



# SIPTrip

## Team 8

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# AGENDA

Introduction

Persona and User Needs

Design Evolution

High-Fidelity Prototype

Summary



# INTRODUCTION

SipTrip is a fun mobile application for people who love making drinks.

On SipTrip, you can find tons of easy recipes shared by other folks who enjoy the same thing.

# WHY DO WE NEED SIPTIP



**Social Interaction:** Drinking is often a social activity, and the pandemic has highlighted the challenges of sharing such experiences with friends and loved ones.

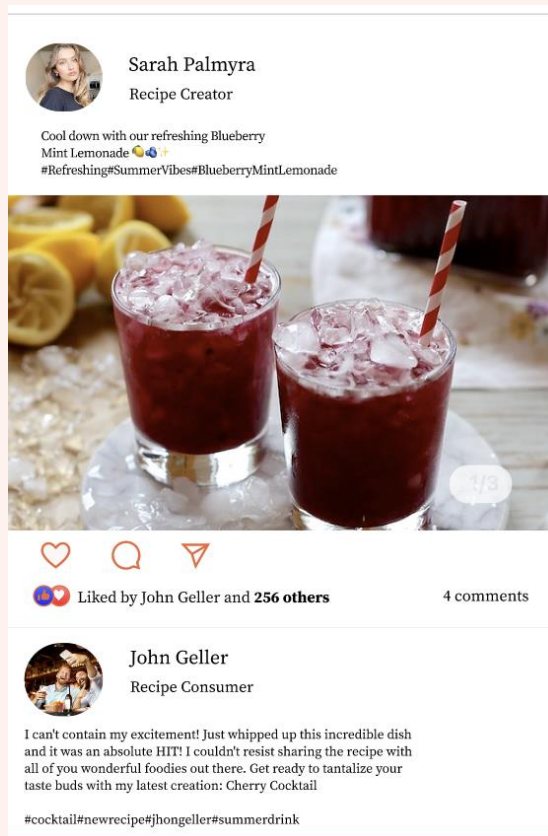


**Lack of Knowledge:** Many people want to explore new drinks but don't know where to start. They might be unfamiliar with different types of teas, coffees, cocktails, or smoothies beyond the basics.



**Accessibility of Ingredients:** Some drink recipes call for exotic or hard-to-find ingredients, which can be a barrier for people wanting to try them out.

# WHAT MAKE SIPTrip SPECIAL



**Your Own Drink Feed:** You get to see recipes for the drinks you love most.



**Explore drinks based on ingredients:** Search for recipes based on what ingredients you have or what you're in the mood for.



**Share Your Creations:** Made a great drink? Share your recipe with a photo and steps so others can make it too.



**Follow Favorite Creator:** People can follow their favorite drink creators.



**Talk About Drinks:** Like and comment on recipes.



**Personalized Profile:** People can create their own profiles and get certified as drink creators.

# JOURNEY OF CREATING PERSONAS

## Interviews

We created interviews of targeted audience to understand the gaps and needs in this domain.

## Affinity Diagram

With the information that we obtained from the Interviews, we created affinity diagram.

## Personas

Based on the result of affinity diagram, we created our personas.



# PRIMARY PERSONA

Recipe Creator

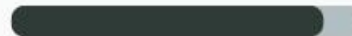


**JOHN GELLER**

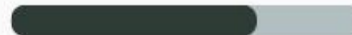
AGE	27
GENDER	MALE
PROFESSION	RESEARCHER
EDUCATION	PhD (Biotech)
LOCATION	WASHINGTON, USA

## PERSONALITY

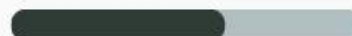
LOVE FOR DRINK



SOCIALLY ACTIVE



CREATIVITY



## BIOGRAPHY

John is a PhD student who is working on thesis in Biotech field. He used to work as a part time bartender earlier. In between his busy workload, he enjoys experimenting with drinks in his free time. He will always looks for creative ways to combine flavours and ingredients to create unique recipes. He enjoys small gathering with friends who creates drinks together. His father is chef who encourages and enjoys trying out his creations.

## GOAL

- Passionate about mixology
- Sharing his creations
- Expand cocktail-making skills.
- Experiments with different flavors

## PAIN POINTS

- Difficult to reach wide audience
- Unable to convert recipe for multiple language within app
- Difficult to maintain balance between passion and work

## FAVORITE DRINK

BLOODY MARY



## QUOTE

“DRINK RESPONSIBLY ”



# PRIMARY PERSONA

Our primary persona is a **Recipe Creator**.

