

App / website for kids to learn Cooking

Sushma Chettipelly

Project overview



The product:

It is a collaborative platform where kids can learn cooking through video tutorials in a fun way and also sign up for cooking events. It allows cooking experts to teach kids how to cook through video tutorials and by conducting events.



Project duration:

September 5th 2022 – October 10th 2022



Project overview



The problem:

Kids have trouble searching for cooking recipes online. Most of the recipes that they find are difficult for them to understand as they are not made specifically for kids.



The goal:

To create a website/app through which kids can learn cooking in a fun way and cooking experts can teach cooking to kids.

Project overview



My role:

UX designer, UX researcher, visual designer.



Responsibilities:

Wireframing, prototyping, visual design, research, ideation.

Understanding the user

- User research
- Personas
- Problem statements
- Competitive audit
- Ideation

User research: summary



Created few personas for different types of users that are likely to use the app,
created user stories,
user journey maps,
performed competitive audit for similar websites.

Persona 1: Shreeyan

Problem statement:

Shreeyan is a 7 year old kid who needs a website that teaches kids how to cook in an easy way because its difficult for him to search for recipes online and follow the cooking instructions.



Shreeyan

Age: 7

Education: Currently in 2nd standard

Hometown: Hyderabad, India

Family: Lives with his mom and dad

Occupation: Student

“Grandma! I want to try this recipe. Lets cook this”

Goals

- Wants to learn cooking.
- A website to learn cooking simple recipes with simple instructions
- To attend cooking events.

Frustrations

- Not being able to understand cooking instructions in recipes online.
- Having to search through the web a lot.

Shreeyan is a 7 year old who very energetic. He is interested in a lot of things. When he's home, he spends most of his time in the kitchen watching his grandma cook. He searches for new dishes online and asks his grandma to make them for him and also tries some simple dishes on his own.

Persona 2: Indira

Problem statement:

Indira is a homemaker, talented cook and a nutritional expert who needs an app to post her cooking tutorials and cooking events for kids

because she wants to teach cooking to as many kids as possible, but finds it very time consuming to inform everyone about her cooking events



Indira

Age: 50

Education: B.Sc. in Nutrition

Hometown: Hyderabad, India

Family: Lives with her husband

Occupation: Homemaker, blogger

“Fun cooking on this Sunday! Don’t forget”

Goals

- Teaching kids how to cook simple and healthy recipes
- Organising cooking events for kids
- An app that lets her notify people about her cooking events

