

Nutrition study

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Project overview



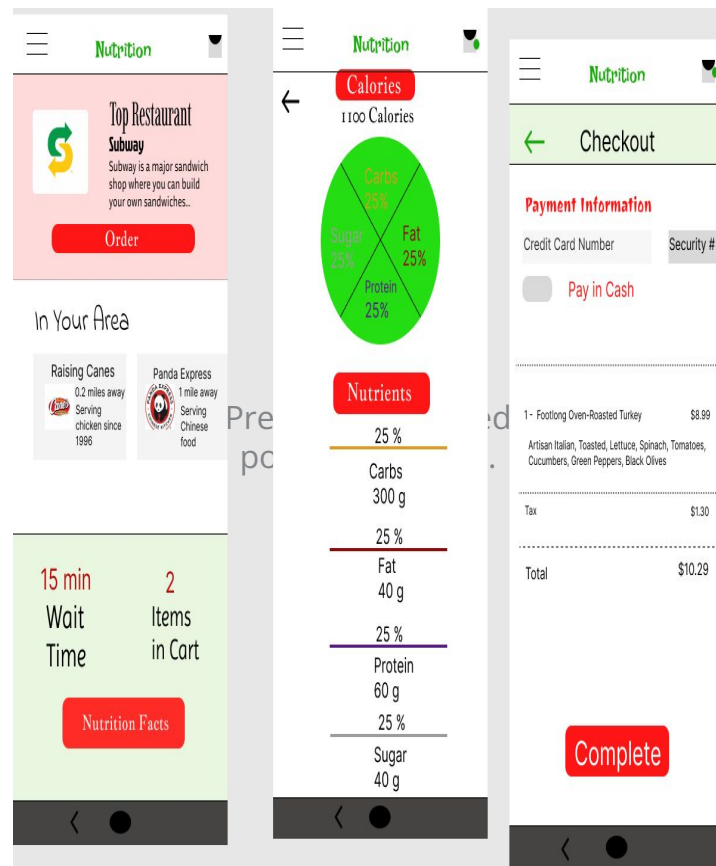
The product:

The Nutrition app is a regional app located in the metropolitan and suburban area. The Nutrition app strives to show you the healthiest options on fast food menus without the hassle. The Nutrition app's target customers are workers and fitness enthusiasts alike, who lack the time to really delve deep into their nutrition.



Project duration:

March 2023 to January 2024



Project overview



The problem:

Restaurants lack the ability to accurately display nutrition facts. There also is not an app that tells you the healthiest restaurant in your area.



The goal:

To create an app that displays the healthiest restaurants in your area.

Project overview



My role:

Lead UX designer who designs the Nutrition app.



Responsibilities:

Conducting interviews, paper and digital wireframing, low and high-fidelity prototyping, conducting usability studies, accounting for accessibility, and iterating on designs.

Understanding the user

- User research
- Personas
- Problem statements
- User journey maps

User research: summary



I conducted interviews and created empathy maps to understand the users I'm designing for and their needs. A primary user group identified through research was fitness enthusiasts who lack the time to make a healthy meal.

This research concluded Nutrition's findings, yet it also opened up a gateway into another topic. Other things plaguing users were lack of motivation, lack of interest, or challenges making it difficult to accurately calculate nutrition.

User research: pain points

1

Time

Working adults do not have time to calculate the nutrients they need.

2

Health

Apps are not giving accurate data on the nutrients their product has.

3

Accessibility

Apps are not truly accessible to everyone leaving some users out.

4

IA

Text heavy options making it really hard to get the specific information that you need.

Persona: Name

Problem statement:

Frederick is a busy working adult and average fitness enthusiast who needs access to healthy food and quick food with accurate nutrition.



Frederick Talisman

Age: 46

Education: Engineering Grad.

Hometown: Jacksonville, Florida

Family: Wife and 2 children

Occupation: Mechanical Engineer

"I am always innovating new ideas, as well as getting stronger every day."

Goals

- Eat healthily while also staying fit.
- Understand exactly what is in each meal.
- Find which meals maximize potential gains.

Frustrations

- "It's frustrating not knowing the amount of nutrients within each meal."
- "I don't always have the time to be counting my macros."
- "Most apps that do have a calculator have incorrect values leading to falcities."

