

The Eco-friendly Grocery App

An App to educate everyday consumers to become more eco-aware and make informed decisions about purchasing sustainable items at their convenience.

#### Overview of Presentation

- Introduction of Ecoceries
- Problem/Solution
- Three Representative Tasks
- Design Evolution
- Description of Current Interface
- Interactive Prototype
- Summary





- The reality is... people are living busier lives
  - No time to think about the products they buy
  - Shopping for groceries can be time-consuming chore
- Information on sustainable foods is not easily accessible



## Solution

- A mobile application
- Features
  - Enable users to make informed decisions about the products they choose to purchase
  - Allows users to browse products at grocery stores and farmers markets
  - Product pages contain information about
    - Where the product came from
    - How it was produced
    - Its sustainability ratings







## Video Prototype Task

Task (easy)

While out grocery shopping, you want to know the price and information on the origin of fingerling potatoes at the store you are at without searching through internet databases (like bing, Google, etc.). You want to know how this product compares against the same product of different brands. Use the Ecoceries application to scan the barcode for fingerling potatoes and compare prices and sustainability ratings.



# Three Representative Tasks



Retrieving information on Fingerling Potatoes



Use the Ecoceries application to find the U-District Farmer's Market's list of vendors. Once there, find Alm Hills Garden and check out what is in their news feed.



Build a grocery list of the best/healthiest combination of groceries based on a budget of \$30.00 for the week.



# Design Evolution

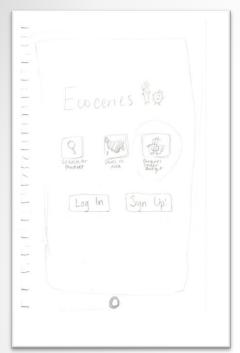
#### Results of contextual inquiry

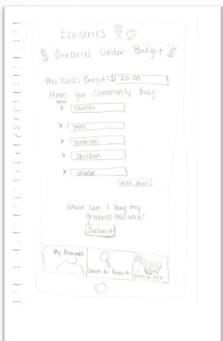
- Gathering initial Core Functionality
  - Searching for information on foods
  - Finding nearby stores
  - Building a grocery list on a budget

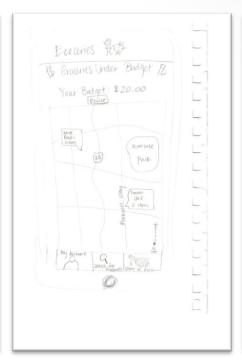
#### Results of user-testing

- Changes in functionality and interface after low-fidelity testing
  - **Sign up** and **Login** prompts
  - Add Item button on product screens
  - Back Button addition
  - Auto-complete and Dropdown boxes











Results of contextual inquiry





Results of user-testing



# Interactive Prototype Demo



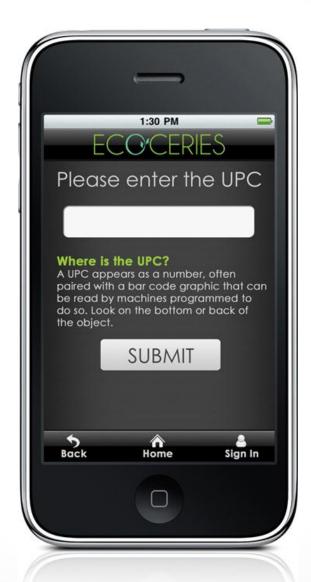
#### Home Screen



#### Using the Barcode Scanner











### **Searching for Products**











#### Searching Stores in the Area



















#### **Building a Grocery List**









## Signing In







# Summary

#### General

- Review of our application usefulness
- Target audience

#### Lessons Learned

- Defining scope
- User experience should be considered throughout the whole development process of a system