Frustrations

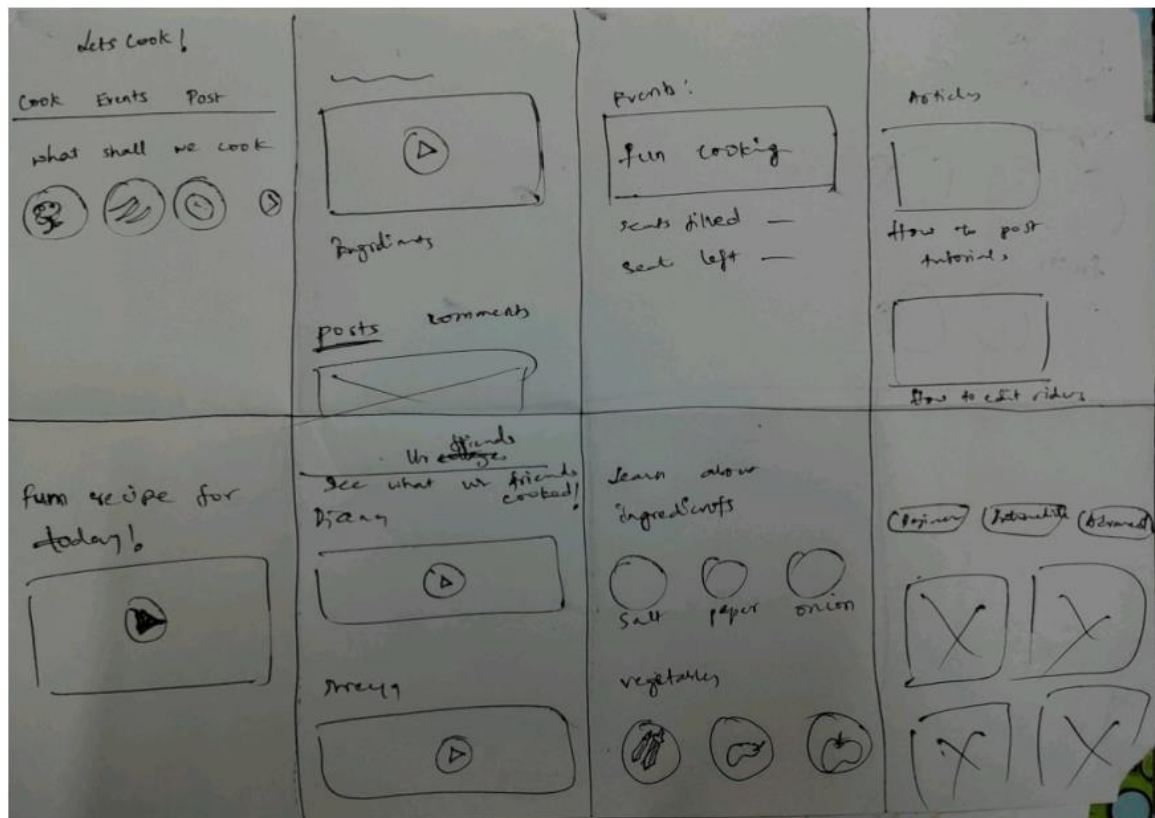
- Having to spend a lot of time informing everyone about her cooking events.
- Not being able to reach out to many kids

Indira loves cooking. She is very talented at making dishes that are tasty and healthy. She often organizes cooking events called “Fun cooking” for children in her locality. She teaches kids to cook healthy food in a fun way, and also teaches them about their nutritional values. She writes blogs about cooking and nutrition in her free time.