- **Goals:** To continuously improve cocktail-making skills by experimenting with new flavors and techniques, creating exciting drinks that people enjoy, and sharing these creations to see people's reactions.
- **Needs:** There is a need to balance a busy job with a passion for creating cocktails, as well as a need for a platform to share drink recipes with a wider audience, including those who speak different languages.
- **Pain Points:** There are challenges in reaching a larger audience due to the difficulty of translating recipes into other languages. Additionally, managing time between a job and the hobby of making cocktails is tough, making it hard to work on skills and share drinks with others.



# PRIMARY PERSONA

Recipe Consumer

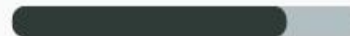


LISA BING

AGE	25
GENDER	FEMALE
PROFESSION	STUDENT
EDUCATION	GRADUATE
LOCATION	WASHINGTON, USA

## PERSONALITY

LOVE FOR DRINK



SOCIALLY ACTIVE



CREATIVITY



## BIOGRAPHY

Lisa is a graduate student who is majoring in Computer science. While not a professional bartender, she enjoys making drinks for special occasions or when entertaining friends. She appreciates the creativity in exploring new recipes. She sees the weekends as a time to unwind and indulge in her hobbies. Lisa comes from a close-knit family with a twin sibling who is an artist. Their shared love for creativity has fostered supportive environment within family.

## GOAL

- Lead healthy lifestyle.
- To learn new skill every year
- Connect with drink enthusiast

## PAIN POINTS

- Searching for simple recipe
- Difficult to find exotic ingredients

## FAVORITE DRINK

MIMOSA  
VIRGIN MOJITO



## QUOTE

“ MIX FLAVORS &  
MAKING MEMORIES ”

# PRIMARY PERSONA

Our primary persona is a **Recipe Consumer**.

- **Goals:** To maintain a healthy lifestyle while learning a new skill each year. Additionally, there's a desire to connect with others who have a similar interest in making drinks.
- **Needs:** There is a need to find simple and healthy drink recipes, as well as a need to connect with fellow drink enthusiasts to share and discuss mutual interests.
- **Pain Points:** It is challenging to find simple recipes and difficult to source exotic ingredients for some drinks. This makes it harder to fully explore creativity and experiment with different drink recipes.

# DESIGN EVOLUTION

Design Sketches

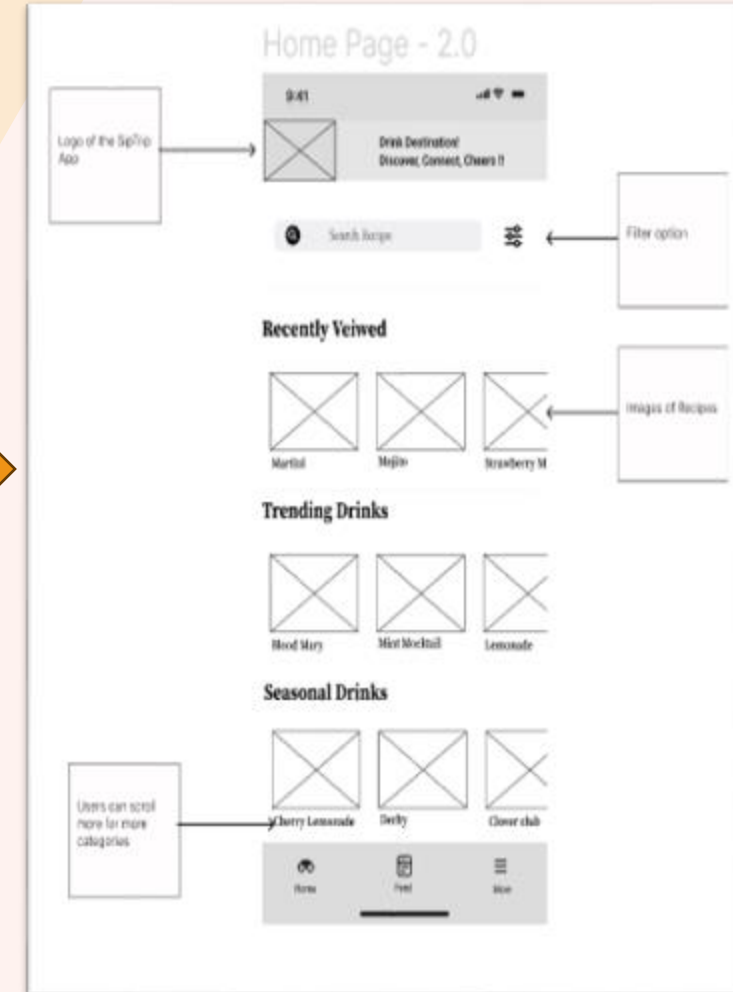
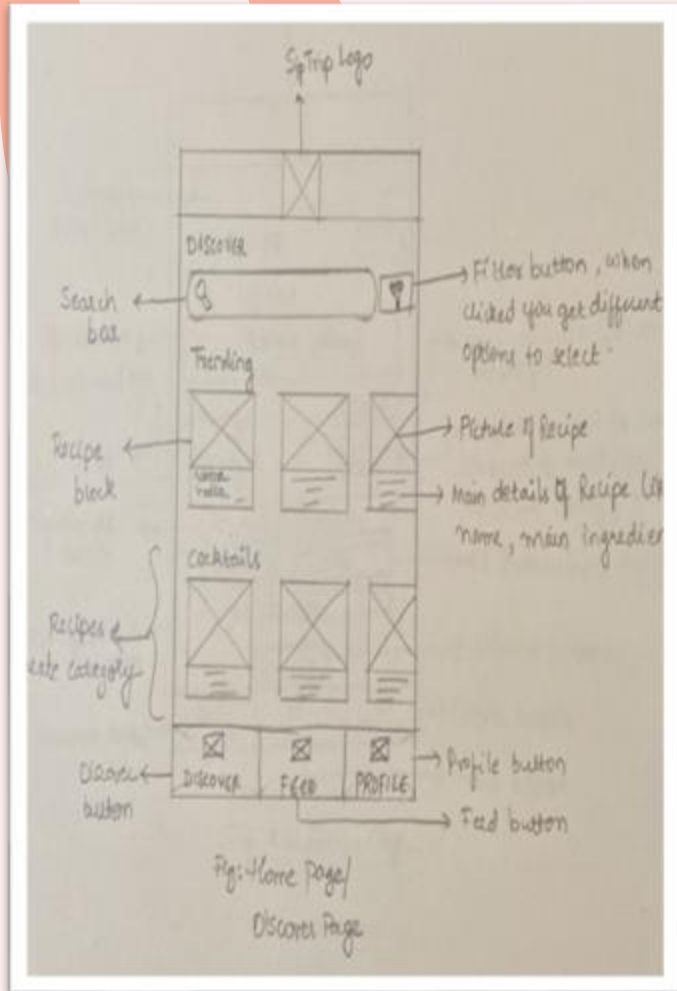
Paper Prototype

