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**CMPE 496 – HUMAN COMPUTER INTERACTION**  
**SPRING 2022 – FINAL PROJECT**  
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## **INTRODUCTION and MOTIVATION**

For the Human Computer Interaction final project, I wanted to build an app that both captures the Human Computer Interaction principles well and that has a good use case. I started to pay attention to everyday needs and thought of possible solutions. I work in a startup with 25 people, and I go to the office 2-3 times a week. Every evening, we ask the same question to each other “What to eat?”. There are many restaurants near the office, but we usually order from the internet. However, we always spend quite a time to decide to what to eat. We even created a channel in Slack named #yemek, for people to propose suggestions on a day’s meal. I thought it would be good for us if there was an app suggesting us something to eat. Then, I decided to implement this idea as the final project of Human Computer Interaction class.

## **APPLICATION**

“What to Eat?” is a web application that suggest users some foods. It suggests a new dish every time the suggest button is clicked. It shuffles among whole list of dishes and stops at one and displays the name.

## **APP URL**

<https://main.d3v7nevrpeurfq.amplifyapp.com/>

The app is deployed on Amazon Amplify can be used via the link above. Please not that The shuffle effect may not be visible on the deployed web app because of the AWS Free Tier limits. To view the app with every detail, please run it on your local computer using the instructions in the ReadME file.

Here are some screenshots:



## **HUMAN COMPUTER INTERACTION**

I paid attention to the applications user interface and user experience. I always sought that the 8 Golden Rules of Human Computer Interaction, proposed by Ben Shneiderman, are reflected by the application.

The app has a white background, with knife and fork images, that reflects the aim of the application but at the same time provides a plain look. The app has a single heading with a plain font. The app has a single button with basic but good-looking hover and click animations. The button also has a plain color and has a short text explaining the purpose of the button. The foods are shown as images, rather than text only to create a visually good-looking app. I also added the food names as text so that the users can search for the food event if they don't recognize it from the image. Another purpose behind adding food name was to make the app accessible for visually disabled or blind people, so that they can use voice-control to listen the name of the food. When the user clicks the suggest button, the images are shuffled, and the shuffle stops at one food and the name of the food is displayed below the image. The shuffle animation provides a good user interface in my opinion.

## **IMPLEMENTATION DETAILS**

I implemented the using JavaScript. I used React as framework as it is the most-widely used frontend framework recently. It is a full-stack application. I created the food dataset on my own. The dataset is also kept within the app, so the app does not require any database connection.

For future works, more food data can be added. The app can be separated for different food types such as starters, main dishes, and desserts. Also, more information about the recommended food can be added such as the origin of food, estimated calories, etc. The app is deployed on Amazon Amplify. You can visit at <https://main.d3v7nevrpeurfq.amplifyapp.com/>