Ideation

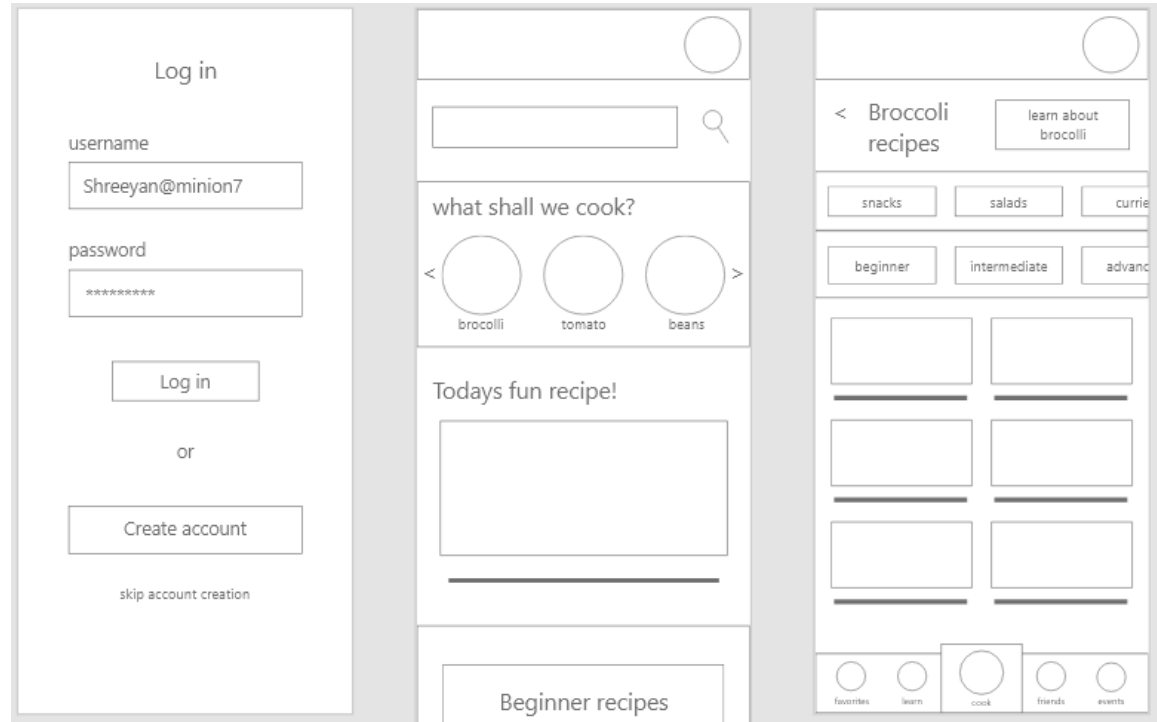
Crazy 8's

Came up with different ideas for the features that the app should have.



Digital wireframes

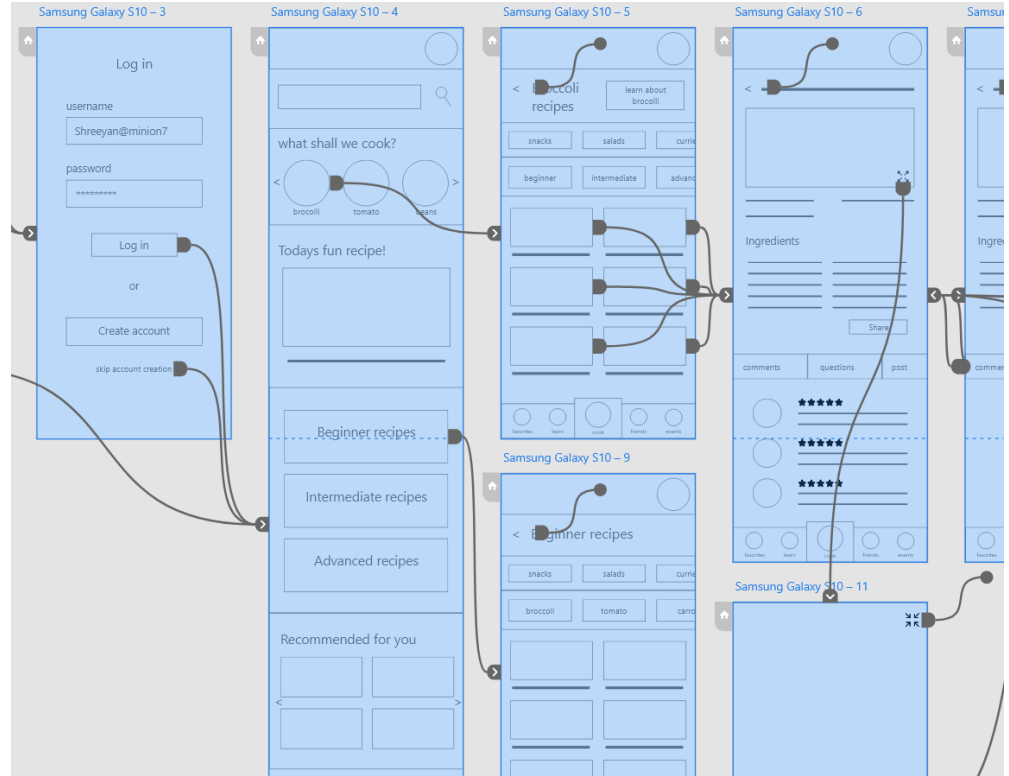
I designed a simple login page. Then the homepage contains categorisations for the cooking recipes. I tried to put important content above the fold.



Low-fidelity prototype

Link to the lo-fi prototype:

<https://xd.adobe.com/view/c24bbca0-e353-4c5e-ae4b-8eb767443240-9718/>



Usability study: parameters



Study type:

Unmoderated usability study



Location:

remote



Participants:

4 participants



Length:

15 minutes

Usability study: findings

These are the findings of the usability test conducted.

1

Finding

Users need to be given an option to use the app without logging in

2

Finding

Important information about the recipe like time taken etc.. needs to be mentioned below it.

Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

Mockups

Since the ingredients required for the recipe are important, it needs to be highlighted to get noticed at first glance.