Frederick is a Mechanical Engineer who lives in a large city mostly working 12-hour shifts during the week. During the rest of his time, he is catering to his wife and children, or working out. Frederick wants to eat healthily, yet most apps neglect to put in a nutrition calculator for each meal, leaving Frederick frustrated and annoyed.

User journey map

Mapping Frederick's
traverse through the
Nutrition app ordering food
and placing the order.

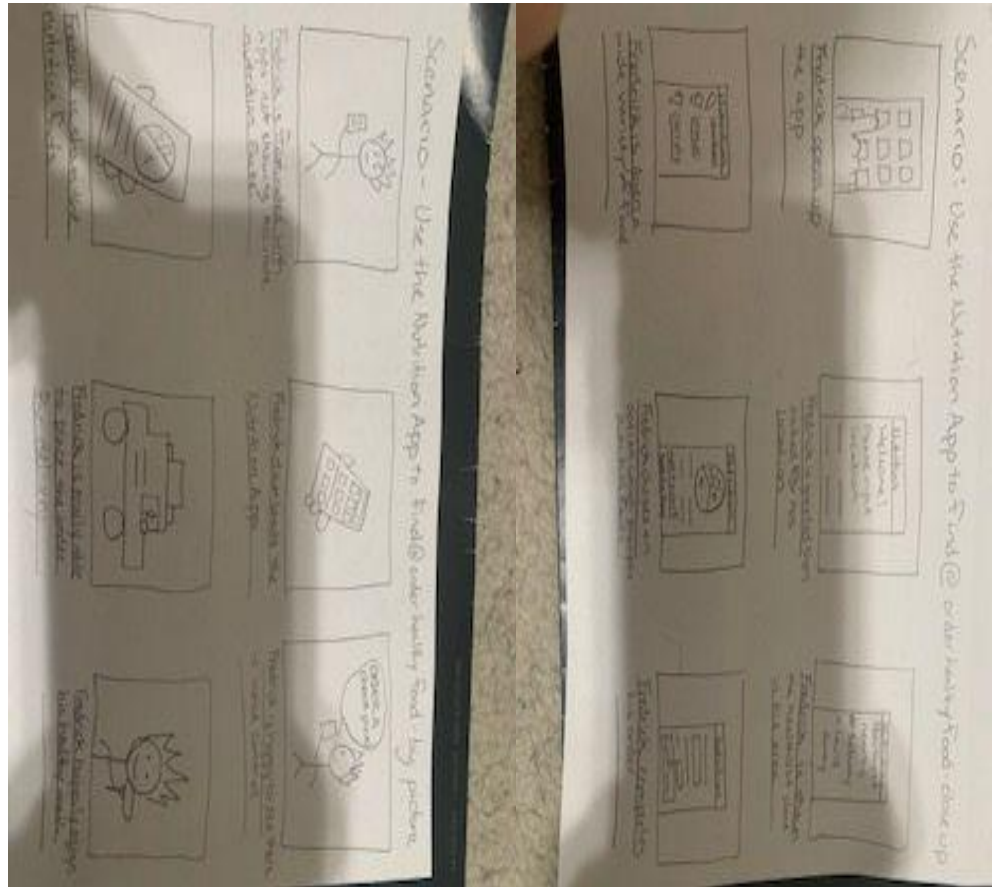
Persona: Frederick

Goal: An Easy way to find a healthy meal

ACTION	Find a restaurant	Find a meal	Check the nutrition calculator	Check the allergies	Order the food
TASK LIST	Tasks A. Find an affordable restaurant B. Make sure it isn't unhealthy	Tasks A. Make sure it is something good looking B. Make sure it doesn't look fattening	Tasks A. Second check the nutrients for the meal B. Make sure it is healthy for you	Tasks A. Make sure it doesn't contain shellfish (allergen) B. Make sure it doesn't contain peanuts (allergen)	Tasks A. Order and pay for the food B. Pick up the food C. Make sure the food is correct
EMOTIONS	Scared to pick the wrong one Excited to get food	Worried about the nutrients Anxious for the food	Stressed about finding a good meal	Anxious that his allergy isn't shown	Relieved that the order is placed Hopeful that it is correct
IMPROVEMENT	Showcase different restaurants in the area that are	Offer an easier way to showcase the meals	Offer an easier way to check the nutrients	Use a display for each meal that showcases major allergens, yet also	Make it easy to deliver or pick up food

Paper wireframes

[Your notes about goals and thought process]



Digital wireframes

This is the checkout portion of the app, where you choose your payment option and pay for your meal.

