

# Stone Soup

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**Economical**



**Community Driven**



**Efficient**

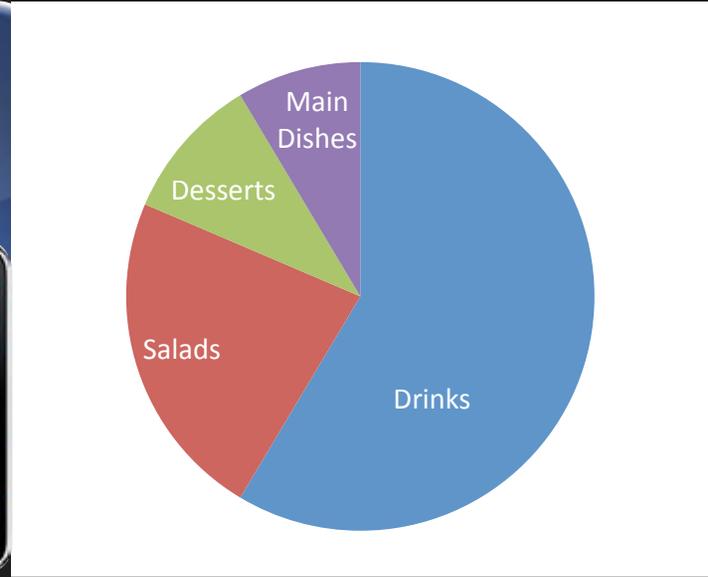
*Why Potlucks?*  
**Benefits**



**Too Many  
Similar Dishes**



**Many Contact  
Methods Needed**



**Contributions Not  
Distributed Correctly**

*Why Potlucks?*

