



3 Seconds of Joy

Final Presentation



01

Introduction

Emotional Eating



Target Group

People that
experience
Emotional Eating



Design Goal

Prolong Snack
Moment and give it
more Quality



Interaction Vision

Feeling like a Pig
laying in the mud



02

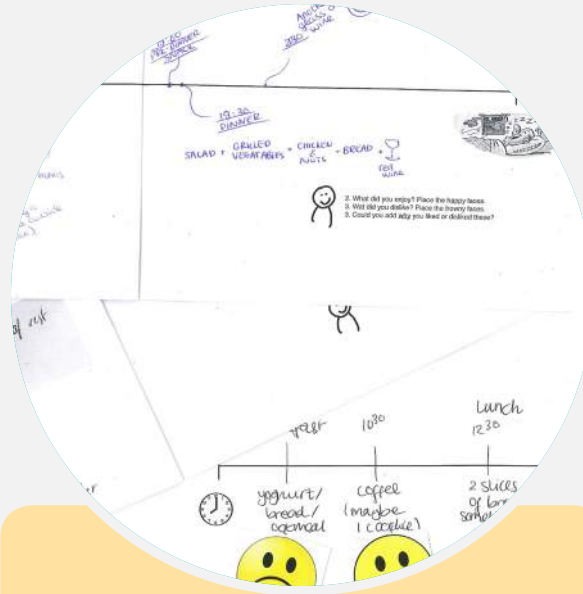
Research&Design

Research Cycle One



Whatsapp

Snack habits of people
Time they enjoyed



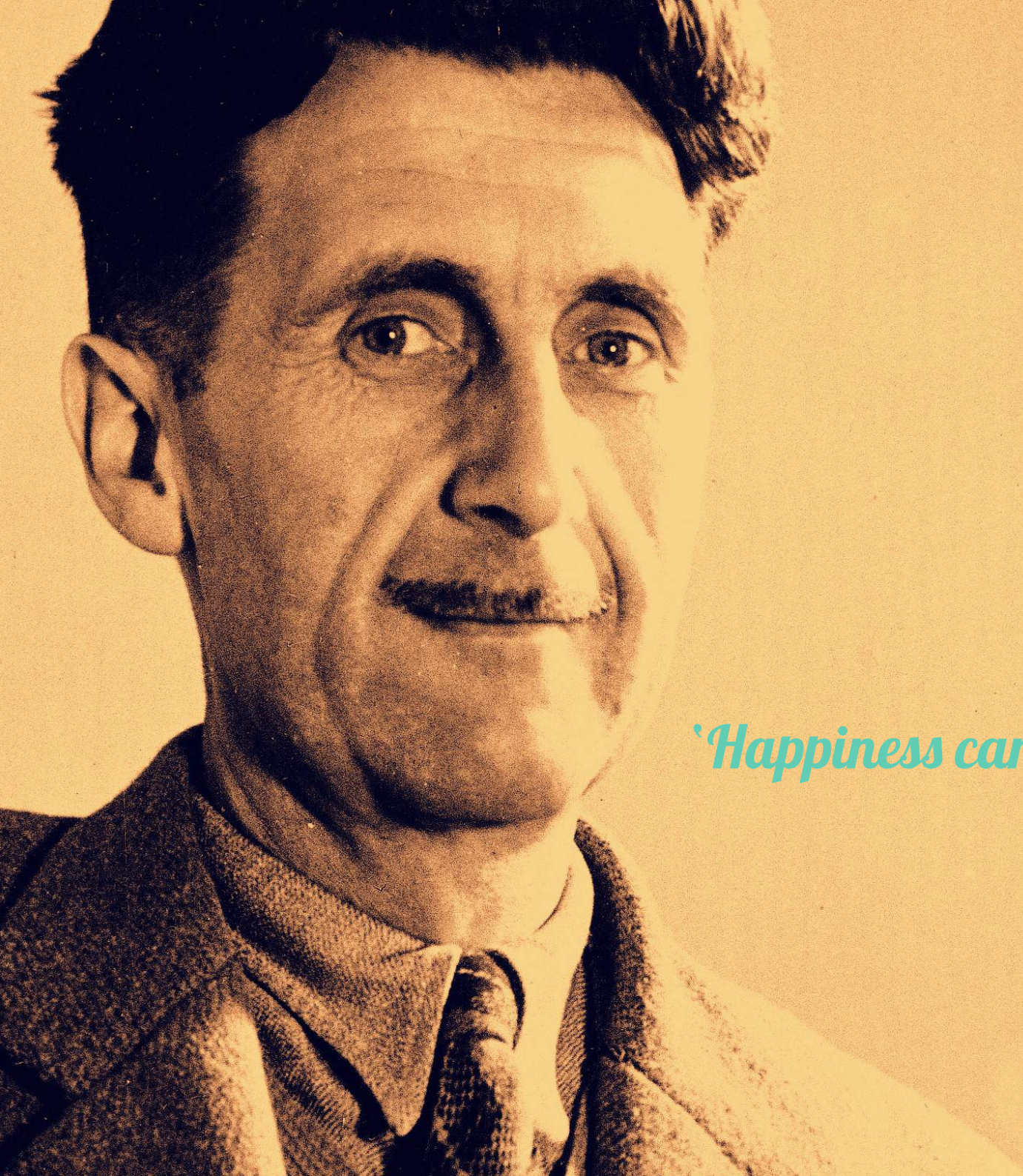
Workbook

Habits, Positive and
Negative experiences



Interaction Prototyping

Dirty Eating



'Happiness can only exist in acceptance'
Orwell

Emotional Eating

Urgent

Transform urgent feeling into a long, pleasant moment

Comfort Food

The food and/or the interaction should give comfort

Mindless Eating

Enhancing Awareness during the handling

Guilt