Wireframes

High Fidelity Prototypes



# DESIGN SKETCHES HOME PAGE



# Finally to this HiFi prototype

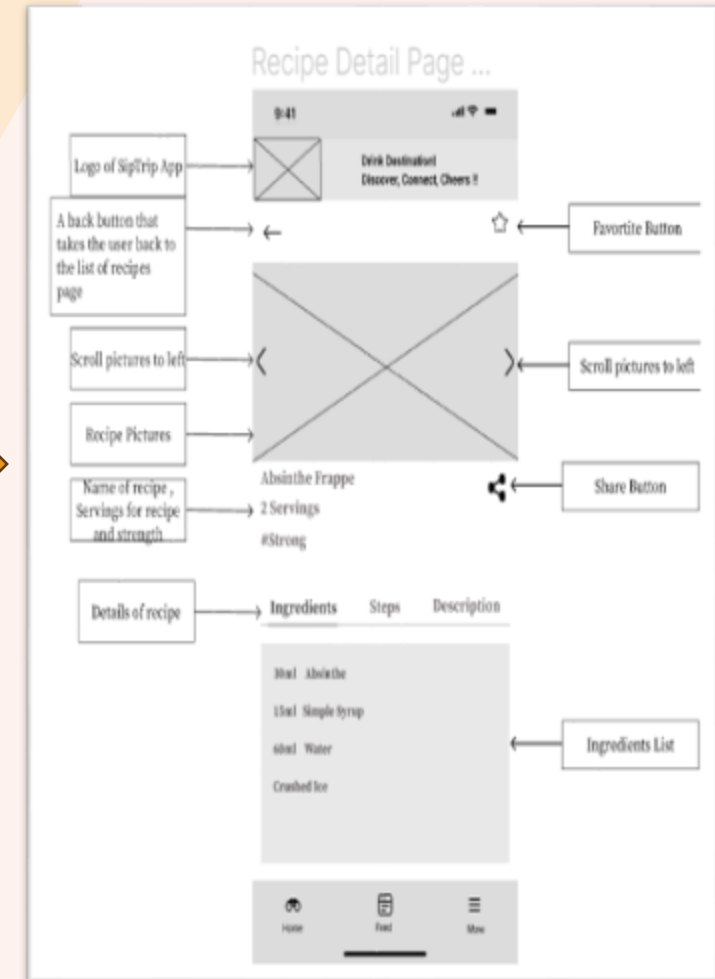
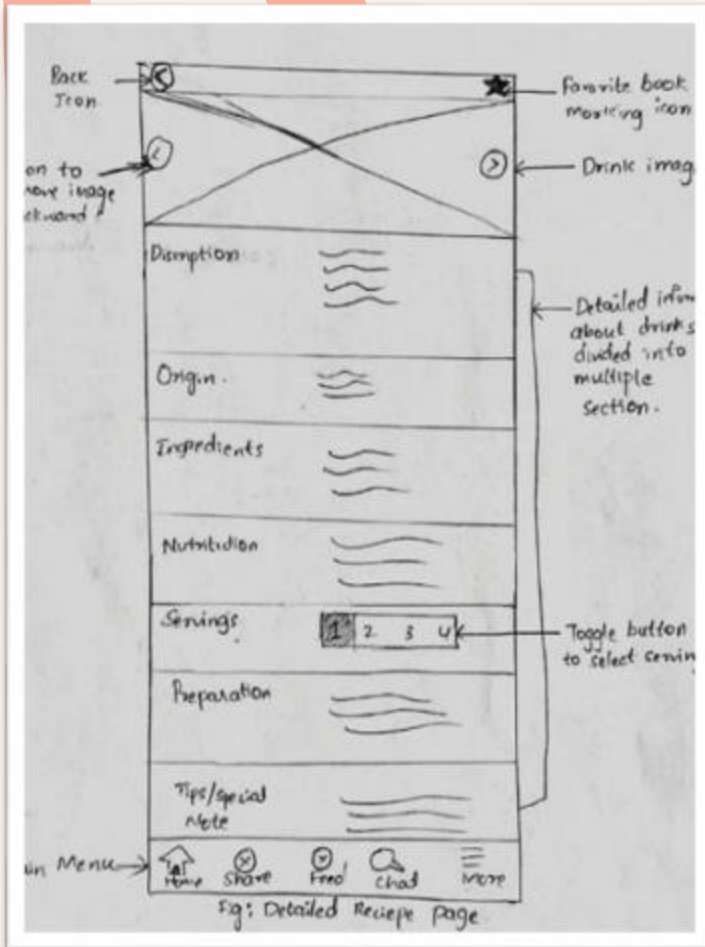
- Used Gestalt Continuity
- Highlighted the present tab





