Research Paper

An Early Development Process of an Augmented Reality-Based Healthy Diet Tool Prototype

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Abstract: This paper presents an early development process of an augmented reality-based healthy diet tool prototype i.e. getting the initial requirements for the prototype. This tool is being developed using the evolutionary prototype model. Thus, the tool development will follow several complete 4-phase iterations of the prototype model. To get the initial requirements, we have analysed several existing applications that are related to diet, food and cooking. We found out that the augmented reality is not a common feature. We had also conducted an interview with one of 2018 diet challenge participants. The interviewee welcomed the idea of having augmented reality in the diet tool with a condition that the feature should be designed to accommodate the users. Therefore, several iterations will be conducted to get the best specifications for a diet tool prototype and finding the best ways to embed the augmented reality features into the tool. We will also validate with experts sets of menu, advice and instructions to be used in the tool. It is hoped that our effort will help in developing a reliable, healthy diet tool with suitable augmented reality feature.

Keywords: Augmented Reality, Evolutionary Prototype Model, Healthy Diet Tool.



1. Introduction

In 2017, Malaysia was on the first ranking of adult people that having overweight (37%) and obesity (13.3%) problems among ASEAN countries (The Economist Intelligence Unit Limited, 2017). The problems may be associated with our current lifestyle; having fast food quite frequently or having food loaded with salts, sugar, and oil, and also not moving around much with gadgets in hands [1] [2].

Most of us will find some ways to change our unhealthy lifestyle but it is highly likely that we will revert back to our old lifestyle due to many reasons. Educating Malaysian people to consume food in a healthy way or live a healthy lifestyle should be a non-stoppable journey. Most of us might need continuous motivations. Gorski and Roberto [3] had conducted a study to get different perspectives about public health policies to encourage healthy eating habits.

It is quite common for people, who wants to change their lifestyle, will simply looking for information on the internet. Massive information is available these days but not all information sources are reliable [4]. The facts that most of the diet programs available online are not reliable, can be bad, and can make people deprive and lose their intention to stay healthy are terrifying. Some of the information may be misleading or incorrect. However, there are still reliable information available online such as the Kementerian Kesihatan Malaysia [5] website. One interesting health campaign held by the official health ministry was the Healthy Plate campaign.

Having a diet tool that can suggest healthy menu accompanied with interesting state-of-art technology of augmented reality that can tell more information about the menu might be an ideal solution [6]. To educate further and also to keep people motivated, cooking instructions and professional tips can also be added. This paper presents our first few steps in developing the healthy diet tool prototype.

2. Literature Review

2.1. Definition of Healthy Diet

According to World Health Organization (WHO) [7], healthy diet is about consuming food that contains fruits, vegetables, legumes, nuts and whole grains, for example, oats, wheat, and brown rice. In a day, people must have consumed at least 400g (or 5 portions) of fruits and vegetables and other foods that contains less than 10% of total energy intake from sugar, less than 30% of total energy intake from fats and less than 5 g of salt.

2.2. Augmented Reality

Quite recently, augmented reality has been an interesting subject of extensive independent research across many fields such as education, entertainment, and decision making [8]. According to Juan et al. [9], augmented reality is a technology that able to present information that extends our physical world. It has a great potential to be used in many applications and yet to be fully explored. One of interesting augmented reality-based applications is helping users to learn interpreting the nutritional information on labels of real packaged foods as described in Juan et al. [9].

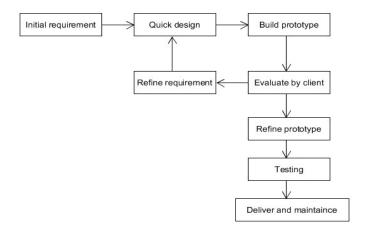


Figure 1. Evolutionary Prototype Model

3. Methodology

Our research in about developing a healthy diet tool with augmented reality features. We choose to use evolutionary prototype model for our product development. Prototype model has good potential to help us deliver a high-quality diet tool as it allows high user involvement throughout the development process (*see Figure 1*). Our tool development will follow several complete 4-phase iterations of prototype model.

Several iterations will be conducted specially to focus on getting the best specifications for a diet tool and finding ways to embed the augmented reality features into the tool, as well as validating with experts sets of menu, tips and instructions to be used in the tool. We describe the early development process as follows:

4. Initial Requirements

The initial requirements phase for the prototype development was conducted through requirements elicitation process based on these two techniques:

- a) content analysis of five existing diet tool applications, and
- b) short interview with some former diet challenge participants.

The objectives of the first technique were to gather initial features that should be considered for the diet tool, and the latter were to get initial feedback on the idea of having a tool with augmented reality features. We also took in some views on how the tool should be like.

