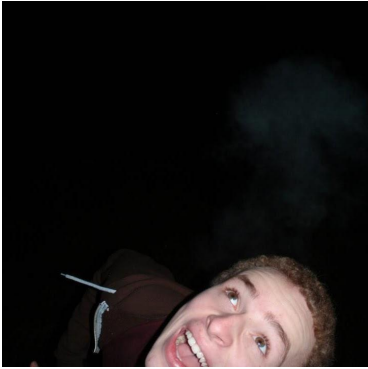


fridgit 

THE TEAM



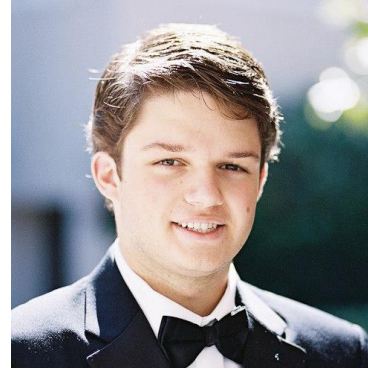
Nick Holden

Fridge Enthusiast



Brian Hoang

Security Guard



Colin Miller

Developer



Francis Nguyen

Product Manager

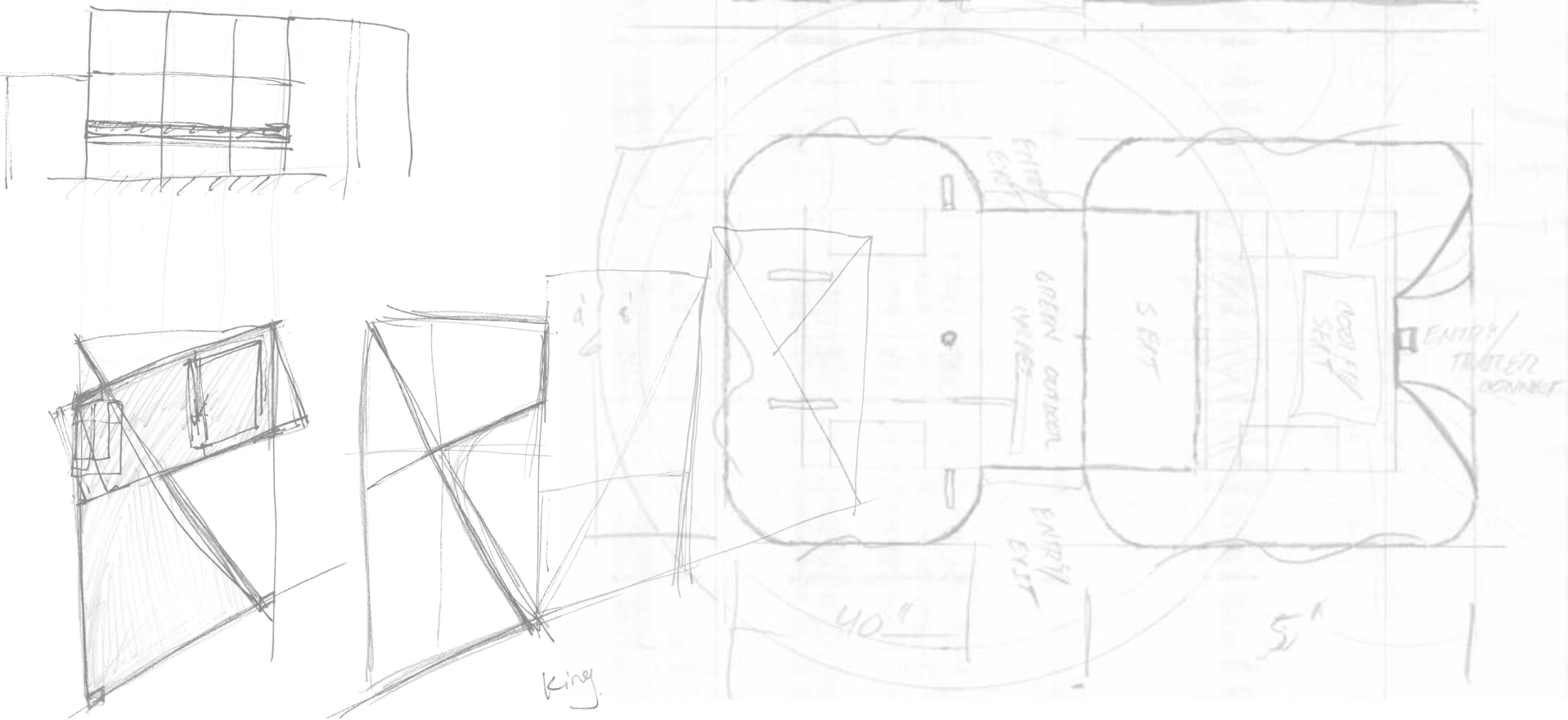


THE PROBLEM

Americans waste 25% of their food.

- Letting a slice of bread spoil is equivalent to letting a water tap run for five minutes.
- Annually, this waste costs a consumer around \$1,350 - \$2,275.
- Environmental implications in the form of runoff, CO₂ emissions.



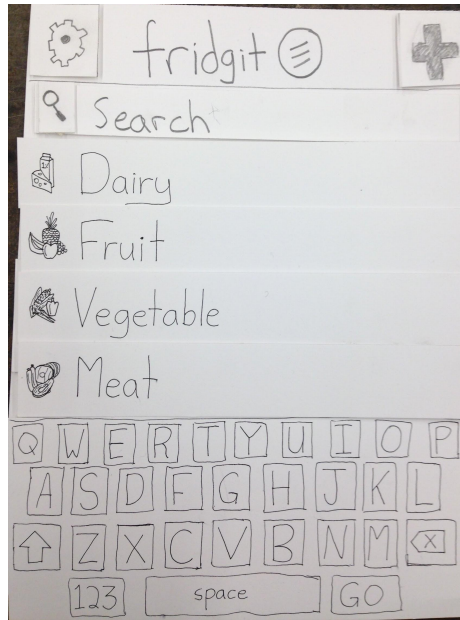


Initial Paper Prototype

Task 1: Checking the Food Inventory



Home screen of User's food inventory



Predefined food categories for easy access in searching



Task 2: Add and Remove Items

Hand-drawn mobile app form for adding an item. The form has a title bar with a back arrow and the text "Add Item". Below the title bar are three input fields: "Item", "Quantity", and "Location". At the bottom of the form are two buttons: a pink button labeled "CANCEL" and a yellow button labeled "ADD".

