

Theme: Wayfinding in Daily Life by curioCity

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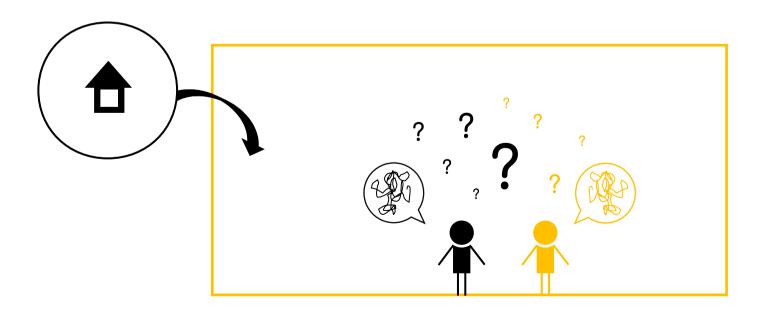
Concept_

A tourist comes to a foreign country and wants to have a good experience.

Daily life situations \rightarrow easy to manage at home, but difficult abroad.

Problems:

- Dilemma: The salesperson wants to be polite and sell the best product to the customer ↔ he/she feels overwhelmed, when the matter becomes to difficult
 - The tourist might not get the desired product
 - The tourist feels sorry for causing trouble
- Stress situation: The customer is expected to make quick decisions and communicate them ↔ lack of vocabulary
- Some things can't be explained by gestures





Concept_

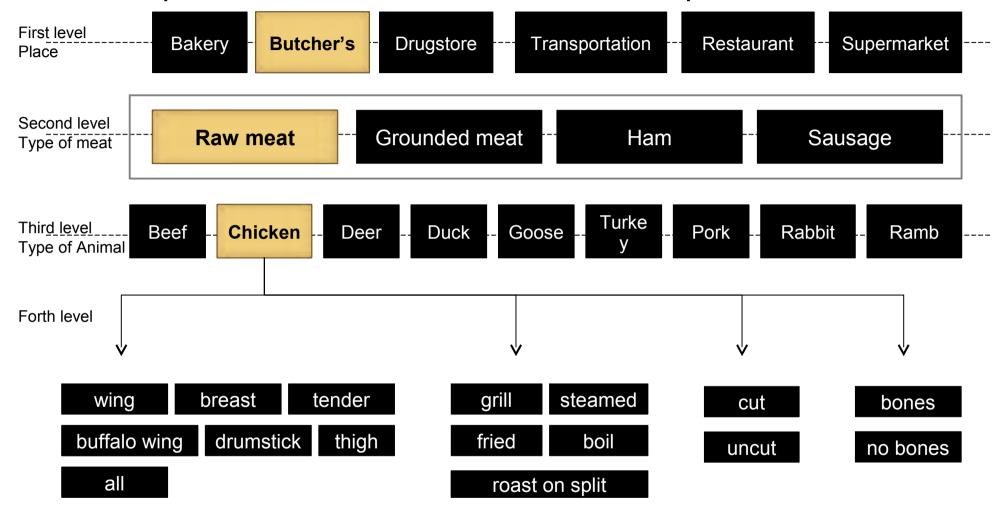
Our Solution: A collection of icons, that ...

- ...visualize the differences between the offered products
- ...can be understood without words
- ...can be learned within a short time





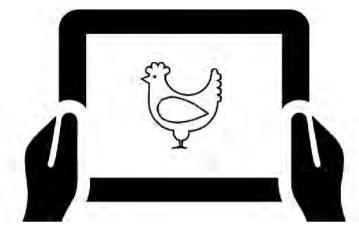
First step of the realization: We structure the products





Second step of the realization: Which media shall we choose?

- Printmedia or digital media?
- Giving an overview or show just the single decisions?
- Who provides the media? The butcher or the client?



Printmedia: Advantages

- + Sign of hospitality: Paper can be easily provided by the butcher
- + Easy to use
- + Lower Costs
- + Better distribution than digital media

Printmedia: Disadvantages

- Not enough space to show every detail (confusing)
- The user is not guided (there might be further questions of the butcher)

Digital media: Advantages

- + More functions
- + Expandable
- + A good interaction with the butcher possible
- possibility to send data/input/selection to another device
- + the user will be guided by the app
- + Comfortable for the customer and the butcher

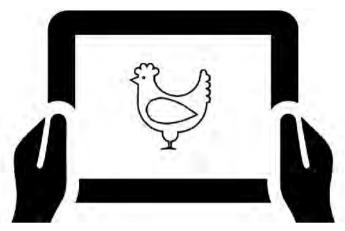
Digital media: Disadvantages

 It's unusual that a butcher provides a mobile device (the client has to provde it)



Second step of the realization: Which media shall we choose?