# Drawbacks

**Video Prototype**

# **Representative Tasks**



*RSVP*

*Task #1*

**RSVP to an Event**



*Task #2*

**Plan a Potluck & Invite Your Friends**

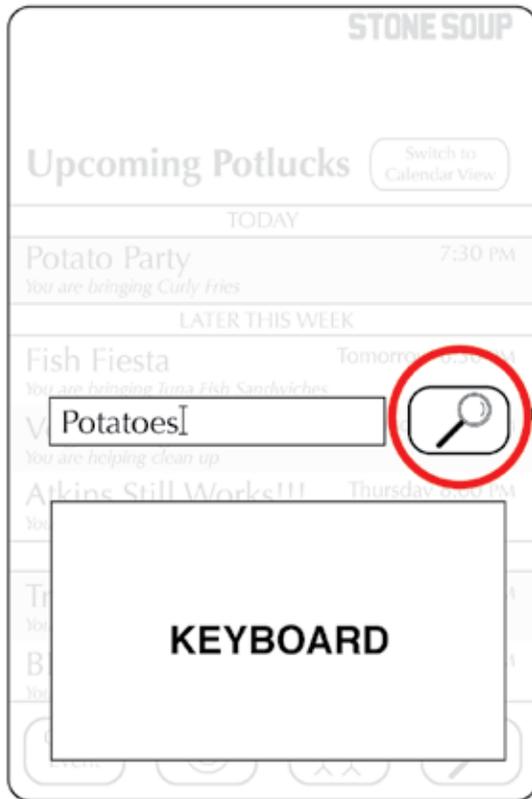


*Task #3*

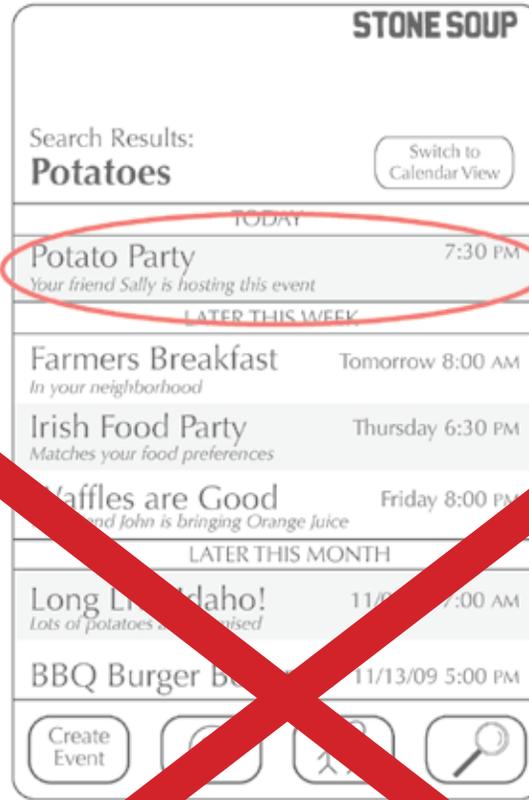
**Invite Guests From a Past Event**

*Contextual Inquiry*

