

Art 345 Project 2 - Food Application

Due Date
Thurs. Feb 27

Spring 2025

Thursday, January 16th

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Project Description

A few years ago, only a couple of restaurants offered food delivery services. Now, however, its a staple for any sustaining business model. What new designed interaction might change our relationship to food and consumption?

In this project, students will design an interface that responds to any *food and person* interaction, at any point of the food-making process. Students may design for example: a logistics app to help warehouse staff organize shipments; an interface for a refrigerator showing people what's good, bad, or what to buy or make next; a stovetop interface; a meal delivery or ordering application; a health-notification and dietary interface; etc.

Students should explore the touchpoints of their interface, the overall goal of users, and the contextual designs already in the industry. Students should emphasize *user onboarding*, the process of familiarizing new users with your interface and unique interactions.

Specifications

Working in Adobe XD or Figma, design a handheld application prototype that focuses on a unique food and person interaction

Your unique interface should consider your user observations to enhance clarity while using your app, as well as striking visuals that amplify your unique concept

Consider dedicating a portion of the prototype to onboarding the user

Live Screenplay for final review, Screen Recording for submission

Reading Discussion

No reading assignment! Read Type on Screen by Ellen Lupton if you never got to it last unit :)

Project Timeline

P2 intro

February

Mon. 10th

P2 Meetings

Thurs. 13th

Reading Discussion, P2 Workday

Mon. 17th

P2 Review

Thurs. 20th

P2 Workday

Mon. 24th

P2 Final Critique

Thurs. 27th