# **Meal Mate**

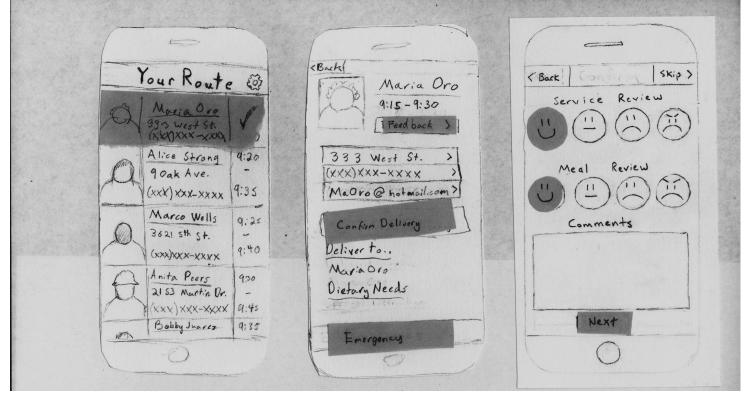
William Bernbaum, Sofie
Blankenship, Yuan (Carol) Yuan

#### **The Problem**

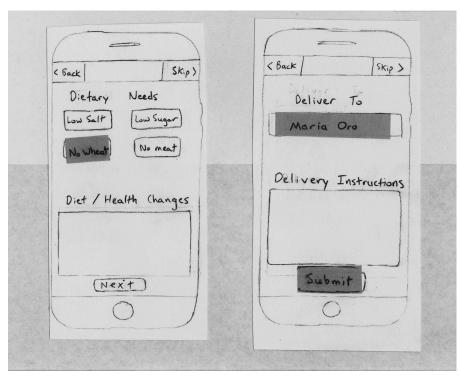
- Meals on Wheels and similar services
- Elderly citizens are disempowered
- Volunteers main contact for 65% of elderly clients
- Volunteers duties are outlined loosely
- There can be breaks in communication on all sides
- Efficiency suffers because of this



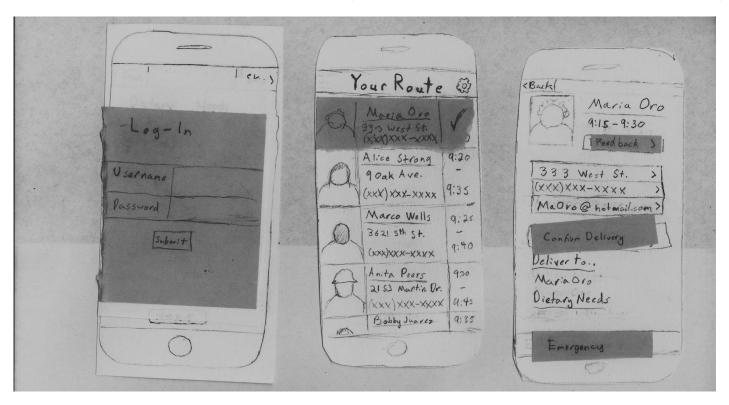
**Initial Paper Prototype (Leaving Feedback)** 



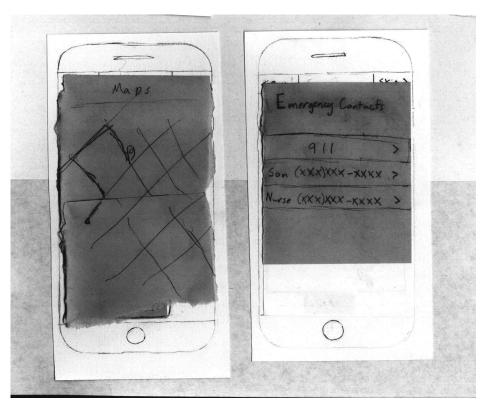
# Initial Paper Prototype (Leaving Feedback)



## **Initial Paper Prototype (Emergency Response)**



# **Initial Paper Prototype (Emergency Response)**



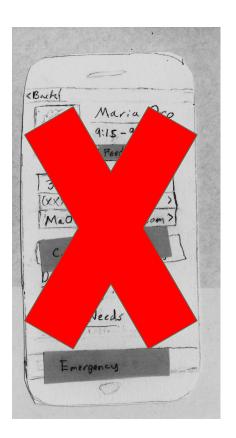
## **Testing Process**

- 3 people, 2 with experience volunteering
- Non-volunteer simulated our tasks in real life
- Observed how they used the app during tasks
- After tasks users were asked about difficulties and successes

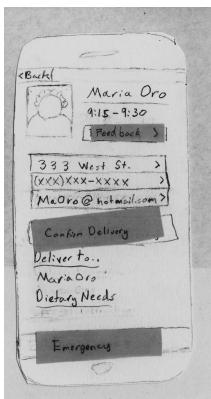


#### **Testing Results**

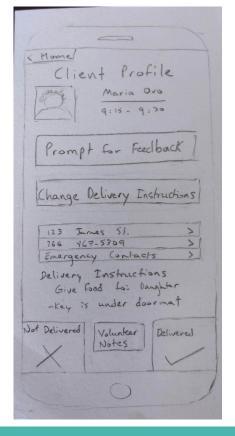
- Wording could be confusing
- Buttons can get clustered on mobile devices
- Line of communication between service and volunteer was weak
- The flow of information was sometimes awkward