Ability to add and remove items manually for users

Hand-drawn mobile app form showing "Red Apples" entered in the "Item" field. The "Quantity" field is empty. Below the form is a hand-drawn keyboard with keys for QWERTYUIOP, ASDFGHJKL, ZXCVBNM, and a space key. A pink sticky note is partially visible at the bottom.

Hand-drawn mobile app form showing details for "Milk". The form has a title bar with a back arrow and the text "Milk". Below the title bar are three input fields: "Quantity" (with a minus sign, a blue sticky note with the number "2", and a plus sign), "⌚ 2 weeks old (Approx. 2 days remaining)", and "Fridge". At the bottom of the form is a button labeled "Find Recipes".

Users have ability to look up more information about a particular food



Testing

Overview & Results

PROCESS

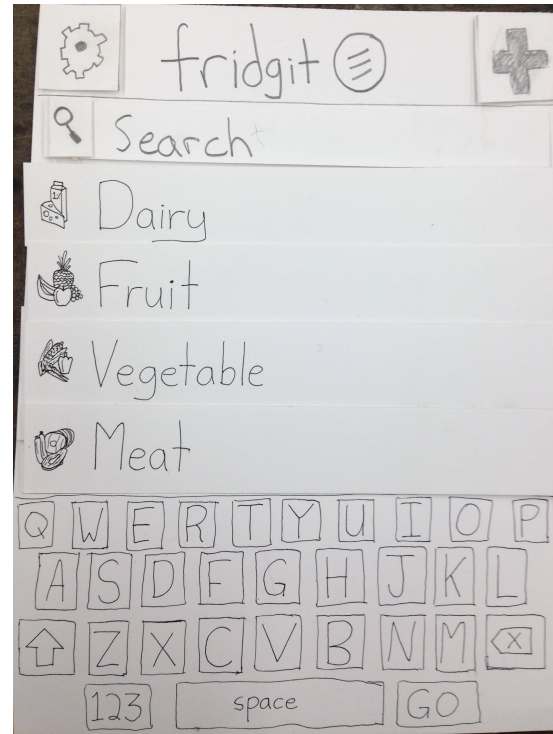
- 2 at participant's home, 1 at the CSE labs
- Brief introduction
- Approaches
 - Talk-aloud
 - Perform basic tasks with feedback
 - Play around with the interface by themselves
- Feedback