Table 1. Early Development Activities Based On the Evolutionary Prototype Model

Phase	Objective	Technique	Expected Outcome		
Initial Requirements	To identify initial	Content analysis on	A list of basic functions		
	requirements for a diet	existing applications	suitable for a		
	tool	Interview with a diet	healthydiet tool		
		challenge former	Quality requirements		
		participant	and constraints (if any)		
Cycle 1: Menu & Tips	To develop sets of	Interview with Certified	Validated healthy		
Quick Design	validated menu and tips	Dietition	menu:		
• Build		Menu checklist	N breakfast meal		
Prototype			N lunch meal		
• Evaluate			N snack meals		
 Refine 			N dinner meals		
Requirements					
Cycle 2: User	To develop user interface	Online Survey	Validated User		
Interface	design (on paper)	•	Interface (initial)		
 Quick Design 			Design		
• Build					
Prototype					
• Evaluate					
 Refine 					
Requirements					
Several next iteration	To complete the				
	specifications before				
	going into system				
	prototype development				
	such as designing the				
	flow in the system.				

NOTE: The process will continue to iterate until the specifications are completed, then we will continue with system prototype development.

Cycle 1: Menu & Tips

Quick Design

We decided to find and analyse some menus and tips available online, for example, online articles written by Seaver [10, Gunners [11] and Zakaria [12]. We looked for menus suitable for breakfast, lunch, snack and dinner.

Build Prototype

For the first iteration, our menu suggestion was built based on menus that we can find across social medias like Instagram, Facebook, and blogs which claimed as healthy menus in the original posts. It was sorted and categorized accordingly and ready to be validated. From there, we created a checklist to be validated by experts.

Evaluate

This activity is still in progress. We have made an appointment with a dietition at the nearest hospital and waiting to meet up soon. We will show the dietition our menu suggestion and will ask the dietition to validate those menus whether they are considered as healthy and suitable for a healthy diet plan using a checklist.

Once we get the validated requirements and further suggestions from the experts and refine the idea, the first cycle of the prototype will be completed. The second cycle of the prototype will focus on the user interface. Table 1 presented the early development activities of the diet tool prototype.

5. Findings and Discussion

Initial Requirements

- Content analysis of existing diet tool applications *See Table 2 and 3.*
- Feedback from a former diet challenge participant

The suggested diet regime is 14 days. Functions preferred are those that may assist with having good and healthy diet meal including food preparation and cooking instruction. Augmented reality features can be interesting and motivational to users but must have a purpose. The Healthy Plate guidelines can be useful.

Table 2	Some Details about Existing Application
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Application	Developer/	Scope	Strength	Weakness
Name	Year			
Malaysian	Edutainment	All type of	Provides variety	
Food Recipes:	Ventures	Asian food	of Asian recipes	Limited healthy food recipes
Healthy	2019			
Cuisine,				
Nutrition				
Healthy	Dream Apps	Healthy and	Has many	Learner might choose non
Recipes	World / 2018	non healthy	category of food	healthy food recipes
		meal	recipes	
Healthy	Riafy	Quick healthy	Provide quick	Learner hard to learn step by
Cookbook	Technologies	meal	and easy healthy	step to cook because no
App	/ 2016		recipe	video cooking provided
Healthy Easy	Runtastic /	Healthy meal	Clear healthy	-
Recipe	2017		meal video for	
-			learner to learn	
Kabaq	Glimpse	Healthy and	Very interesting.	Learner hard to keep track
Augmented	Group / 2017	non healthy	AR makes	their food taken because of
Reality Food		meal in	people attracted	no nutrition and calories
		restaurant		information

Table 3. Feature Comparison among Existing Applications

Application/ Year	Menu Name	Ingredient List	Cooking Video	Instruction	Nutrition Information	Calorie Reading	Image Feature	AR Feature
Malaysian Food Recipes: Healthy Cuisine, Nutrition 2019	/	/	X	/	X	X	/	X
Healthy Recipes 2018	/	/	X	/	/	/	/	X
Healthy Cookbook App 2016	/	/	X	/	/	/	/	X
Healthy Easy Recipe 2017	/	/	/	/	/	/	/	X
Kabaq Augmented Reality Food 2017	/	X	X	X	X	X	/	/

6. Conclusion

Having a tool that can suggest healthy menu accompanied with interesting state-of-art technology of augmented reality that can tell more information about the food is an ideal idea for people on healthy diet. We have reviewed several existing diet tools available online to make sure we have considered all major functions suitable for a diet tool.

We have also interviewed a former diet challenge participant. The challenges in our project now are to make sure that only reliable information is provided in the tool and augmented feature is included in it by design.

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