Before usability study



Beginner recipe
15min
#beginner #broccoli #roast



share

Ingredients (2 servings)

Broccoli	1
pepper	1/2 spoon
salt	1/2 spoon
Etiam congue	20gm
turpis augue	100gm
ut viverra	4

comments

questions



Simran



After usability study



Beginner recipe
15min
#beginner #broccoli #roast



share

Ingredients (2 servings)

Broccoli	1
pepper	1/2 spoon
salt	1/2 spoon
Etiam congue	20gm
turpis augue	100gm
ut viverra	4

comments

questions



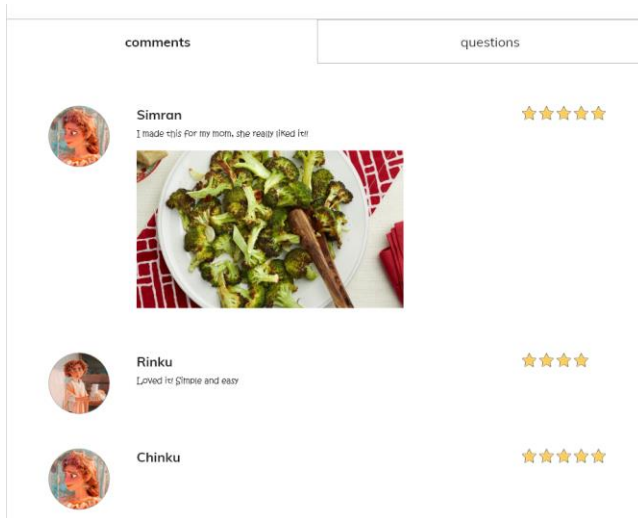
Simran



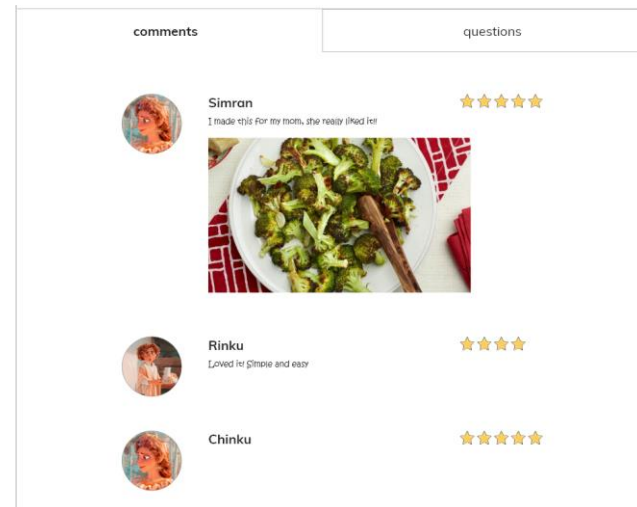
Mockups

The comment section was given a margin on the left and right.

