NOVA SCHOOL OF
SCIENCE & TECHNOLOGY

Person-Machine Interaction

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Eat&Share

Stage 1: Project proposal

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1. PROBLEM DESCRIPTION

Most of the already existing recipes available on the internet are badly organized, and new recipes are not easy to find, due to the poor discovery systems provided by recipe websites.

The user should be able to find recipes by country, ranking (i.e. most-voted recipes), and other filters.

Additionally, most websites do not provide a link to where the user can buy the necessary tools for the lowest price, requiring additional search for the most "exotic" recipes (i.e. recipes that require non-usual tools)

2. TARGET USERS

This project is aimed at everyone who likes to cook: from an amateur cook, that can discover new recipes, to a professional chef, that can publish new recipes, and receive rating based on popular vote.

3. PROJECT GOAL

This project aims to provide a better interface to the users that search for recipes on the internet on a daily basis.

We intend to create new discovery tools with the possibility to filter recipes by country, geographical region, and rating, as well as a system of recommendations targeted at a user, based on previous searches/likes.

Another goal of this project is to allow users to rate, and to share recipes with other users. This allows the users to keep interacting with the website, even after they've cooked the recipe.

Moreover, the recipes themselves can be made more interactive, with images for each step of the recipe and videos that have temporal marks. By doing this, we can engage the user even more in the confection of the recipe

4. COMPETING APPS

There are many with different characteristics, MyRecipes, Recipefy are some of them. The first app has a lot of information, recipes, and is a huge community, but the interface is not easy to understand, there are many articles and advertisements, possibly distracting the user from the main goal. The second website provides a sharing system, but doesn't provide a good discovery system.