HEURISTIC EVALUATIONS



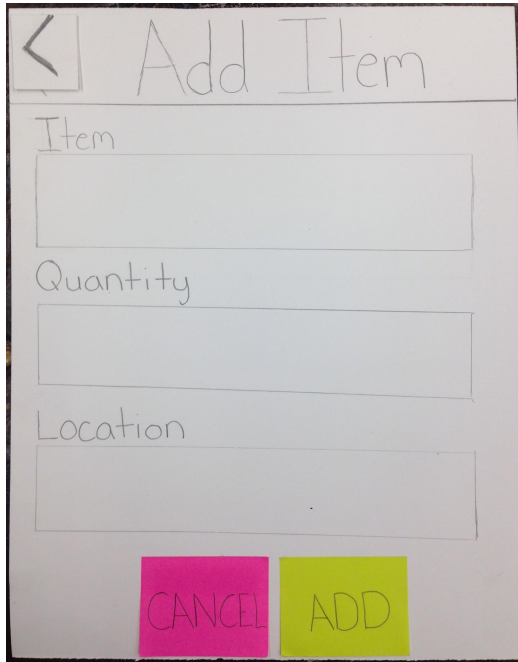
Delete item functionality hard to find



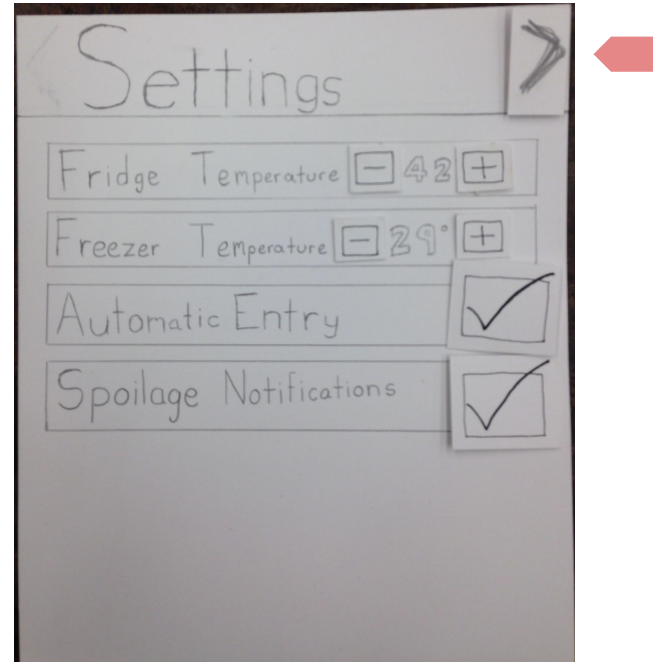
No way to clear search



USABILITY TESTS



Participants wanted to add expiration date on item



Back button placement doesn't make sense



Final Paper Prototype

ADD ITEM & ITEM INFO

< Add Item

Item
Red Apples

Quantity
2

Location
fridge

Age

CANCEL ADD

A green arrow points to the right from the bottom left of the form.