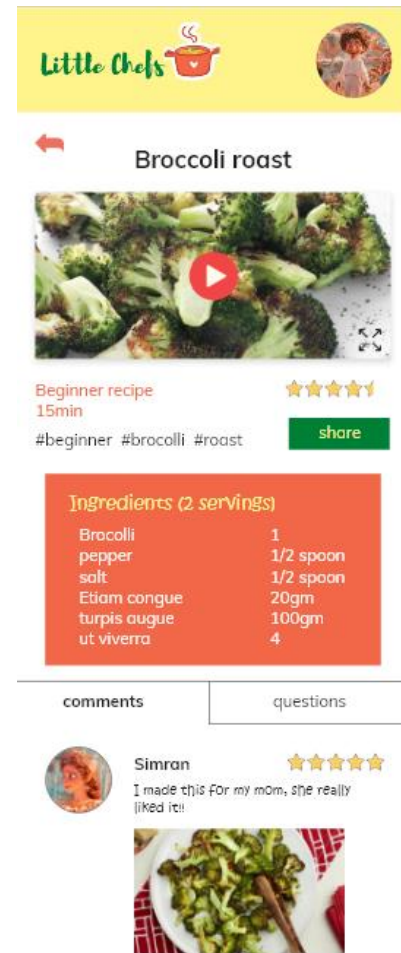
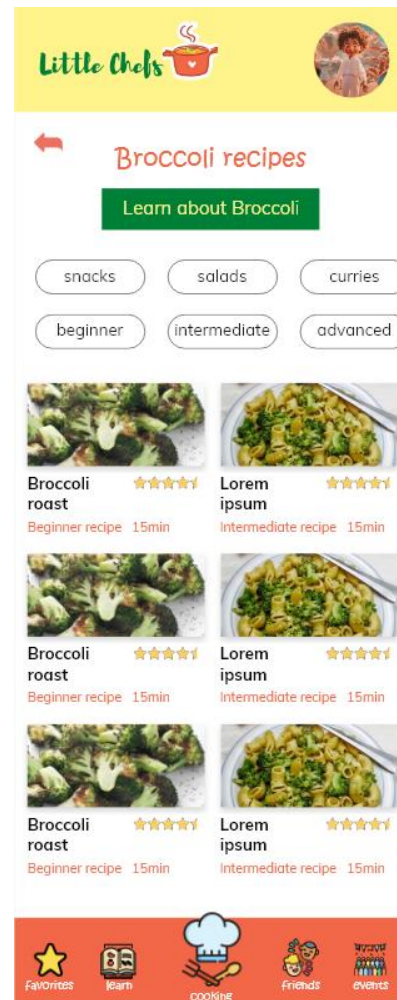
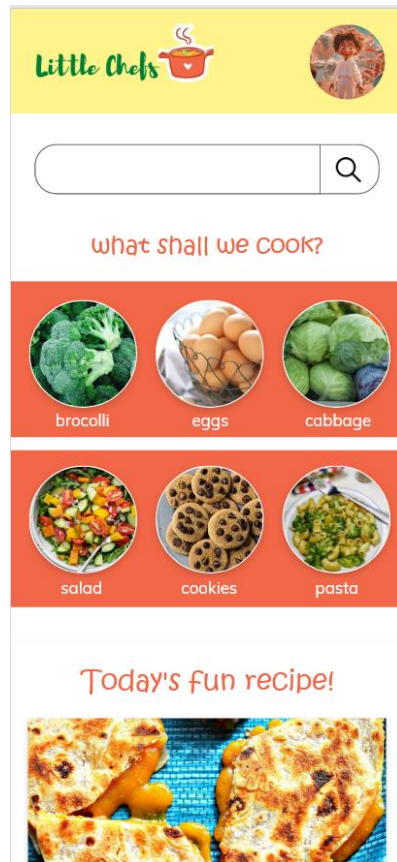
Before usability study