# DESIGN SKETCHES

## RECIPE DETAIL PAGE





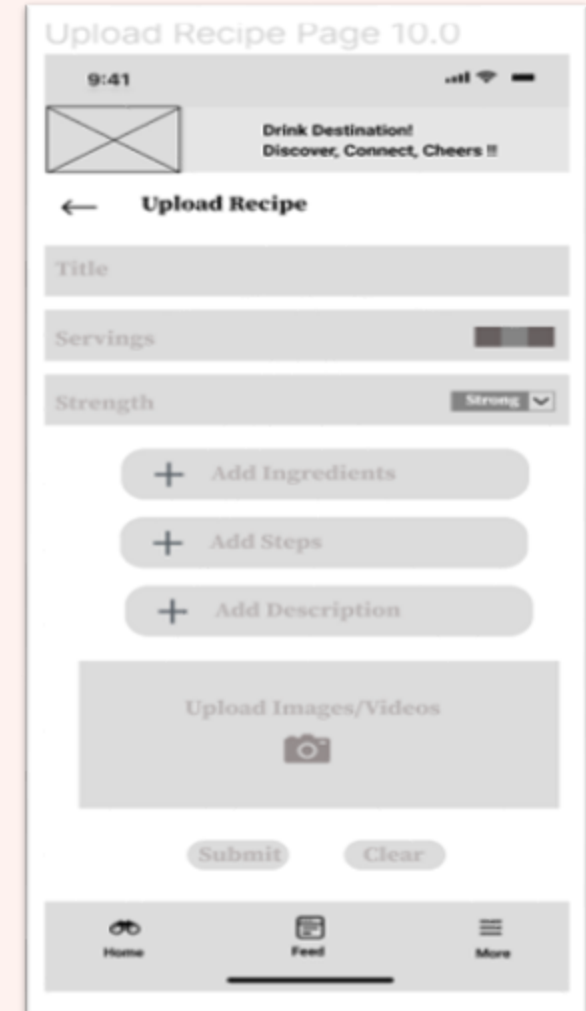
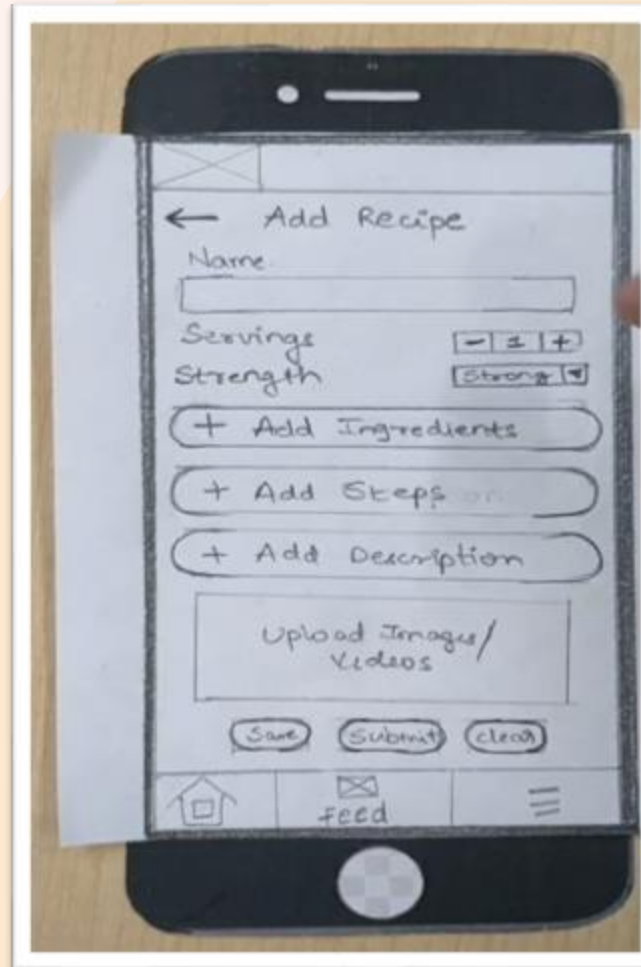
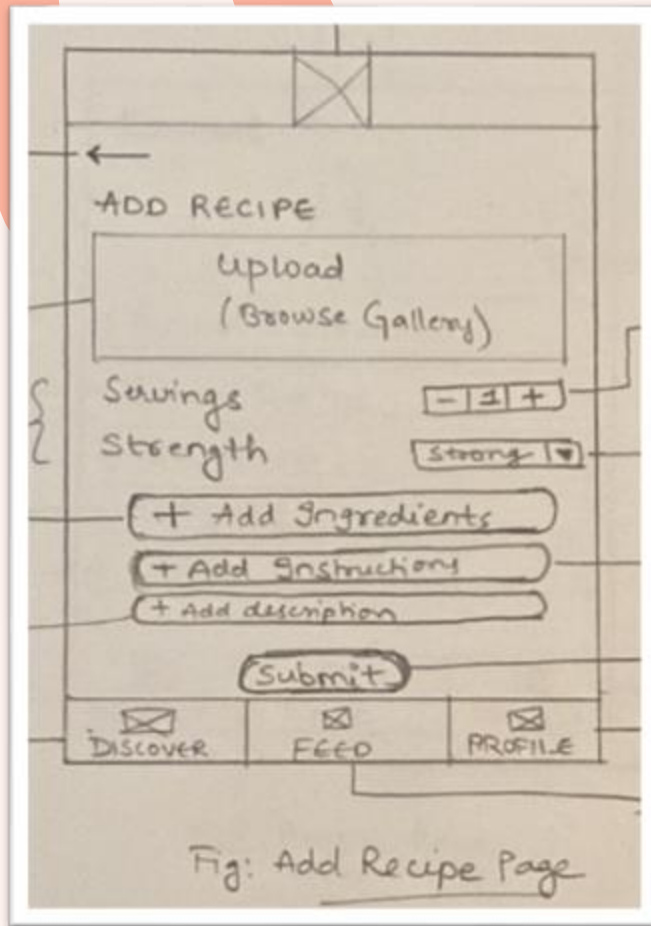
# Finally to this HiFi prototype