This is where you input your credit card info.

Nutrition

← Checkout

Credit Card Number

Pay in Cash

xxxx

xxxx

Total xxxxxxxx

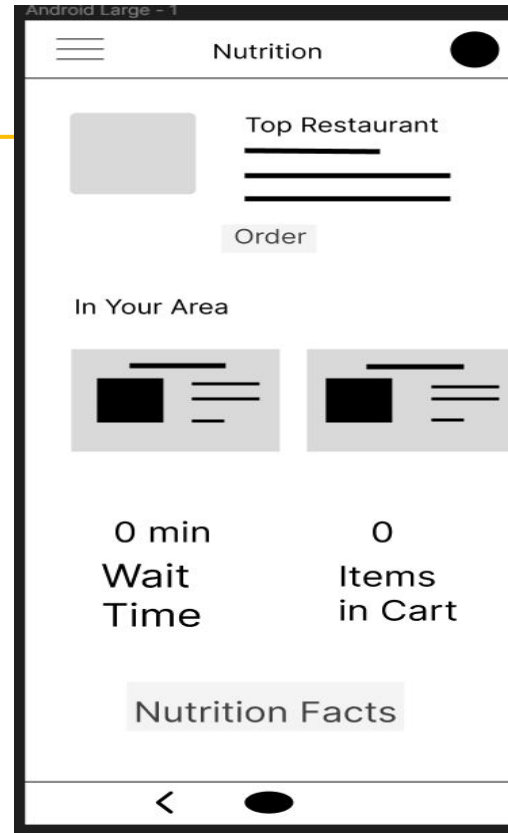
Complete

This is where your tax, cost of food, and total cost goes.

Digital wireframes

This is the homepage meant to be easy and accessible.