After usability study

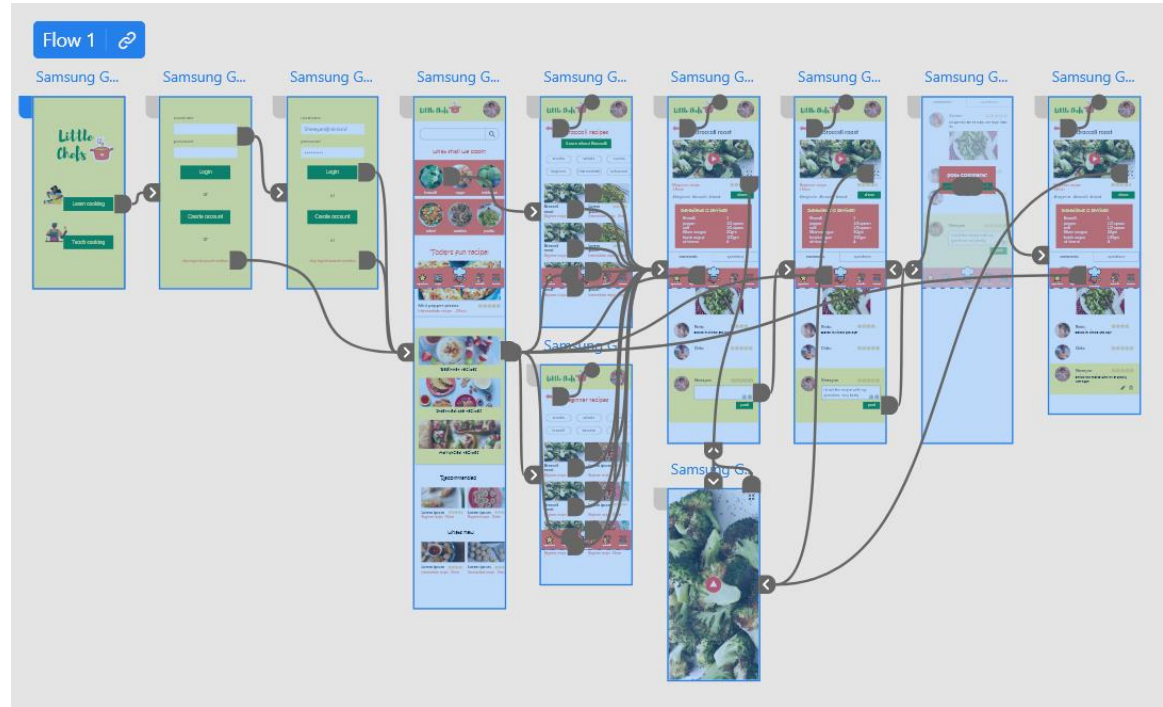


Mockups



High-fidelity prototype

high fidelity prototype link:
<https://xd.adobe.com/view/988fa331-6246-4b53-879f-5452abb8b232-cddc/?fullscreen>



Accessibility considerations

1

Consistent design choices.

A consistent color palette was used and all the call to action buttons are similar and are easy to find.

2

Clutter free.
Neat design with less clutter, easy to understand

3

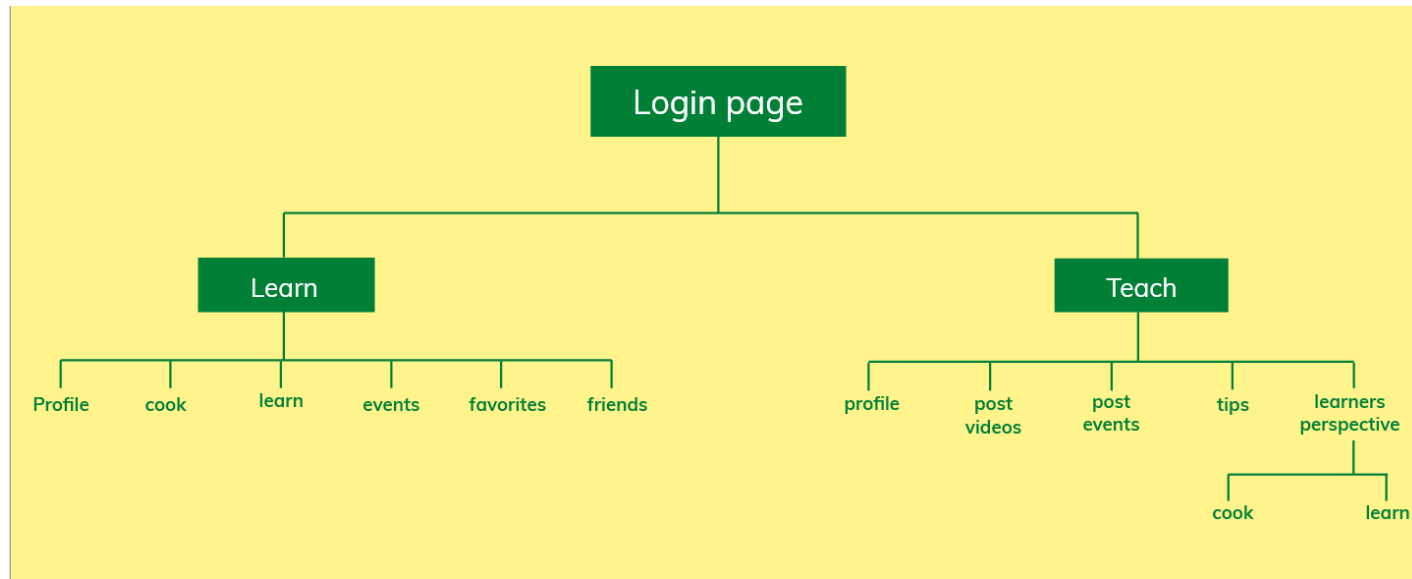
Hierarchy in text.
The text is readable with hierarchy based on importance.