- Used tabbed navigation for easy accessibility
- Image Carousel
- Fitts Law



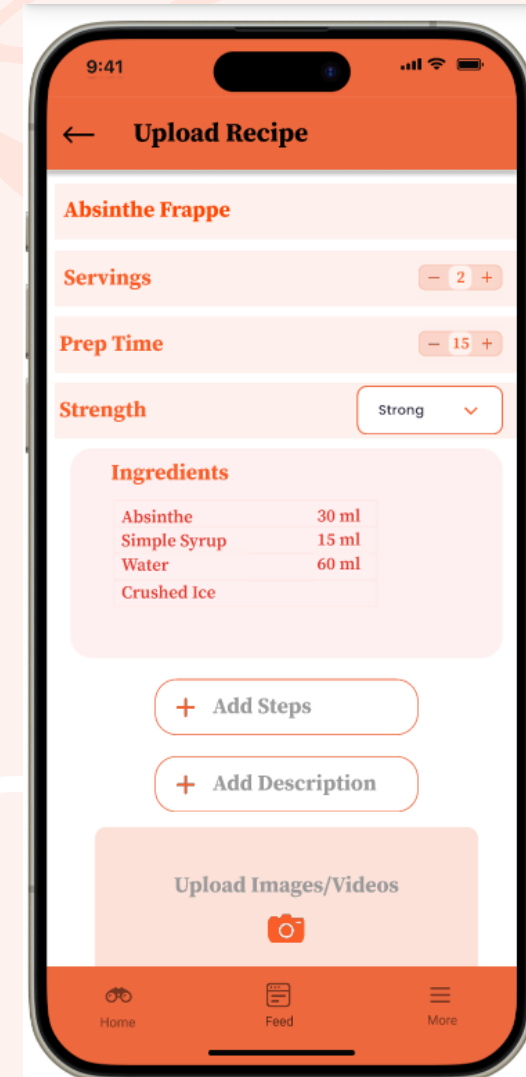
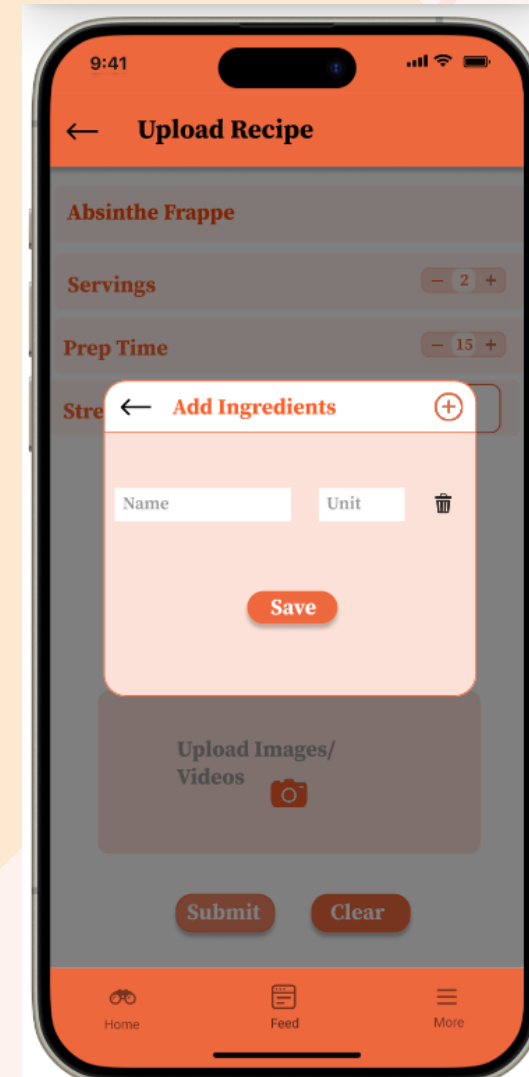
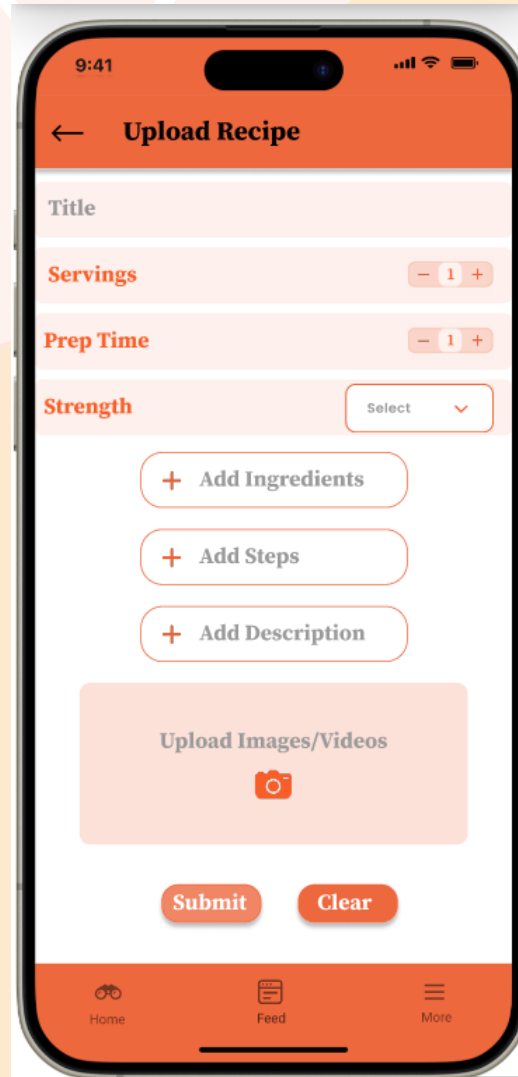
# DESIGN SKETCHES