Healthiest restaurant in your area

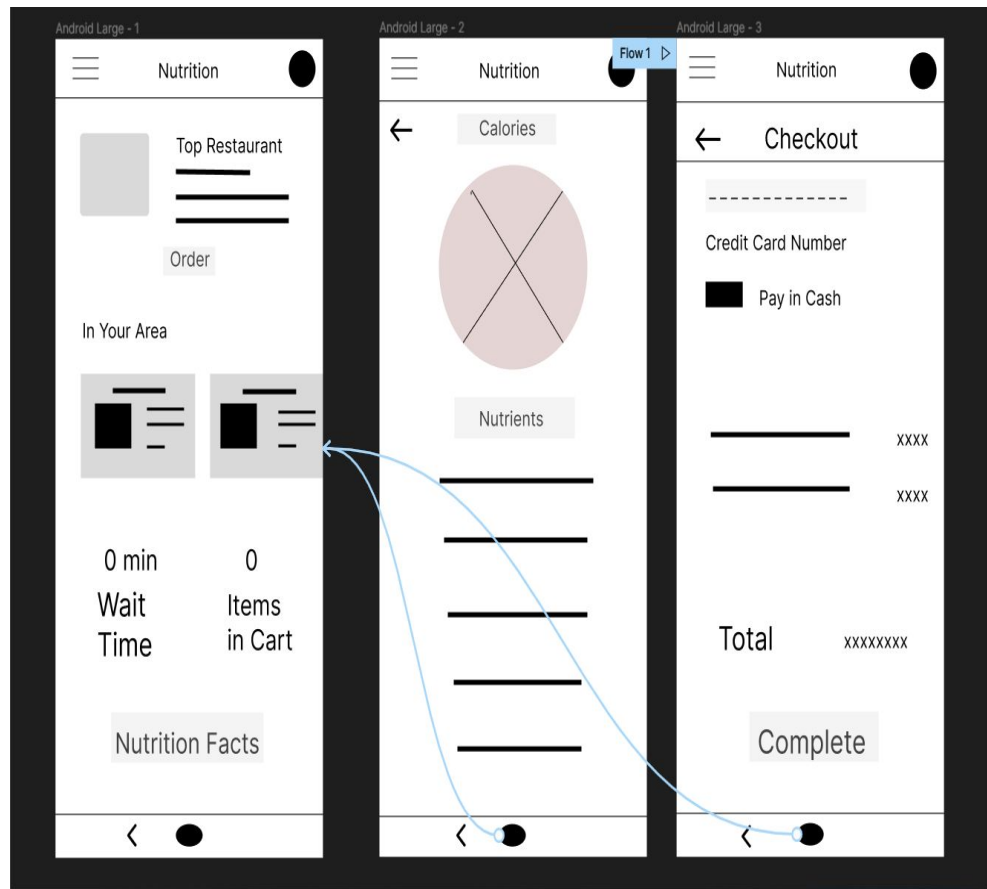


Restaurants in your area

Low-fidelity prototype

<https://www.figma.com/file/t2M9Qdwcgvf9D6CavOOkKw/Untitled?node-id=0-1&t=hGkO98OqBdxDpRHf-0>

All of the home button work



Usability study: findings

Write a short introduction to the usability studies you conducted and your findings.

Round 1 findings

- 1 Users want nutritious food
- 2 Users want to know the nutrition facts
- 3 Users want delicious food

Round 2 findings

- 1 Users want to eat healthy
- 2 Users want to know what they are eating
- 3 Users want to know what they have eaten in a day

Refining the design

- Mockups
- High-fidelity prototype
- Accessibility

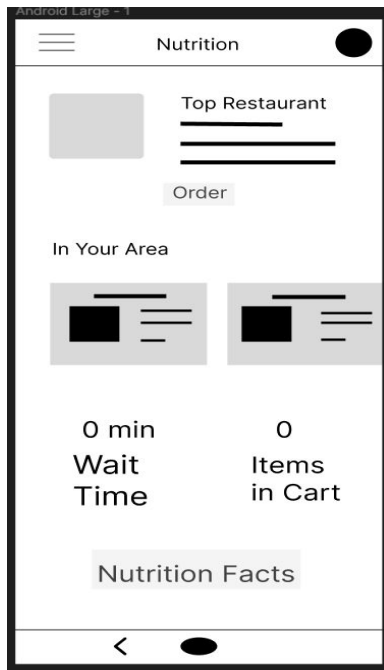
Mockups

I was able to keep the same layout, yet expand on it.

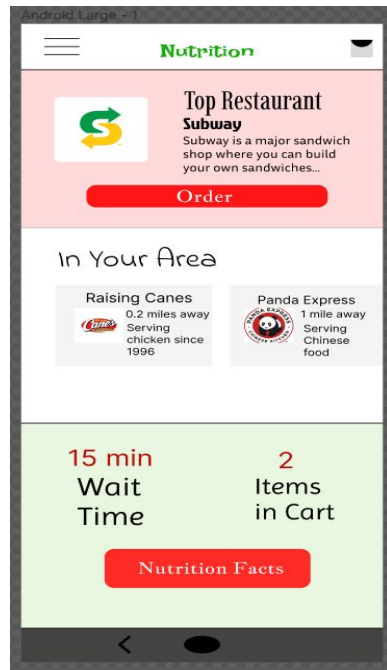
The colors and actual buttons add to the overall aesthetic to the main menu.

Not only that, but the pictures work very well also.

Before usability study



After usability study



Mockups

I was also able to keep the same layout with the check out. I was able to add a better image for the basket in the top right. Also, the colors really help to show the user what is important.

