

Project overview

Easy Eats was designed to improve the cooking experience for people with limited motor function, providing them with the tools and resources needed to explore, create, and enjoy delicious meals.

By developing this recipe platform, I aimed to address the needs of that specific user group and drive positive change in society.

Project duration:

April to June 2023

My role:

Interviewing, creating paper and digital wireframes, prototyping, conducting usability studies, accessibility, iterating on designs, determining information architecture, and responsive design

Understanding the user

Competitive audit

Accessible Chef

Features: Accessible Chef is a website dedicated to providing accessible recipes and cooking resources for individuals with disabilities. It offers step-by-step instructions with clear visuals, customizable text options, and information on adaptive kitchen tools.

Strengths: Their site emphasizes the use of adaptive techniques and provides valuable tips and tricks for overcoming cooking challenges. Accessible Chef also has a community forum for users to connect and share their experiences.

User research: summary

A remote (at-home) usability study was used to gather insights from our target users. Participants were provided with a mockup of the app and asked to perform various tasks. This research allowed me to understand the specific challenges and needs of individuals with limited motor function, identify pain points and areas for improvement, and ensure that the app's design and functionality are optimized for their unique requirements.

Persona 1

Meet Emma

Emma is a college freshman and has to cook and care for herself much more now that she lives in a dorm. However, she faces occasional frustrations doing daily tasks due to her mobility impairment.

Goals

Learn new skills Gain confidence Enjoyment

Frustrations

Complex recipes Lack of adaptations Overwhelming Choices

66 I need to stop spending money on fast food, and start cooking at home for myself. Simplified recipes will give me the confidence I need to become a kitchen pro. ??



Age Edu 19 High

Education High school

Hometown Denton, TX

Persona 2

Meet Joe

Joe is a passionate and adventurous home cook who believes that the kitchen is a realm of endless possibilities. With a visual impairment, Joe is still learning to navigate the culinary world with his desire for independence, culinary exploration, and the joy of mastering new skills.

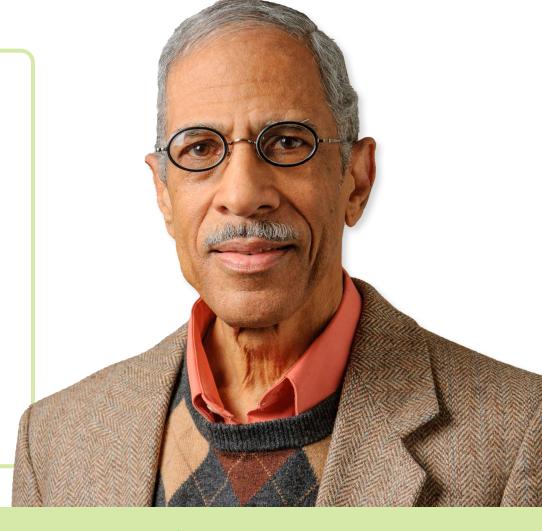
Goals

Independent cooking Confidence & Mastery Culinary exploration

Frustrations

Inaccessible recipes Limited adaptations Visual dependencies

66 Vision may limit me, but it won't stop me in the kitchen. With the right tools and features, my homemade meals will ignite all of the senses. ??

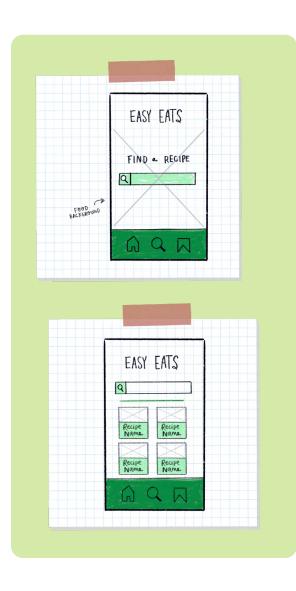


Age Education

63 College

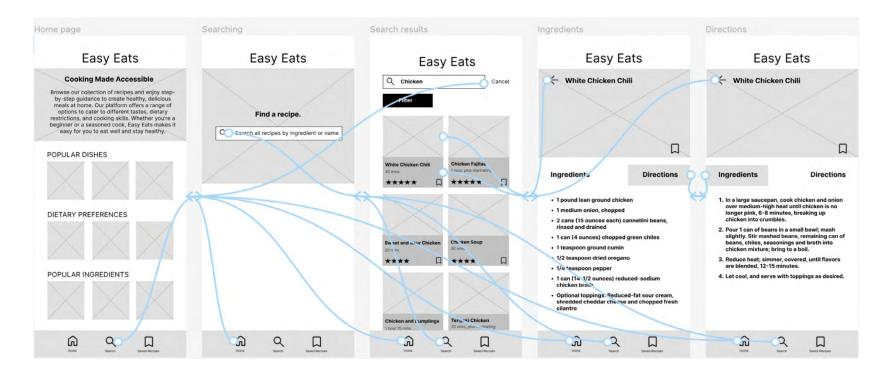
Hometown Waco, TX

Designing



Low-fidelity prototype

During the Ideation process, I thought about what needs to be most prominently displayed on the app. After ideating and drafting some paper wireframes, I created the initial designs for the Easy Eats app, which focus on emphasizing the search function.



