



Reducing Food Waste at Coop Mega in the fresh produce aisle

Zach Erjohn Kobe Gonsholt
Stela Ceaicovscaia
Siri Sollerud
Yan Jiang



Identifying the problem space



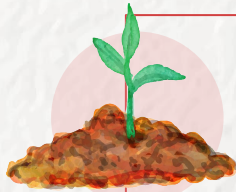
Too Good to Go Self-checkout

Automating the customer interaction with the too good to go process while promoting the service



Problem space

The bags are picked up at the end of the day when workers are too busy + customers may be unaware of the service



Expiration date bar code

A bar code that connects to a database system that contains expiration date information



Problem space

Expired goods are manually rotated which takes time and suffers from human error



Lost items container

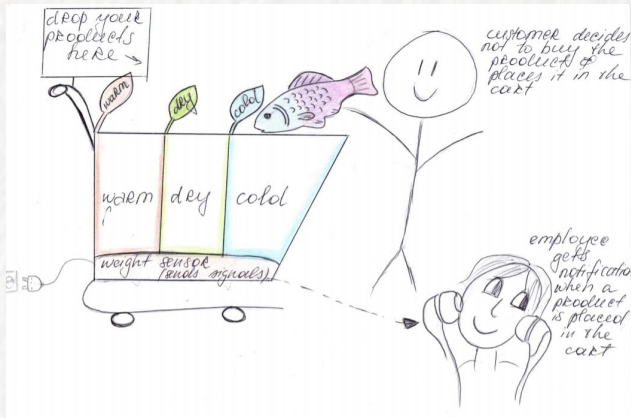
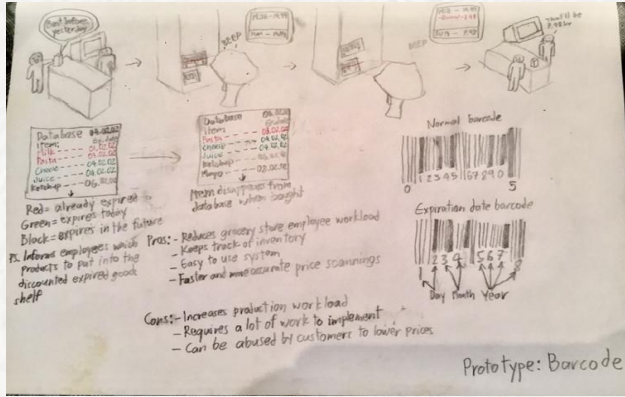
When customers leave food at random places that they didn't want after all - a container for such 'lost' items



Problem space

Customers misplacing goods which can lead to them being spoiled and/or expired

Sketches & Storyboard



Design concept

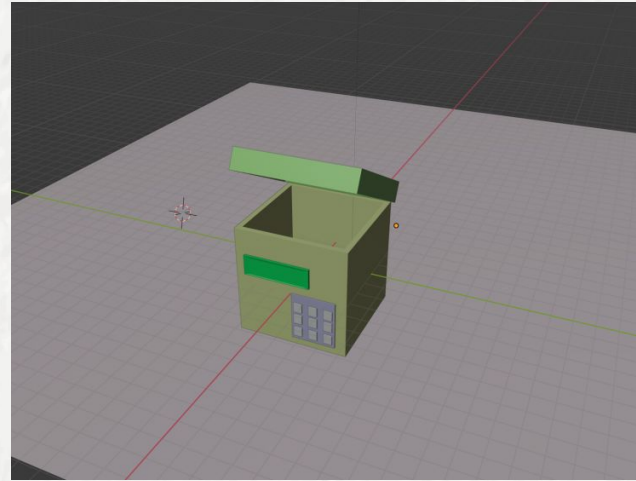
Theme: self service



Form: parcel box

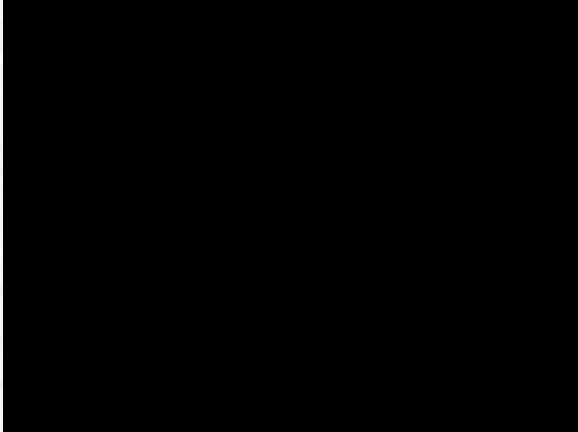


Early prototype

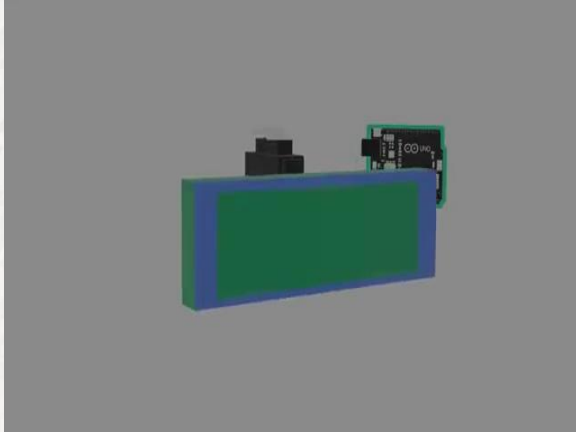


Prototype

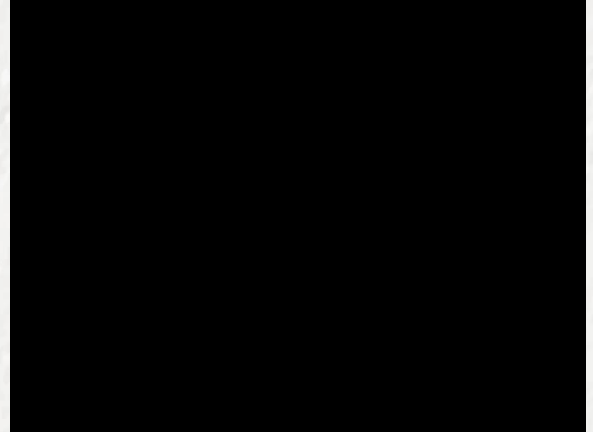
Visualising the concept



Arduino parts



Current working prototype



Evaluation



Low fidelity A/B testing

Already did this with storyboard and sketches of different versions of the self service box



Usability testing

Ask the user to perform certain task on our physical prototype



Next Iteration

- Illustrating the bigger concept
 - Compartments?
- Physical and interactive to use in evaluations with users
 - Ordered parts online
- Too Good To Go promotion/food waste information on the prototype?
- Maybe take inspiration from a previous project [Spade](#) (book pick-up at library)?





Technical challenges

Learning new tools like blender

Parts ordered online arriving late or not arriving at all

No access to advanced tools like 3D printer etc.

Arduino limitations

Questions?