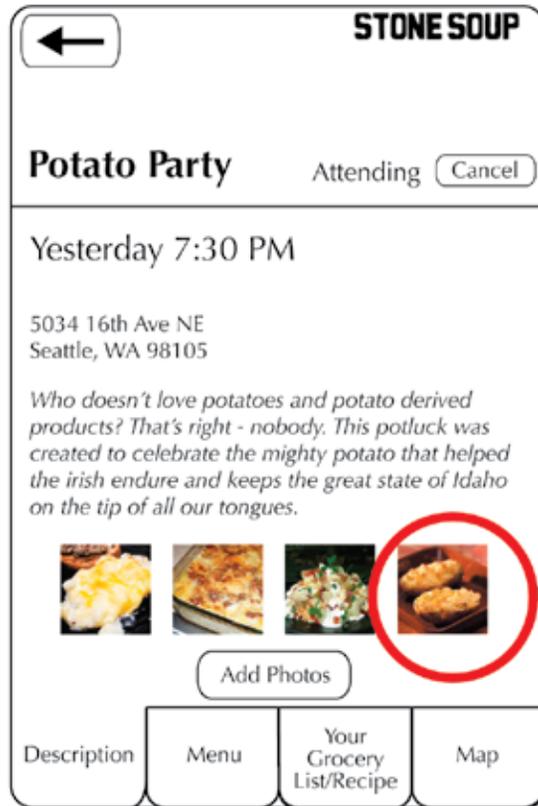
# **Design Evolution**



Facilitate Community  
**Find a Potluck**



Facilitate Community  
**Find a Potluck**



Supporting Users After Event

# Social Networking



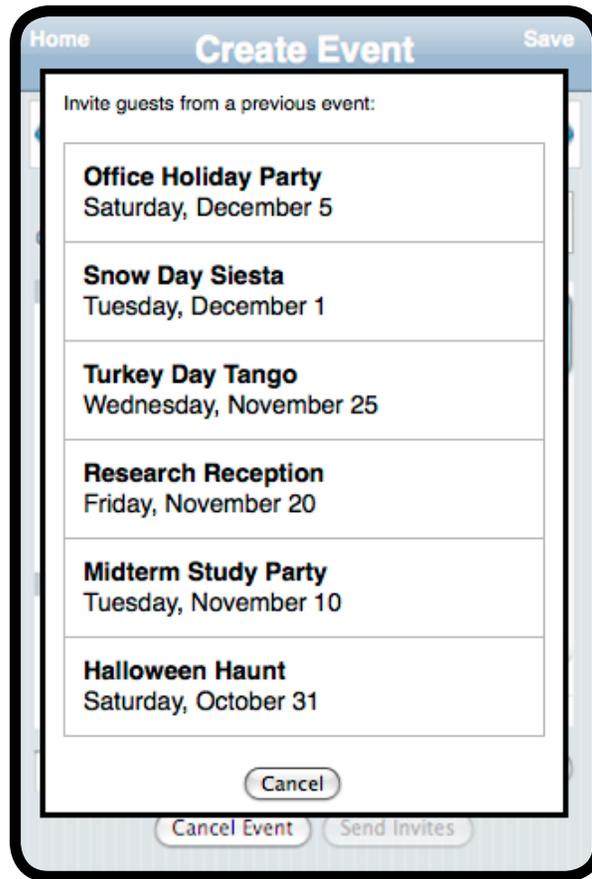
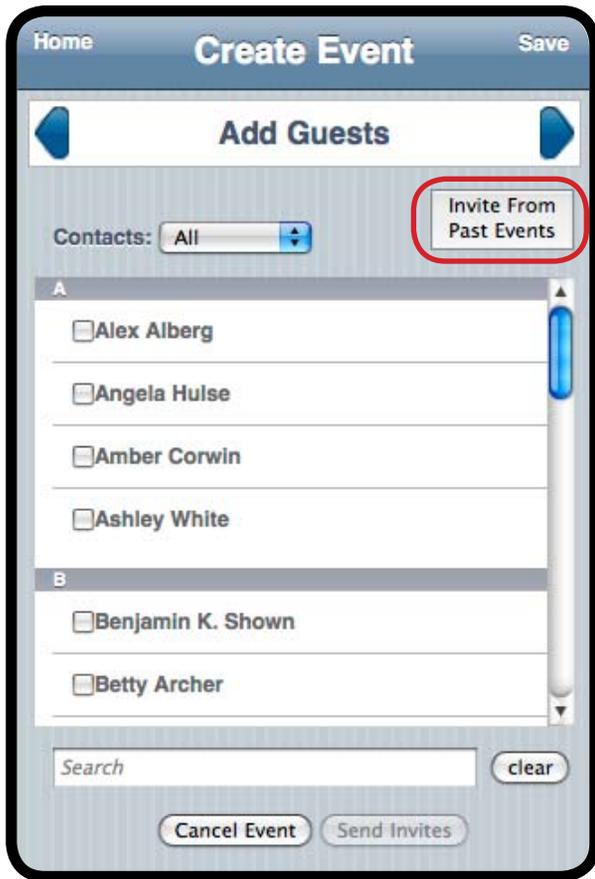
*Supporting Users After Event*  
**Social Networking**