Usability study

Study type:

Unmoderated usability study

Location:

Texas, remote

Participants:

7 participants

Length:

15 minutes

Findings

- Some users thought there's too much clutter on the home page. An insight is: users need a simple design in order to immediately find what they are looking for.
- All users were able to successfully complete the recipe search process. An insight is: keep the search process as simple as possible for accessibility.
- Some users would like to see more context when looking at recipes. An insight is: it's important to make sure the user previews enough in order to save them from any UX-related frustrations.

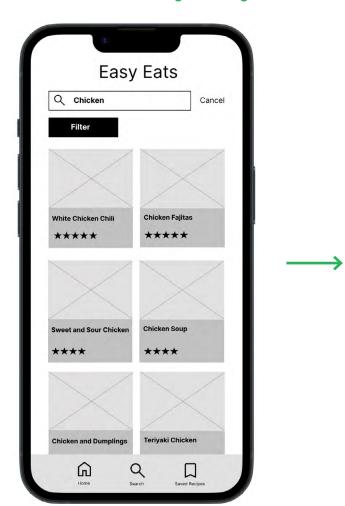
Refining the design

Mockups

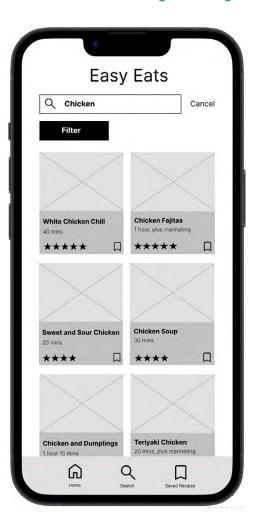
Based on what I learned from the usability study, I added some more context to the recipe search pages.

- The time it takes to make the recipe.
- The ability to bookmark.

Before usability study

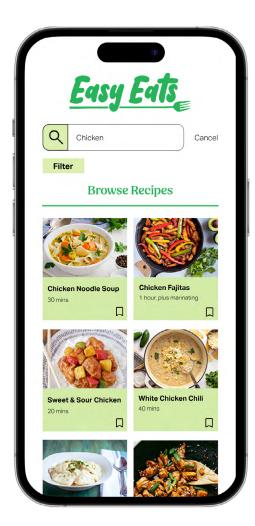


After usability study



High-fidelity prototype









Accessibility considerations

1

Clear and consistent layout

I designed the app with a clear and consistent layout to ensure a predictable and intuitive user experience.

2

Adjustable text size

To enhance readability
for individuals with visual
impairments or varying
preferences, I implemented
a feature that allows users to
adjust the text size within the
Easy Eats app. This ensures
that the recipe instructions,
menu items, and other textual
elements can be easily
viewed and read by users with
different visual needs.

3

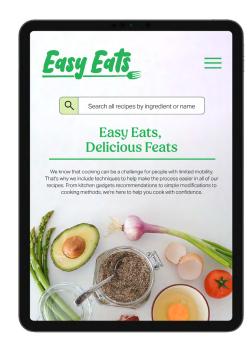
Color contrast

Recognizing the importance of color contrast for individuals with visual impairments or color vision deficiencies, I carefully selected color schemes and ensured sufficient contrast between text and background elements throughout the app. I also included a "dark mode" option.

Responsive Design

The primary goal was to create a seamless and consistent user experience across all sorts of different devices and screen sizes. This ensures that Easy Eats is accessible, dependable, visually appealing, and functional on various platforms.







Takeaways

What I learned

Recognizing the significance of user feedback in continuous improvement allowed me to refine the app's usability and address user needs more effectively.

Also, this project highlighted the transformative power of technology in promoting independence, inclusion, and joy in the lives of individuals with limited motor function.

Next steps

The next steps for this project would involve continuously expanding and updating the recipe library to offer a wide range of options that cater to various dietary preferences and restrictions. It would be nice to collaborate with nutritionists or dieticians to provide accurate nutritional information.

In the future, I would also allow user-generated content to foster a sense of community.

