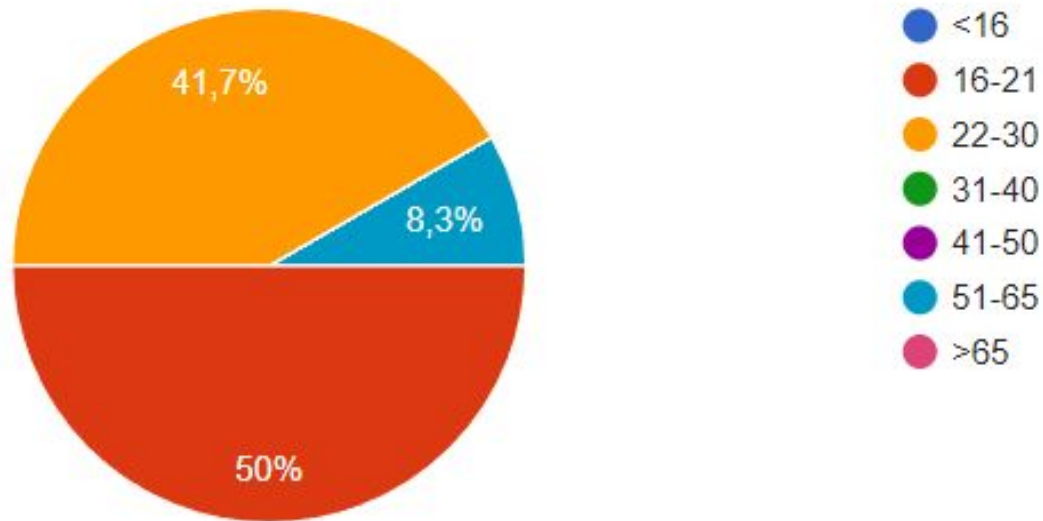
Task 3 - Generate a new meal

Change the properties to dinner and search for a new meal.

User goes to the Meal Generator and selects the "Properties" button.

Sets the meal to "Dinner", goes back to the Meal Generator and searches for a new meal.

➢ The focus was on mostly on people between the ages of 16 and 30, although any person from any single age group was eligible for testing.

➢ To reach our target population, we shared the Maze link containing our prototype on various social media platforms, alongside the link to the user survey Forms.

Sample Characterization

Pie chart:
- 41,7% (22-30, orange)
- 8,3% (51-65, blue)
- 50% (16-21, red)

Legend:
- <16
- 16-21
- 22-30
- 31-40
- 41-50
- 51-65
- >65

Results and Statistic Analysis Highlights

TASK 1

TIME:

Mean - 53.07s
Median - 43.95s
STDev - 32.59s
Confidence Interval (α - 0.05) -
(33.8, 72.4)

WRONG CLICKS:

Mean - 9.237 clicks
Median - 7 clicks
STDev - 9.36 clicks
Confidence Interval (α - 0.05) -
(3.74, 14.8)

SUCCESS:

Direct: 50%
Indirect: 25%
Unfinished: 25%

TASK 2

TIME:

Mean - 26.4s
Median - 19.46s
STDev - 21.78s
Confidence Interval (α - 0.05) -
(14.07, 38.72)

WRONG CLICKS:

Mean - 3.7 clicks
Median - 1.5 clicks
STDev - 4.85 clicks
Confidence Interval (α - 0.05) -
(0.92, 6.41)

SUCCESS:

Direct: 83.3%
Indirect: 16.7%
Unfinished: 0%

TASK 3

TIME:

Mean - 21.92s
Median - 18.65s
STDev - 18.17s
Confidence Interval (α - 0.05) -
(11.64, 32.2)

WRONG CLICKS:

Mean - 11.83 clicks
Median - 0 clicks
STDev - 32.19 clicks
Confidence Interval (α - 0.05) -
(0, 30.05)

SUCCESS:

Direct: 100%
Indirect: 0%
Unfinished: 0%

Results and Statistic Analysis Highlights

TASK 1:

- **58% agree** that this task is intuitive, **16% strongly agree** and **8% disagree**.
- The design had better results with **58% liking it very much**, while **33% liked it**; **no one disliked its design**.

TASK 2:

- **50% agree** that this task is intuitive and **41% strongly agree with this**.
- The design also had better results here, with **51% liking it very much**, **33% liking** and **16% disliking it**.

TASK 3:

- **50% agree** that this task is intuitive, while **33% strongly agree** with the statement.
- The design had yet again better results with **58% liking it very much**, while **16% liked it**.

GENERAL:

- In general, **50% of the sample rated the app as a 4/5**, while **41% gave it the maximum score possible** (**5/5**).

Thank You