Responsive Design

- Information architecture
- Responsive design

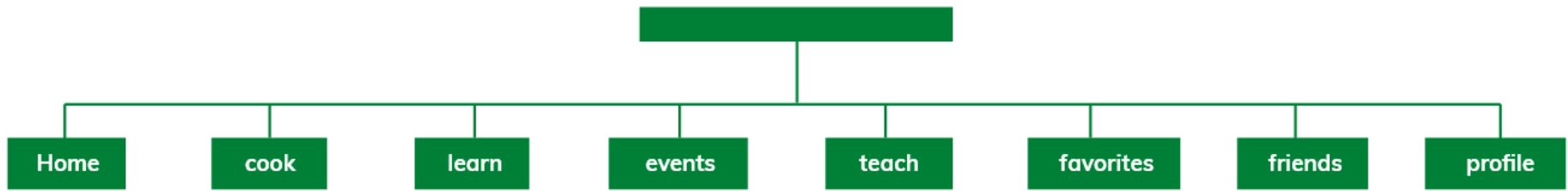
Sitemap for app

One can enter the app as a learner or as a Teacher. The user experience is customized accordingly.



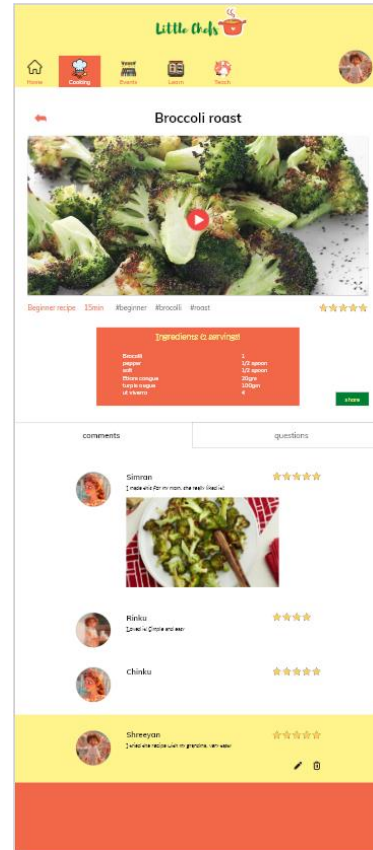
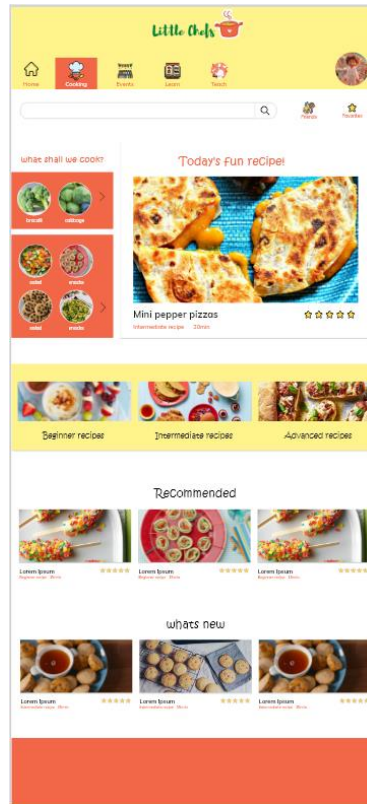
Sitemap for website

Unlike the app, the website is not customized based on the type of the user.



Responsive designs

These are the mockups for the desktop website.



Going forward

- Takeaways
- Next steps

Takeaways



Impact:

The design looks good. The features are very well thought out.



What I learned:

I have learnt to make my designs more simple and easy to use with all the necessary features. My thought process has become much clearer. I have improved my visual design.

Next steps

1

I would like to experiment a bit and make the design more interesting as it is made for kids.

2

Get more feedback

3

Design other flows



Thank You!