The user should not feel guilty after eating

Research Cycle Two



Interaction Prototyping
Novel Cuterly



Persona's
Dipping



Testing Interactions
Eating with Bare Hands

*'Eating in a novel way brings people more in the moment and prolongs the moment'
For example eating with bare hands*

Research Cycle Three



Interaction Prototyping
Shape and Material



Shape Test
Further developed shapes
tested



End Test
Verifying Design Goal
Stainless-Porcelain

Final Test



Porcelain

Warm, Smooth, Comfortable to eat with

Stainless steel

Cold appearance, Hard



03

Final Design

Final Concept

Interaction



Experience



Final Concept

Appearance



Aesthetic Expression



Material



Porcelait

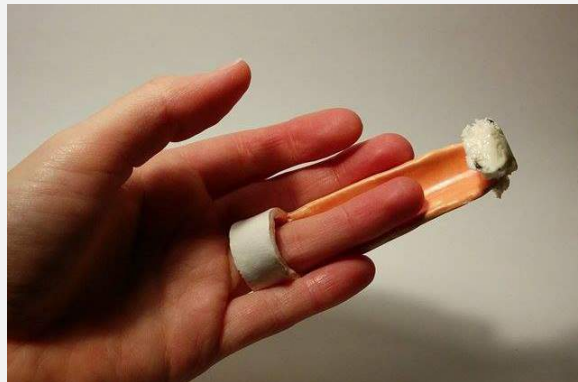
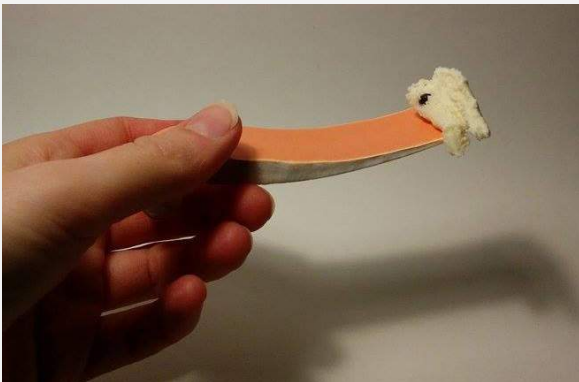
Joy



Sophistication



Comfort



Thank you!