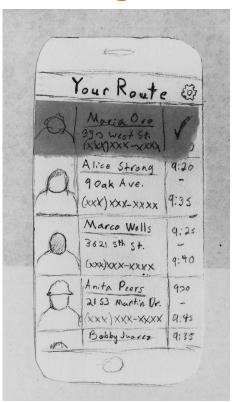
# **Testing Revisions**



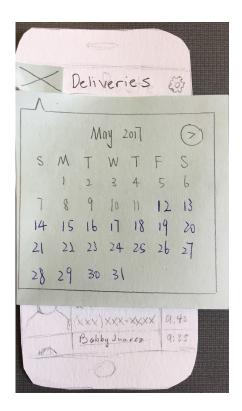
- Centralized Buttons
- Way to Denote Non-Delivery
- Volunteer Feedback
- Streamlined Information



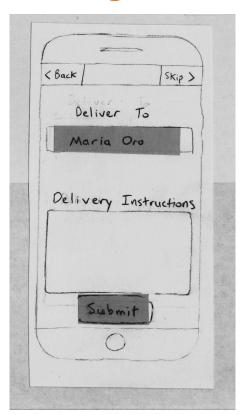
#### **Testing Revisions**



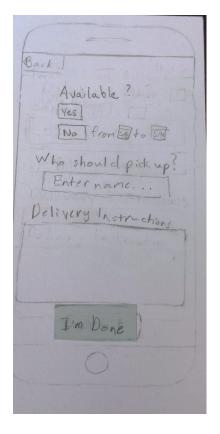
- Reworded the Title
- Added Calendar Function
- Past and Future Deliveries



# **Testing Revisions**



- Made Separate
- Allowed for Absent Dates
- Pickup Now a Textbox



#### Final Paper Prototype (Leaving Feedback)







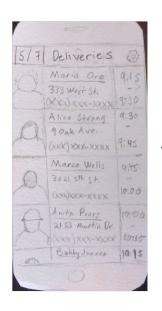


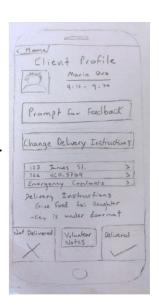


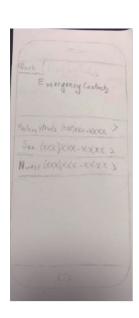


#### Final Paper Prototype (Emergency Response)



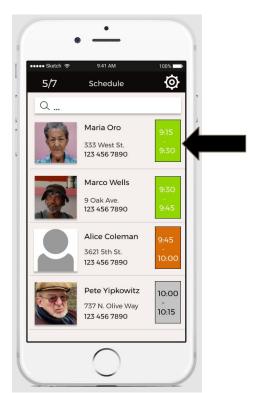


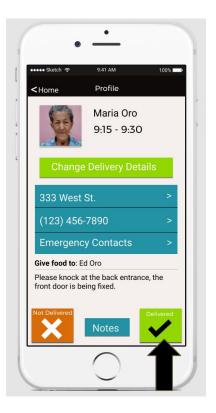




# Digital Mockup (Leaving Feedback)

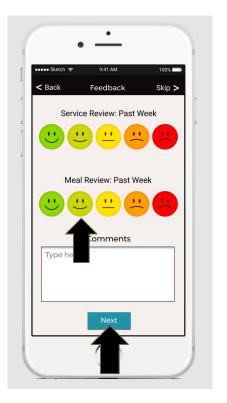






# Digital Mockup (Leaving Feedback)



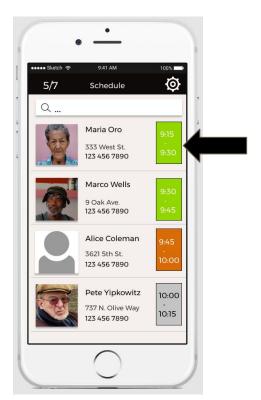


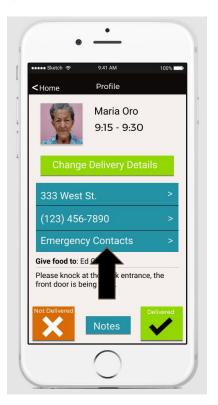




## Digital Mockup (Emergency Response)

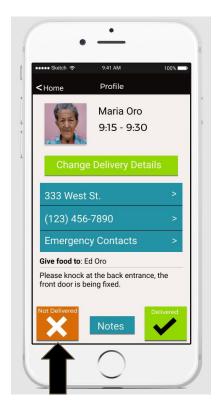






#### Digital Mockup (Emergency Response)







#### **Summary**

- How to add polish and coherence to a product
- How to work against deadlines
- How to compromise on ideas
- How to contact so many people and get them to talk to you