## RECIPE UPLOAD PAGE

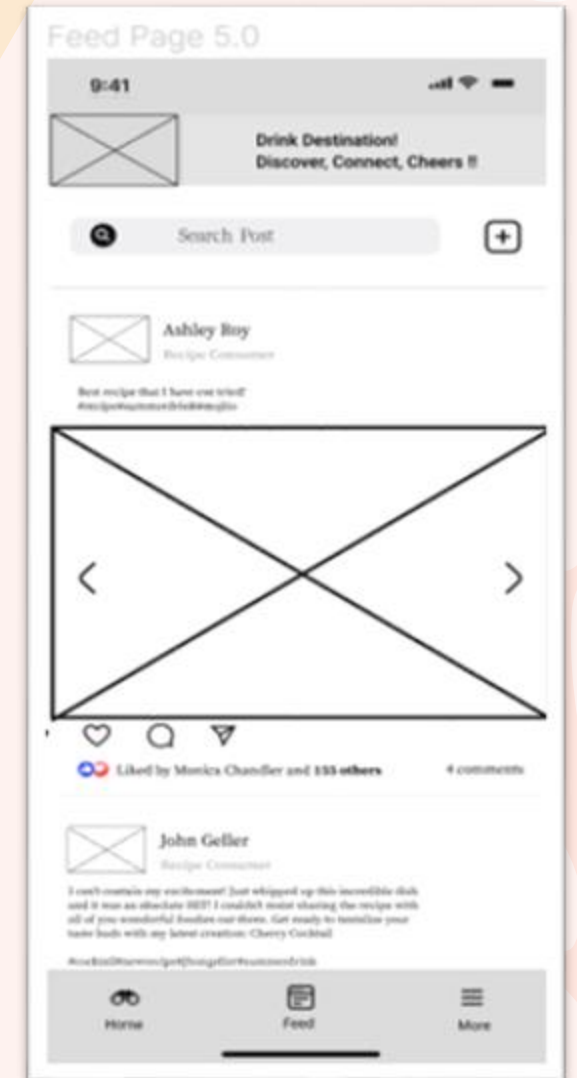
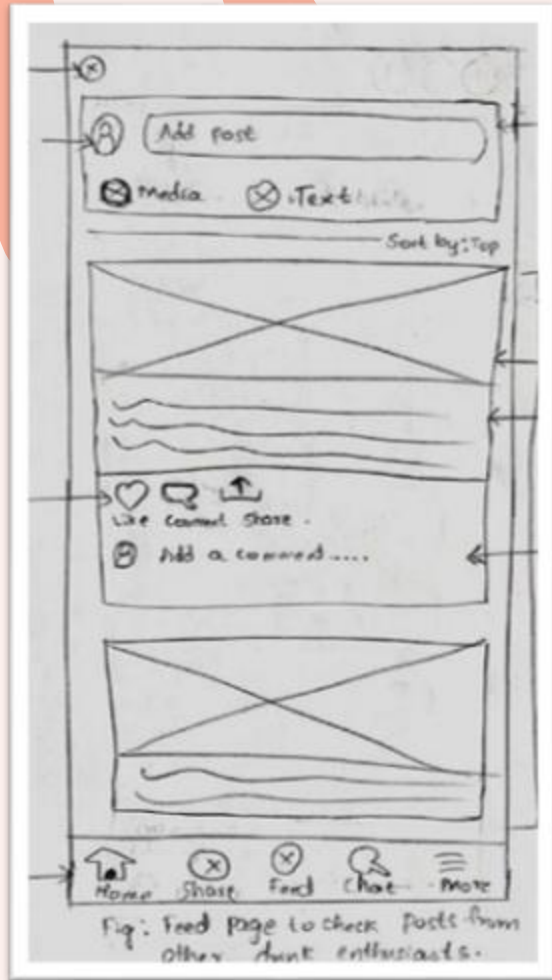


# Finally to this HiFi prototype

- Implemented the number counter
- Drop Down selection
- Increment on plus button
- Scrollable after filling in details
- Gestalt Figure-Ground principle