< Milk DELETE

Quantity: - 1 +

⌚ 2 weeks old
(Approx. 2 days remaining)

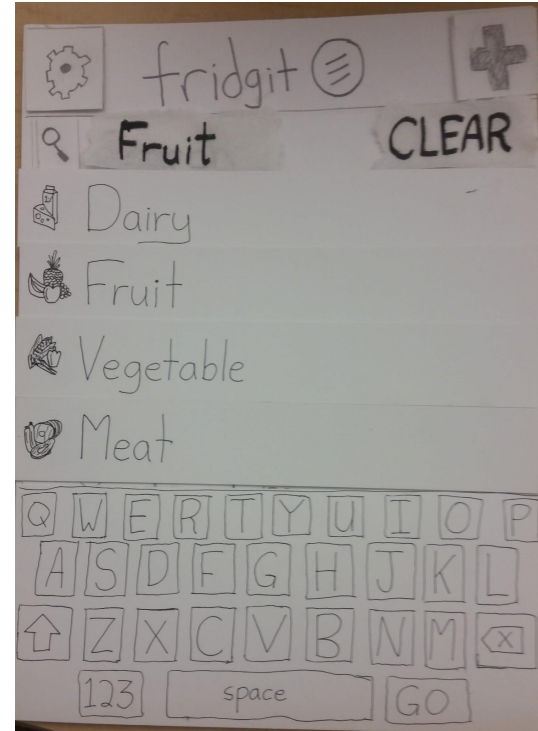
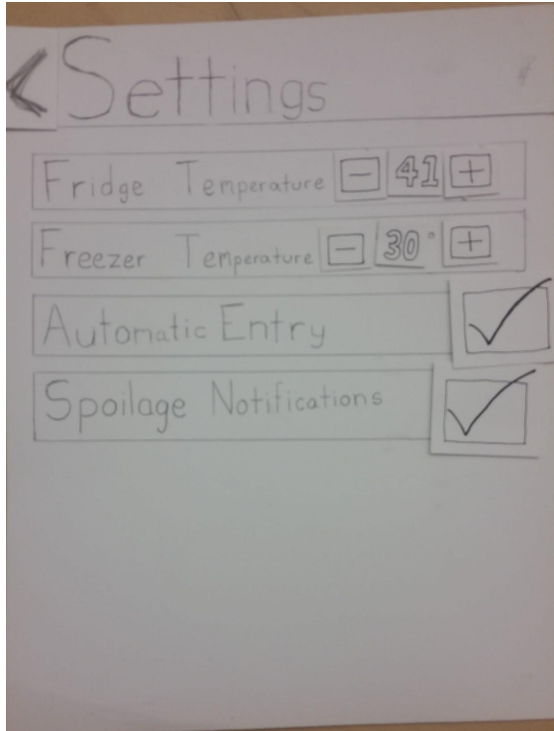
🗄️ Fridge

Find Recipes

A green arrow points to the left from the right side of the form.