3 Seconds of Joy

Delft Institute of **Positive** Design

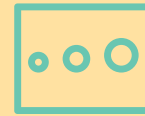
Research Activities



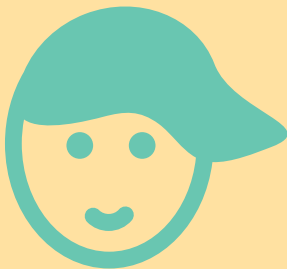
Visualize



Storyboard



Prototypes



Personas



Context Emotional
Eating

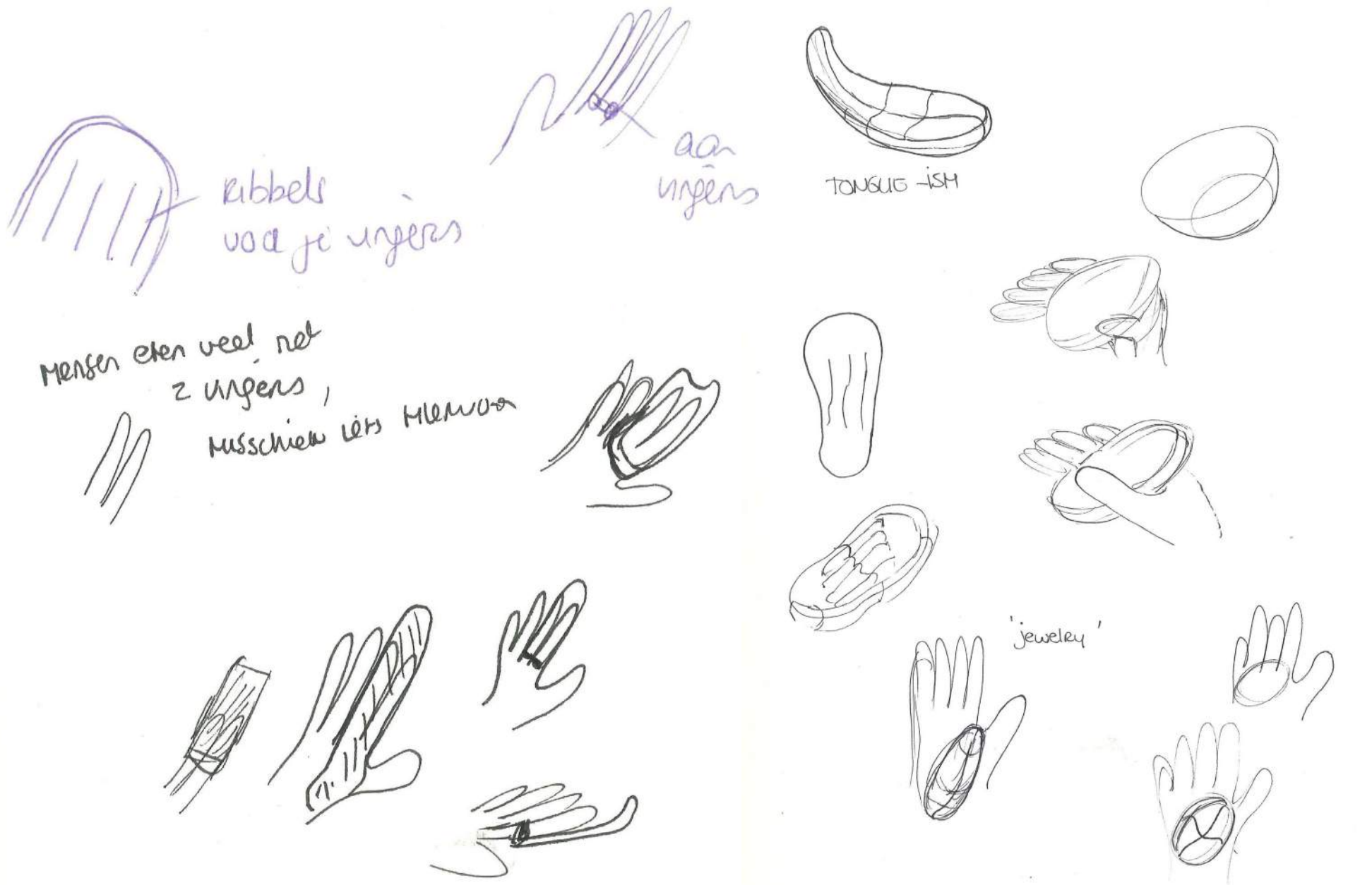