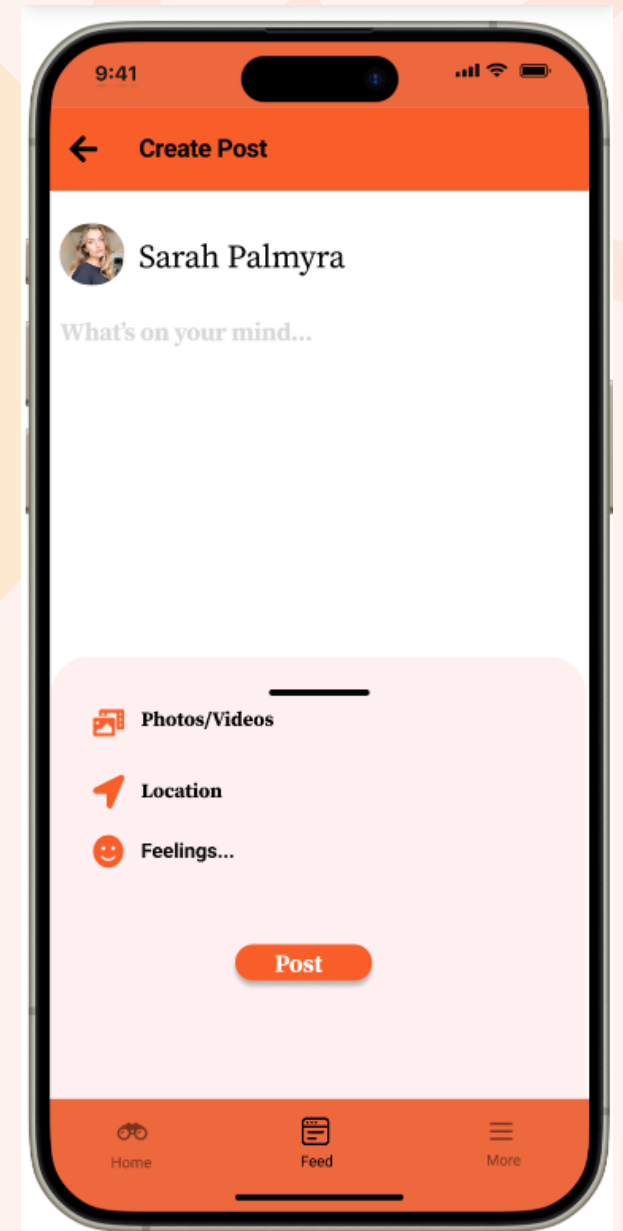
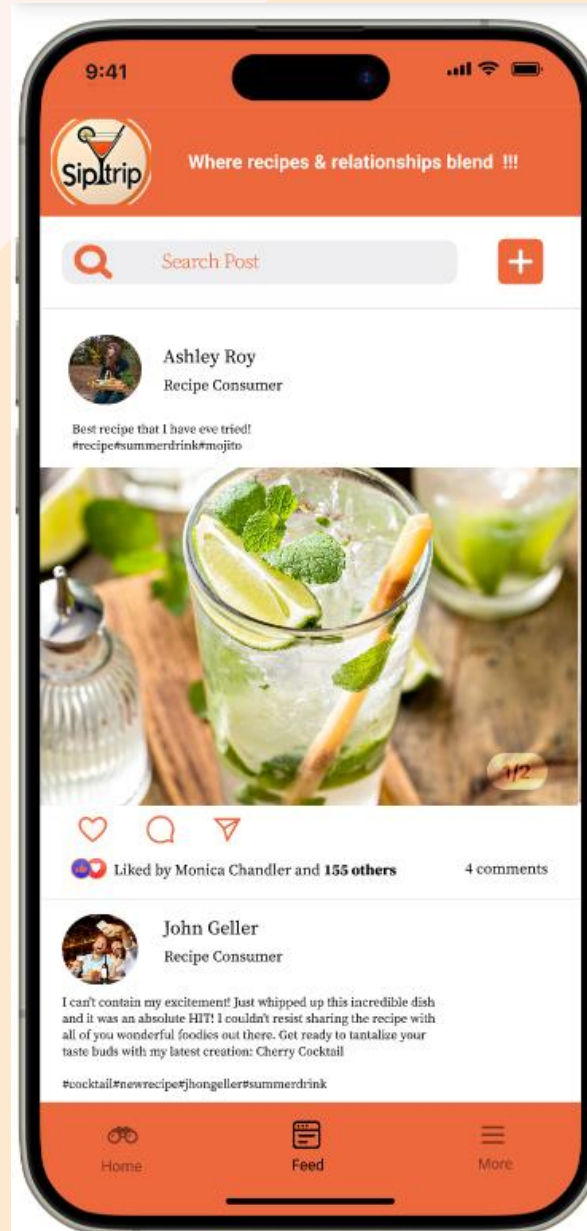


# DESIGN SKETCHES FEED PAGE



# Finally to this HiFi prototype

- Users can create a post
- Gestalt proximity principle







# SIPTrip

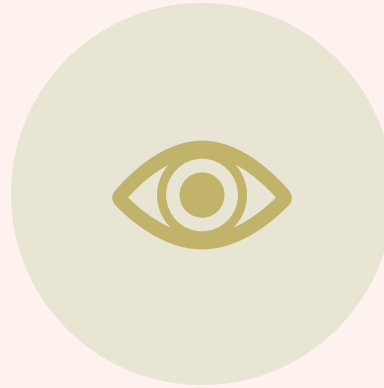
## DEMO



# INSIGHTS FROM USABILITY TESTING



DESIGN INSIGHTS



OBSERVATIONS  
DURING TESTING



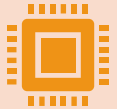
FUTURE WORK



# LEARNINGS



Collaboration



Prototyping - High Fidelity Prototypes, Figma, Miro board



Usability Testing



**THANK  
YOU**