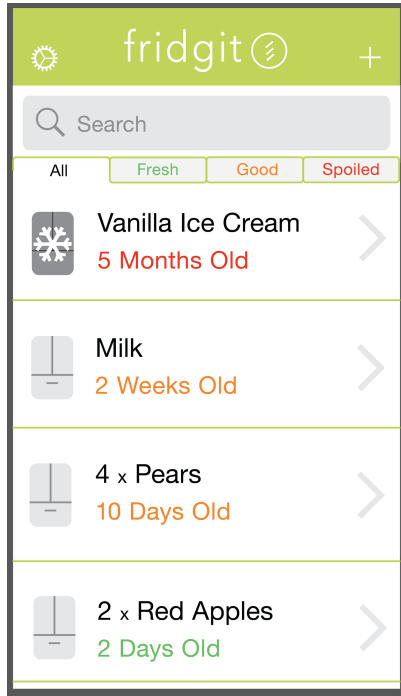


SETTINGS & SEARCH

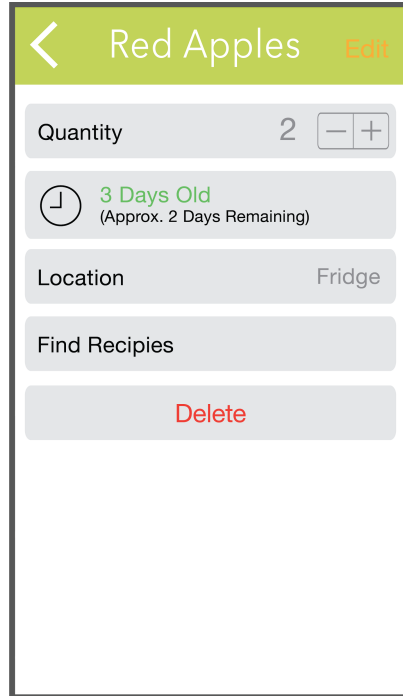


Digital Mockup

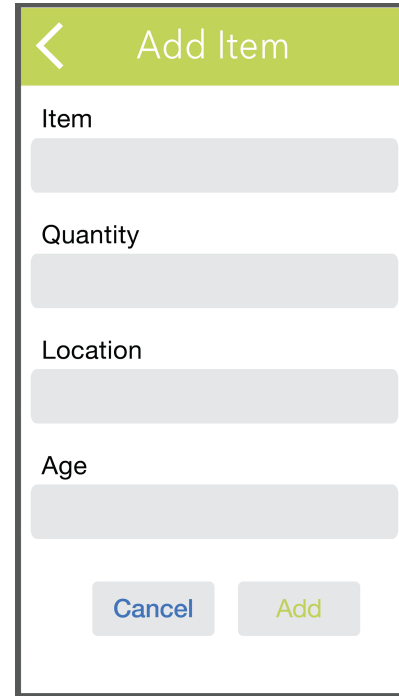
OVERVIEW



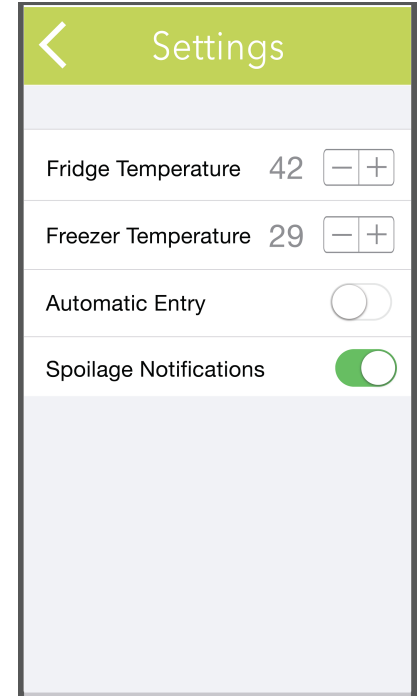
Home



Item Info



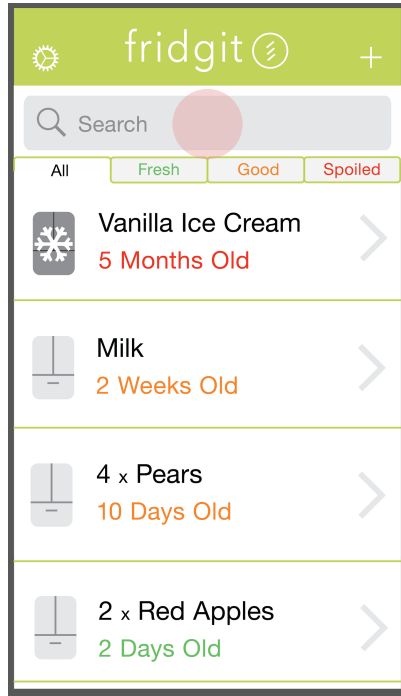
Add Item



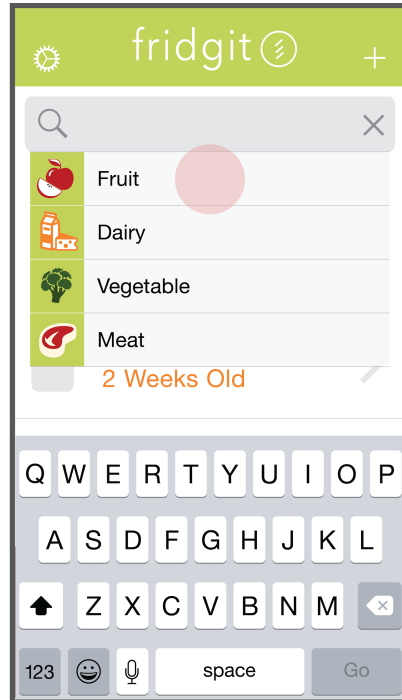
Settings



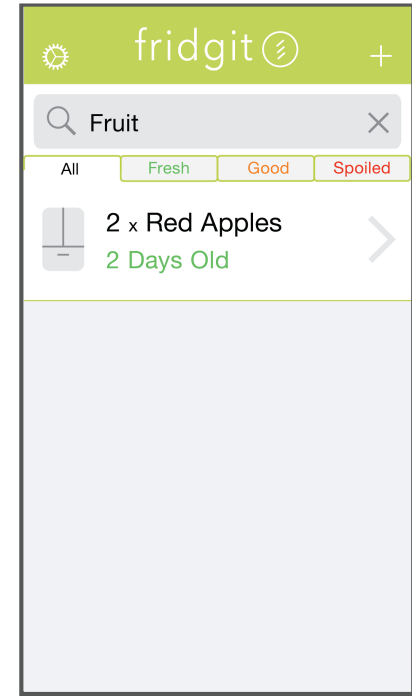
CHECKING INVENTORY



Home