**MISSING**

*Support for Recurring Events*

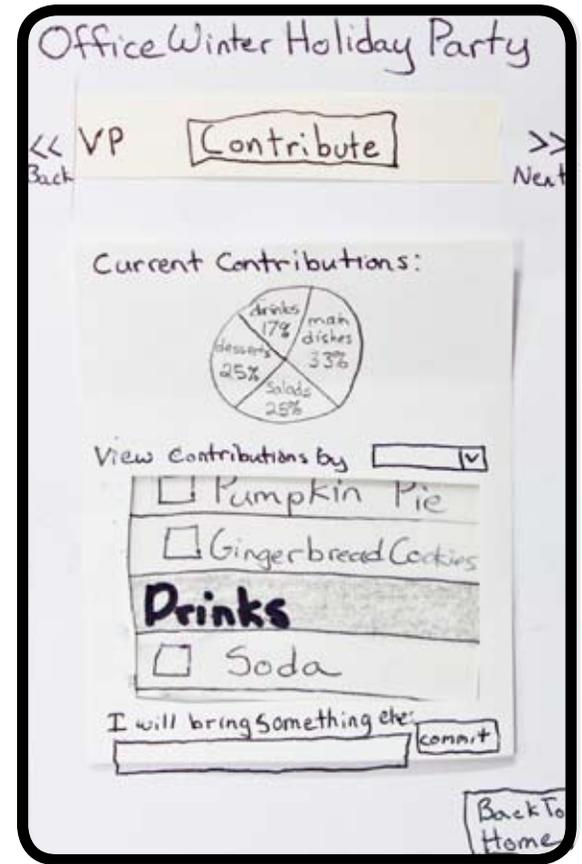
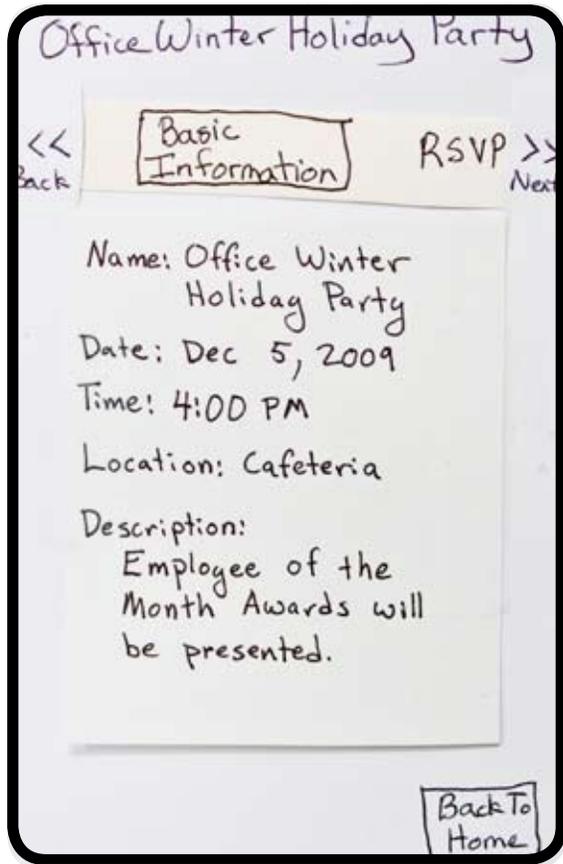
**Reuse Guest List**



