RESTORING FOOD STORAGE PIECE BY PIECE

AN INTERACTION EXPLORED BY LEO VAN BEEK

my design goal is to INSPIRE working couples to waste less food by changing the way they experience food storage at home

KALEIDO

my design goal is to INSPIRE working couples to waste less food by changing the way they experience food storage at home

KALEIDO

the interaction I want to design in order to achieve this should feel like **creating** and **maintaining** a **moodboard** during a design project

people subconsciously organize items based on shape, size, weight, etc.



people subconsciously organize items based on shape, size, weight, etc.

children do not play a significant role when organizing groceries



people subconsciously organize items based on shape, size, weight, etc.

children do not play a significant role when organizing groceries

common household groceries and most trashed foods



people subconsciously organize items based on shape, size, weight, etc.

children do not play a significant role when organizing groceries

common household groceries and most trashed foods

it should be inspiring and fun before being functional



people subconsciously organize items based on shape, size, weight, etc.

children do not play a significant role when organizing groceries

common household groceries and most trashed foods

it should be inspiring and fun before being functional

the user's interpretation needs to be steered for it to function as intended



FINAL DESIGN















targeted interaction | close to that of creating a moodboard



targeted interaction | close to that of creating a moodboard

desired effect | too short to notice behavioral changes



targeted interaction | close to that of creating a moodboard

desired effect | too short to notice behavioral changes

functionality | users understood what the magnets meant when looking at their creation



targeted interaction | close to that of creating a moodboard

desired effect | too short to notice behavioral changes

functionality | users understood what the magnets meant when looking at their creation

feasiblity | simple magnets, it's what you do with them that makes them clever



targeted interaction | close to that of creating a moodboard

desired effect | too short to notice behavioral changes

functionality | users understood what the magnets meant when looking at their creation

feasiblity | simple magnets, it's what you do with them that makes them clever

recommendations | fridge colors / steel magnets / functional amount



RESTORING FOOD STORAGE PIECE BY PIECE

AN INTERACTION EXPLORED BY LEO VAN BEEK