Case Study

Too Good To Waste





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Project overview



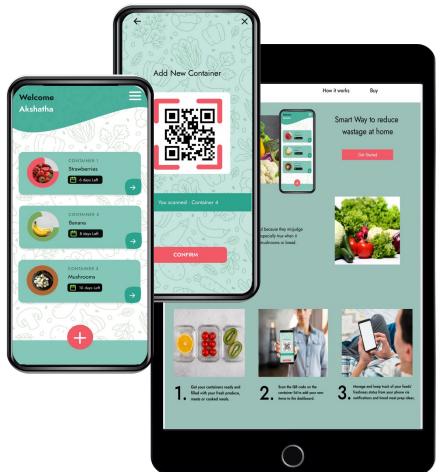
The product:

A complete food waste reduction system that helps people store, track and use the food they buy in an effort to reduce waste.



Project duration:

January 2023 - April 2023



Project overview



The problem:

People want to reduce their household food waste, especially when it comes to hyper-perishables. These foods don't come with storage instructions and typically go bad before expected.



The goal:

Create a smart and simple solution that teaches best practices for storing perishable food items and be mindful about taking steps toward reducing food waste in households.

Project overview



My role:

UX designer leading app and responsive website from concept to delivery



Responsibilities:

User Interviews, personas, user research, wireframing, prototyping, etc.

Understanding the user

- User research
- Personas
- Problem statements
- Competitive audit
- Ideation

User research: summary

III

I conducted user-moderated one to one zoom interviews with 9 participants and found. Most-often wasted food items are hyper-perishables like leafy greens, strawberries and mushrooms.

A variety of factors contribute to food waste including: forgetting purchased items and plans changing unexpectedly.

When asked what they'd like to see in a digital solution to combat food waste, users suggested:education on food storage, reminders to use food they've purchased and ways to track their personal impact over time.

Persona 1: Ira

Problem statement:

Ira is working mom and finds it hard to remember things stored in the fridge.



IRA

Age: 36 Education: JD

Hometown: Brussels

Family: Married with two kids

Occupation: lawyer

"Working mom has forgets to keep track of food in the fridge"

Goals

- Cook healthy meals
- Save money
- Save time

Frustrations

- Doesn't utilize thing in fridge
- Ends up wasting food let unattended in fridge
- Worried about wasting money

Is a working mom with 2 kids wants to spend more time with kids and cook healthy meals. Worried about environmental waste and make best use of things in the fridge

Persona 2: Aditi

Problem statement:

Aditi is striving yoga teacher with packed a schedule and has no time to keep track of food in the fridge.



Aditi

Age: 31
Hometown: Bangalore
Family: Single
Occupation: Yoga teacher

"I have no time to cook, when I do I can't find anything left in my fridge"

Goals

- Cook healthy meals
- Save money for goals down the road
- Reduce food waste.

Frustrations

- Fresh produce are pricey and go to waste soon
- Worried waste is more than the food she consumes

Is a striving yoga teacher who lives alone and wants cook healthy meals without wasting lot of money on outside food.

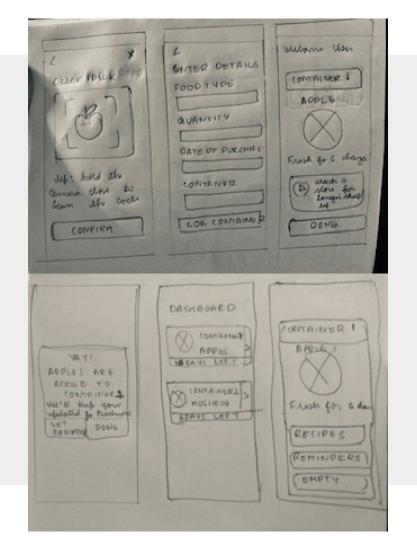
Competitive audit

An audit of a few competitor's products provided direction on gaps and opportunities to address with the Too Good to Waste app

earn Food Waste Competitive lysis	Feature Analysis	Competitive Advantage	Strengths	Weakness	General Notes	Screen Shots
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Ideation

I did a quick ideation
exercise to come up with
ideas for how to address
gaps identified in the
competitive audit. My focus
was specifically on waste
tracking and simple
recipe features.



Starting the design

- Digital wireframes
- Low-fidelity prototype
- Usability studies

Digital wireframes

After ideating and drafting some paper wireframes, I created the initial designs for the **Too Good To Waste** app. These designs focused on making it easy for users to view add new food containers.

Food stored in container

Defined button to add new containers of food

Welcome Appy



Dashboard









Low-fidelity prototype

Flow 1 >

To prepare for usability testing, I created a low-fidelity prototype that connected the user flow of viewing an item about to expire and using it in a recipe.

All No Contract

Services and S

View <u>Too Good to waste Lo-fi</u>

<u>Prototype</u>

Usability study: parameters



Study type:

Unmoderated usability study



Location:

India, remote



Participants:

5 participants



Length:

15-30 minutes

Usability study: findings

These were the main findings uncovered by the usability study:



Expiration Dates

People preferred clear indications of when food items would expire..



Recipes

People want easy access to recipes that specifically use the food they already own.



