

The food you like

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INTRODUCTION: THE USERS

- Grocery shoppers of any age which
 - like to cook
 - want to eat well (and healthy)
 - · go shopping unprepared



· are open for new tastes and ingredients



INTRODUCTION: THE CONTEXT

- Grocery shopping
- I want to cook a full meal
- A lot of options what to buy



Many unfamiliar vegetables and fruits
 What is a sunchoke? What does it taste like?

What to cook with them?



INTRODUCTION: THE SOLUTION

- A recipe collection used during the shopping experience - not before
- · Present the meals via visualization and odor
- Suggest recipes that respect the ingredients the user is interested in



DESIGN GUIDELINES

- The system should
 - integrate into the grocery shopping experience smoothly
 - support the user in an unobtrusive way
 - · adapt to the user's likings



INITIAL DESIGN

- Augmented reality glasses
- Emit odor of currently displayed meal
- Display dishes behind items in the store







INITIAL DESIGN: ANALYSIS

- The initial design
 violated our second
 design guideline
- Sensory inundation





FIRST ITERATION:

- Instead of displaying a recipe behind every item always only display exactly one recipe at a time
- Analyze the items you take into your hand or have a longer look at
- Suggest recipes that make use of those ingredients





FIRST ITERATION: ANALYSIS

- Interviews:
 - "I grocery shop almost exclusively with my wife"
 "I often have to take my kids to the grocery store with me"
- Everyone needs a pair of glasses
- The glasses have to be synchronized
- Too expensive





SECOND ITERATION:

- Integrate the system into the shopping cart
- Thus it can be used by a group of people at once
- Adapt to the items in the shopping cart instead of the ones in the user's hands
- The system is less invasive









THANKS FOR YOUR ATTENTION