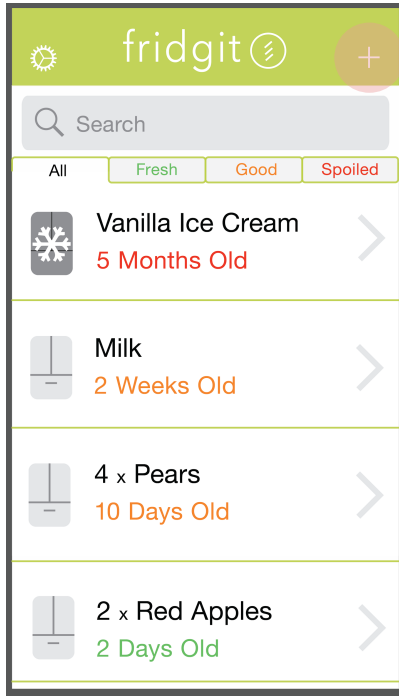
Search categories



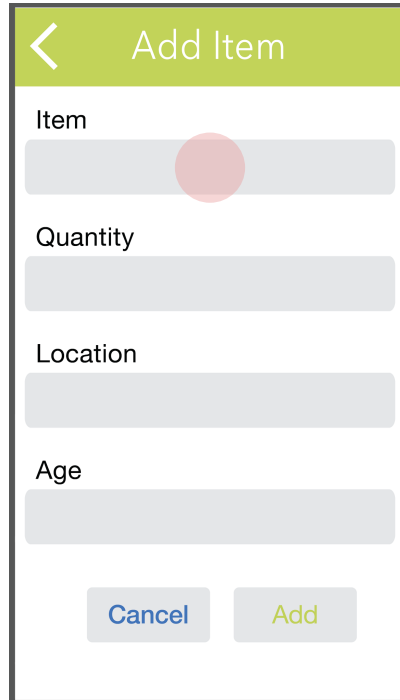
Filtered Results



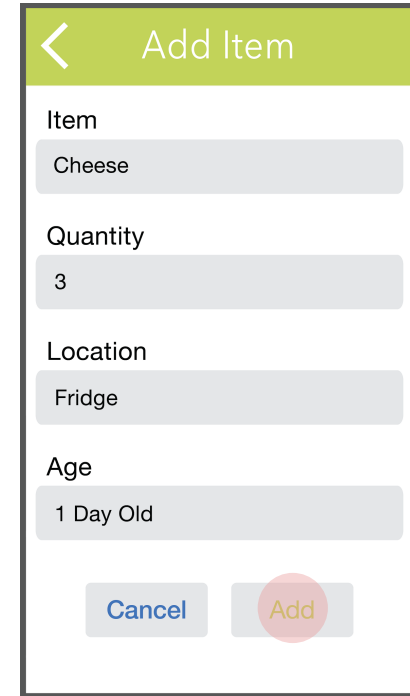
ADDING & REMOVING ITEMS



Home



Empty Item



Item ready to be added



SUMMARY

- Iteration led to a more matured design
- Usability tests showed us points of user confusion
- Feedback provided us with different perspectives



Questions?