Tips on how to store

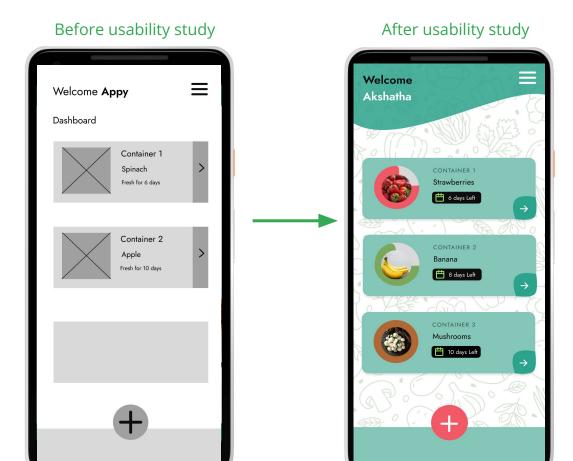
Video and images to show how to properly prep and store food post-grocery run

Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

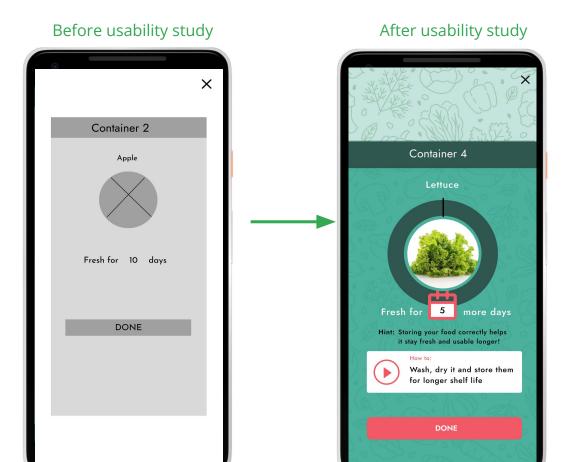
Mockups

Based on the insights from usability testing add clear indication to display expiration dates making it stand out



Mockups

Added tips on how to store food items for longer shelf life



Mockups





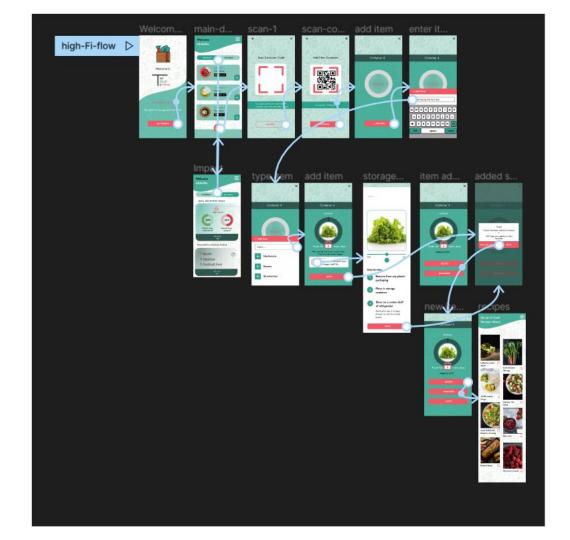




High-fidelity prototype

The high-fidelity prototype followed the same user flow as the low-fidelity prototype, including design changes made after the usability study.

<u>TooGoodToWaste</u> <u>high-fidelity prototype</u>



Accessibility considerations

1

Use of contrasting colors
For readability

2

Clear labels for interactive elements that can be read by screen readers.

3

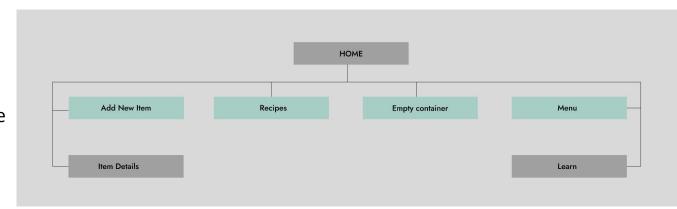
Initial focus of the home screen on personalized recommendations help define the primary task or action for the user.

Responsive Design

- Information architecture
- Responsive design

Sitemap

With the app designs completed, I started work on designing the responsive website. I used the Too Good To Waste sitemap to guide the organizational structure of each screen's design to ensure a cohesive and consistent experience across devices.



Responsive designs

The designs for screen size variation included mobile, tablet, and desktop. I optimized the designs to fit specific user needs of each device and screen size.







Going forward

- Takeaways
- Next steps

Takeaways



Impact:

Eliminated the need for user to open the container and perform visual smell test to check the freshness, provided a easy way to track food kept in fridge



What I learned:

Even thought the problem I was trying to solve was a big one with every iteration we would get closer towards the end of goal making users work easier one step at a time.

Next steps

1

Prioritize and revisit user-suggested iterations:

- Data-driven impact stats
- Customizing reminders
- Streamlining container setup

2

Consider gamification and rewarding users for sustained food waste reduction

3

Insert a few sentences summarizing the next steps you would take with this project and why.

Let's connect!



Thank you for your time reviewing my work on the **Too Good To Waste** App! If you'd like to see more or would like to get in touch, my contact information is provided below.

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