Glove Research



Interaction Prototyping

Drawing



Testing

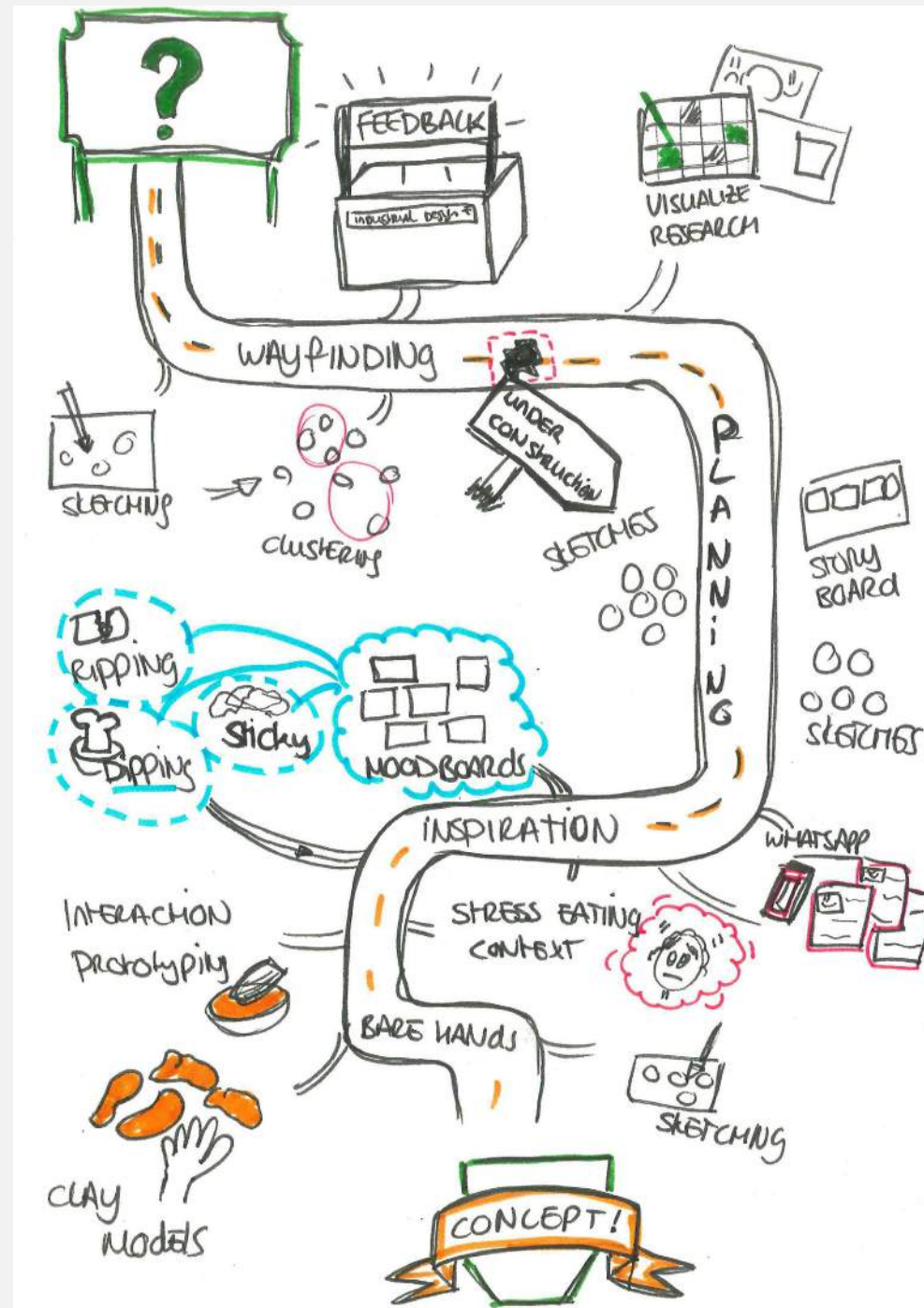


People are more in the moment

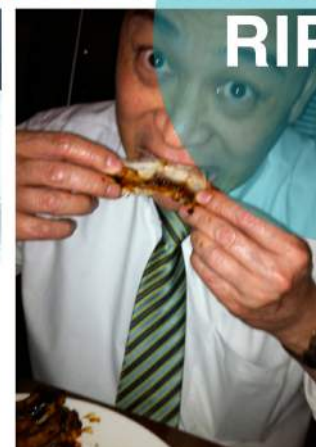


People prefer thin shapes
The models are held in different ways

Path



Design Directions







Organic