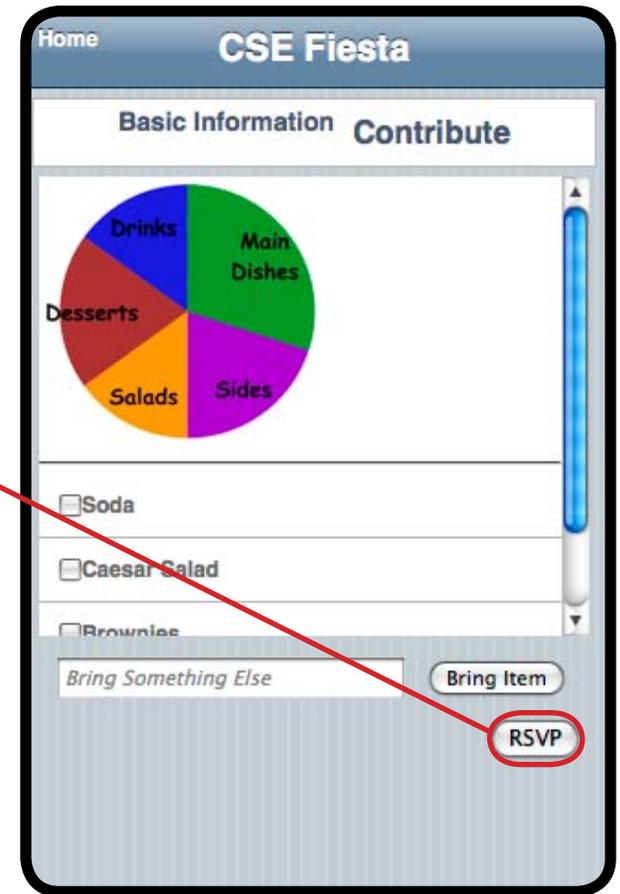
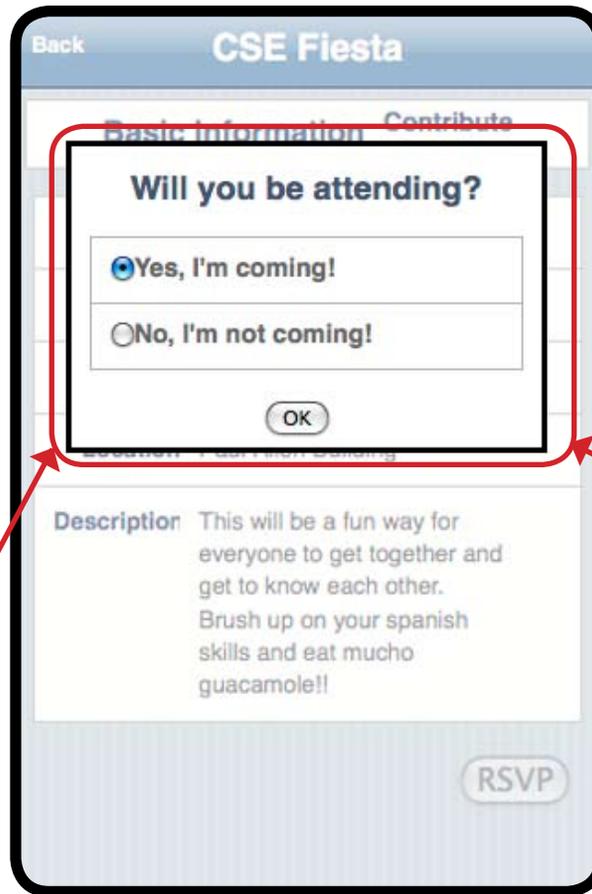
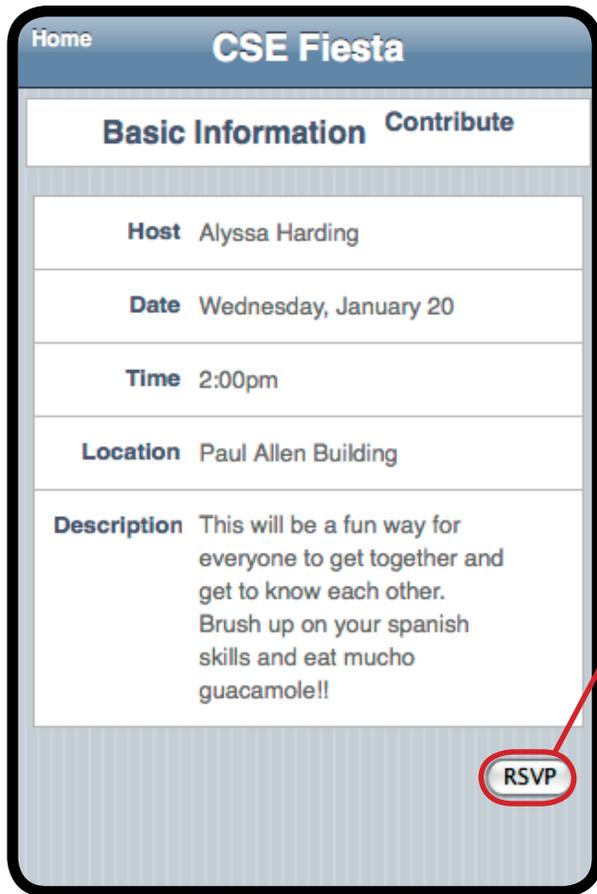
*Support for Recurring Events*  
**Reuse Guest List**

