MunchBox

Make Lunch Planning a Collaborated Effort Between Parents, Children and the Community

Lunch meal have weightage of a third to half of a child's nutritional intake for the whole day but it happens to be the meal that they'd be taking outside of home. Thus this is often the most concerning meal of the day for parents who would have to make sure their children's packed lunches are sufficient to power them through the day, at the same time being delicious enough without being repetitive that the child would consume it all.

There are many sources on the internet on children's lunch planning but had yet to exists one that allows parents to collectively contribute their recipes and opinions on lunch packing for their children.

+ Introduction

Demographic
Parents and their children

Problems
- Difficult to make a delicious and nutritious packed lunch
- Lunch planning for kids can be repetitive and stressful
- Children are picky eaters
- Not enough reliable sources specifically for recipes that cater to children's lunch

Solution
- A platform with sharable recipes and lunch box combos for parents to get ideas from.
- Include estimated nutrition values of each meals and statistic of the whole week's consumption.
- Getting kids involved in planning their own lunch (more likely for them to eat!)

Presented by
Team Frying Nemo

+ Requirement Research

Online & Papers
FACTS RESEARCH

Prior to the conceptualisation of our application, we looked up blogs, forums and application that tackles similar problem spaces. We also research online and does paper research to see what are the common concerns and what is lacked with the available resources that is accessible to parents. From what we have researched, most platforms online that specifically cater to kids' lunch packing are informative but also subjective, as they are often created by an individual. There hasn't been a comprehensive lunch packing recipes database that is collectively contributed by parents and reviewed by parent.

Interview & Observation
USER RESEARCH

With one of the team member having a parent and their young child in their family, we were able to interview them and got to know their problems with lunch planning. We also had observation and short interviews with other parents, kids and teachers at Goodstart Early Learning Brisbane on what they found are particularly important when it comes to children's lunch packing. During this, we have found that involving children in the process of making their own meals are more likely to get them to eat it, and therefore giving us ideas of facilitating children's interaction with the app as well.

+ Design Process

We went through several prototypes with the same design iteration process, as with each cycle we gained more users feedbacks and ideas toward the final prototypes.

Establishing Ideas & Concept
- Establishing requirements and concepts
- Getting users input
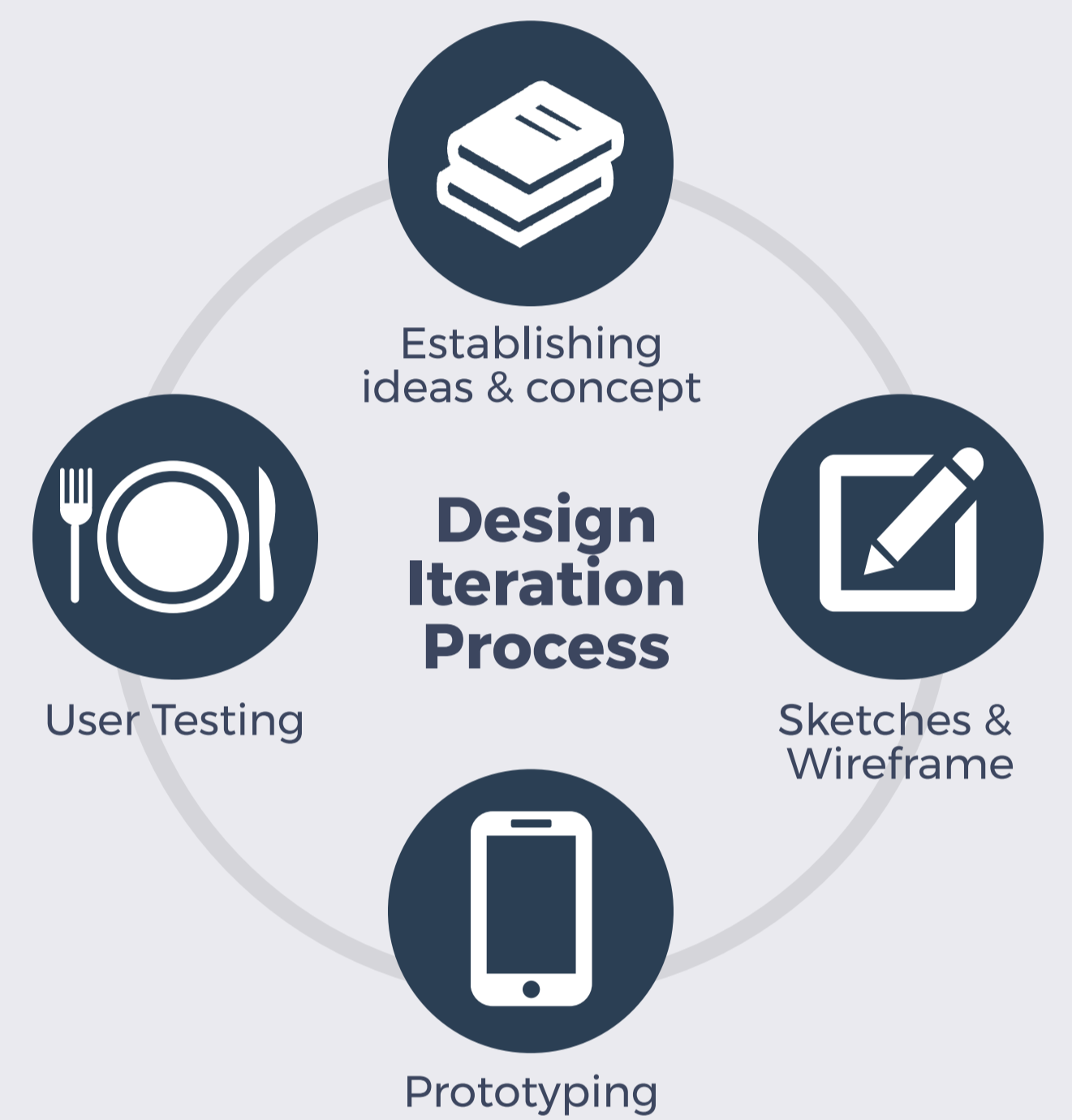- Creating personas & use cases for storyboarding

Sketches & Wireframe
- Making drawing and sketches toward creating the prototypes
- Low-fidelity mockups (paper prototypes)

Prototyping
- Creating high-fidelity mockups
- Coding

User Testing
- Test and interview users
- Collect results and reviews

Design Iteration Process
- Establishing ideas & concept
- Sketches & Wireframe
- Prototyping
- User Testing

+ Final Product

Home Page

Lunch box page

Displays what user has planned for their meal of the day, with the nutrition values and ingredients.

Browse through a library of recipes, privately stored in user's account or shared between users. Filters include types of diets, ingredients...etc

Interact with the available ingredients to find out more about them and related recipe, meant to be an activity to involve kids.