

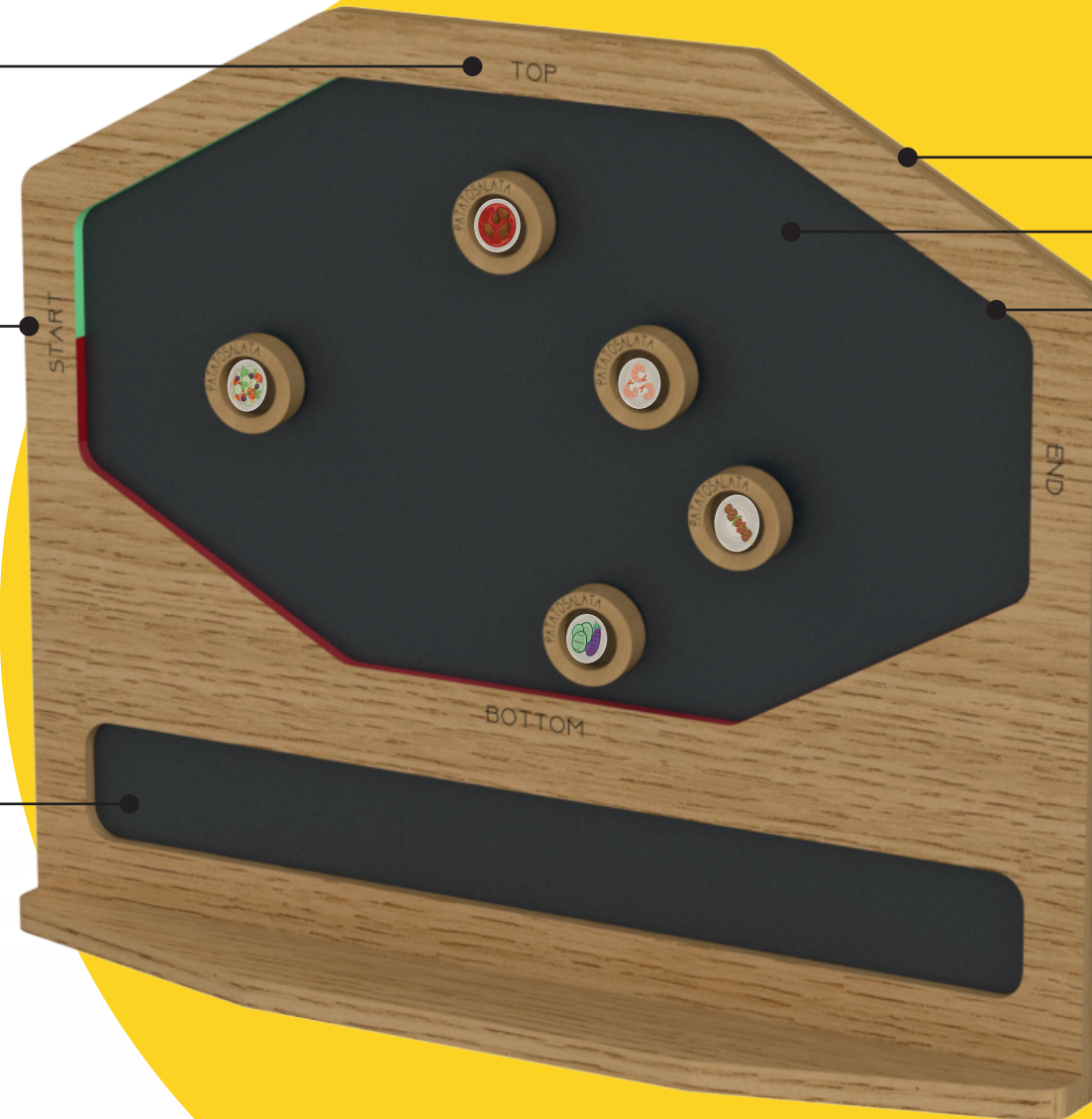
TABLE MEMORIES

Aims to reduce the **urge of overeating** by bringing back **visual cues** of food consumed. Not only focusing on the amounts, but moreover on what food is eaten. Shifting the focus from **quantity** to **quality**.

Top-Bottom
Vertical
Ranking

Start-End
Horizontal
Storyline

Space for
Question



Board

Chalkboard

Nudging Background

Token

Stand

DESIGN GOAL: Reduce the *urge of overeating* of young adults (20-30) while eating at an *all you can eat restaurant*.