*Low-Fidelity Prototype Testing*

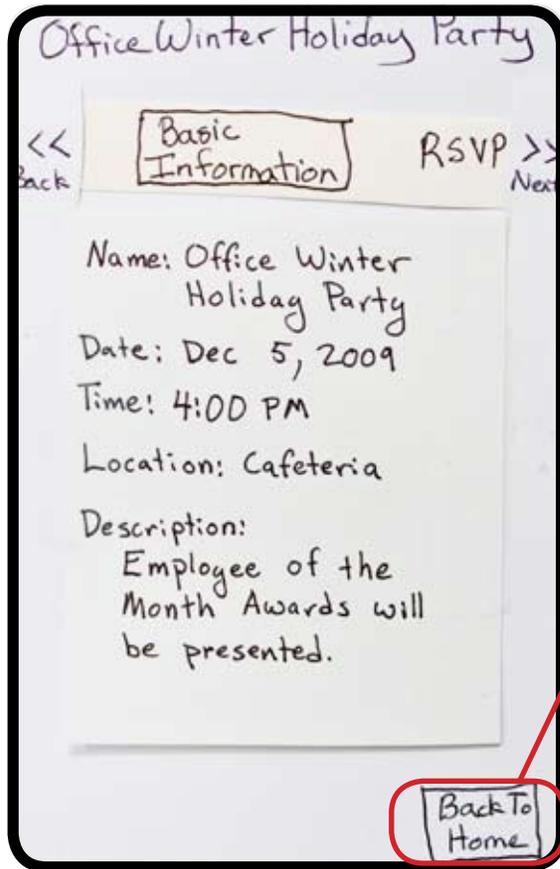
# **Design Evolution**



*Division Confusing*  
**Redesign RSVP**

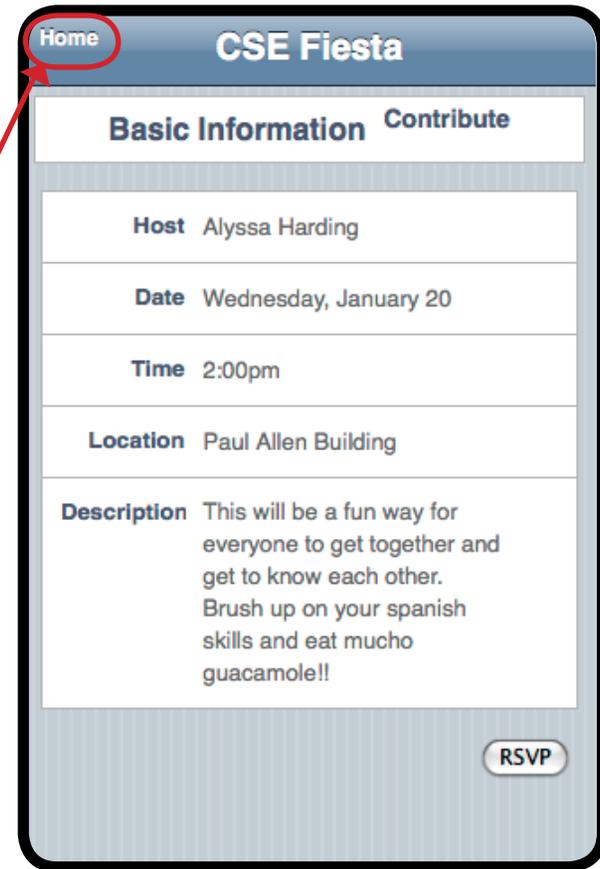


*Always Accessible*  
**Redesign RSVP**



**Low-Fidelity Prototype**

Standardize



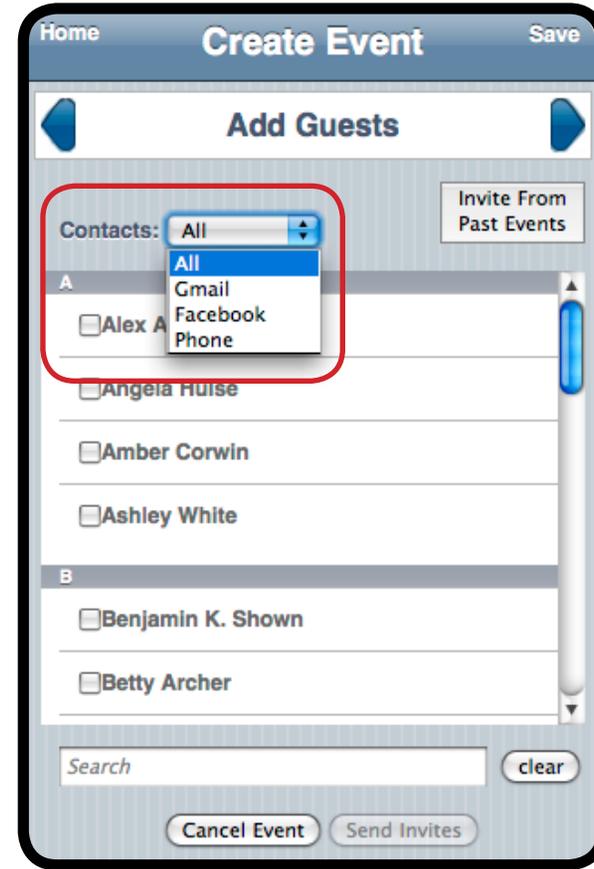
**Interactive Prototype**

*Button Location*

**Back to Home**



**Low-Fidelity Prototype**



**Interactive Prototype**

*General Confusion about Functionality*

**Filtering Contacts List**

*Demonstration*

# **Interactive Prototype**

Potlucks are **economical** and **efficient**  
Stone Soup helps **bring people together** around food  
and makes it **easier to plan** potlucks

# Summary