Our decision: an App for tablets

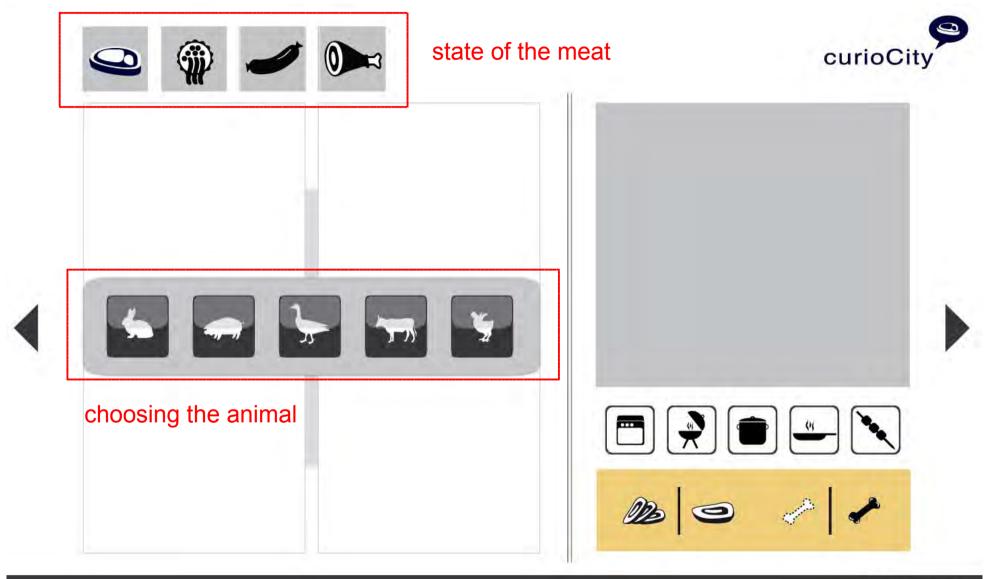


tablet: Advantages

- + More space: We can show more icons at the same time → context of the icons
- + Bigger icons: Showing the icons to the butcher, even when the counter is in between
- + Person standing next to me can follow the process of making the decisision



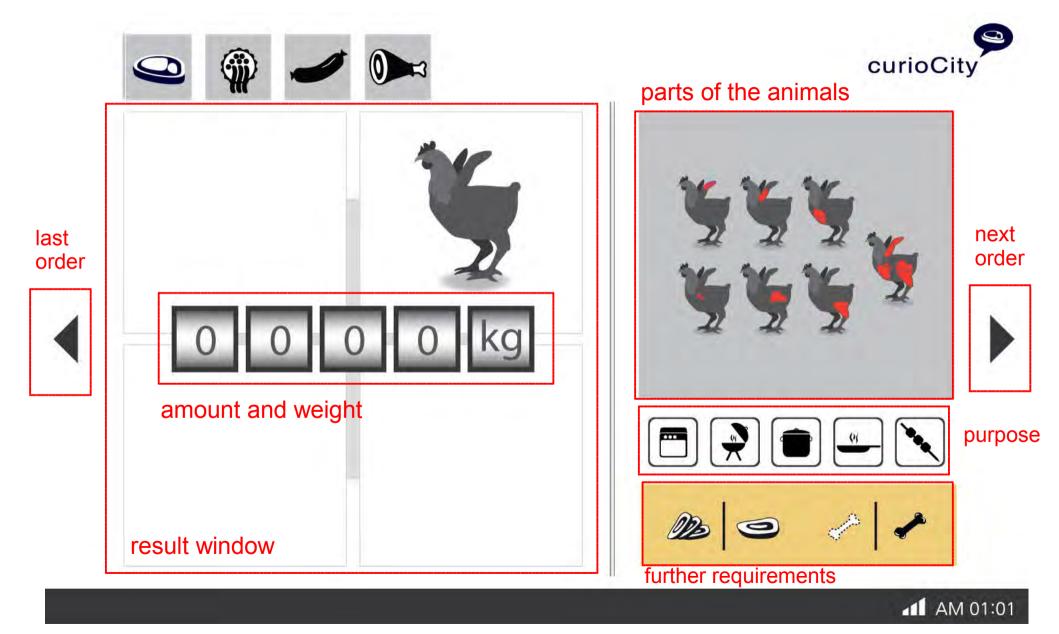
First step of the implementation: The structure of the app







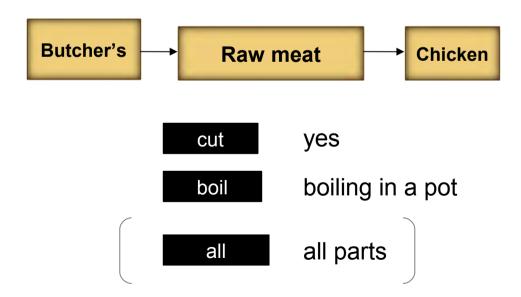
First step of the implementation: The structure of the app

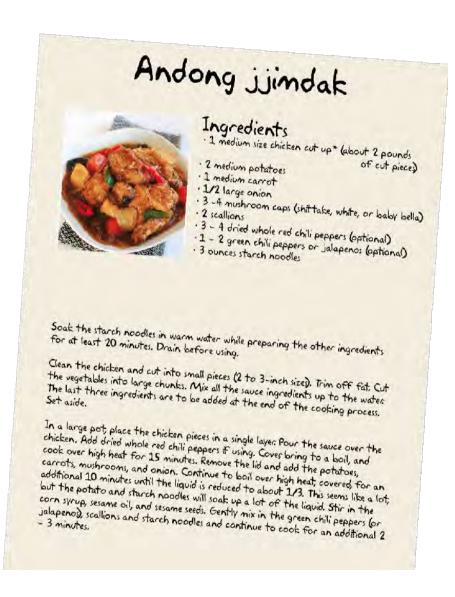




Second step of the implementation: Use cases

Min wants to cock the korean meal *Andong jjmdak*. Therefore he needs 1kg chickenmeat (cut into peaces). He's not interested in a special part of the chicken, because he knows that he can use the whole chicken. He wants to prepare it as *fry-up* (= germ. *"Pfannengericht"*) in a pot.







Second step of the implementation: Use cases

Sunyoung is going to make *Skewered Chicken* at a BBQ. She doesn't know exactly which part of the chicken is the best for this purpose.