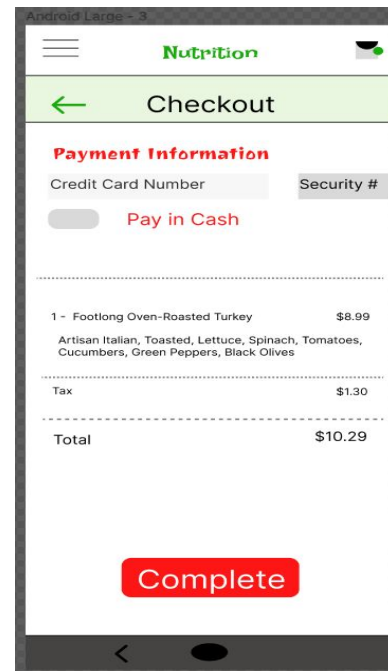
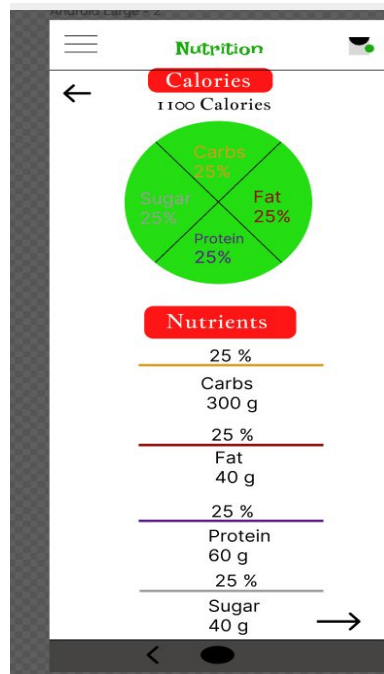
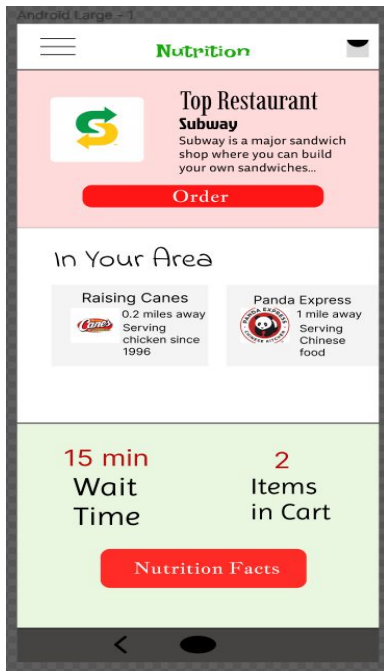
Before usability study

This mockup shows a checkout screen for an app named 'Nutrition'. At the top, there is a hamburger menu icon, the word 'Nutrition', and a black circle icon. Below this is a back arrow and the title 'Checkout'. The payment section includes a dashed line, a 'Credit Card Number' label with a text input field, a 'Pay in Cash' option with a black square, and two lines of masked card numbers (XXXX and XXXX). At the bottom, there is a 'Total' label followed by 'xxxxxxxx', a 'Complete' button, and a bottom navigation bar with a back arrow and a black circle.

After usability study

This mockup shows the checkout screen after usability improvements. It features a title bar with a hamburger menu, the word 'Nutrition' in green, and a shopping basket icon. The 'Checkout' title is highlighted in a green bar. The 'Payment Information' section is clearly labeled in red and includes input fields for 'Credit Card Number' and 'Security #', and a 'Pay in Cash' option. Below this, the order details are listed: '1 - Footlong Oven-Roasted Turkey' for \$8.99 and 'Artisan Italian, Toasted, Lettuce, Spinach, Tomatoes, Cucumbers, Green Peppers, Black Olives'. The 'Tax' is \$1.30, and the 'Total' is \$10.29. A prominent red 'Complete' button is at the bottom. The bottom navigation bar is consistent with the previous version.

Mockups



High-fidelity Prototype (Main 3)

<https://www.figma.com/file/t2M9Qdwcgvf9D6CavOkKw/Untitled?node-id=0-1&t=hGkO98OqBdxDpRHf-0>



Accessibility considerations

1

Seamless transitions are now accessible.

2

You can finally go to all of the screens with the tap of certain buttons.

3

The app is made easier because all the user has to do is tap information pertaining to the page they want to go to.

Going forward

- Takeaways
- Next steps

Takeaways



Impact:

My design will help to allow people to choose healthier alternatives within restaurants they know and love. In the words of a college, “Eating healthy is a hassle, but with your app I can finally not have to worry about that.”



What I learned:

I learned many things from wireframing to UX-design overall. I learned how to not only conduct research, but to also display it in a professional way. What I mostly learned was that people need a better nutrition app and that I will be the one to provide that amazing service.

Next steps

1

I would continue to work on making sure that the nutrition facts were accurate. This is because I need to make sure that the user gets accurate information.

2

I would make sure that the app is seamless. This means that it is very easy to use. This is because an easy to use app is what the user wants.

3

I would make sure that the location system is accurate. Without the location system in place, the app wouldn't be as effective.

Let's connect!



Thank you for reviewing my work! It was very nice of you and you can find me on linkedin at
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