



Brief yourself on the project you will critique. Take several minutes to read the project description and observe the artwork and reflect on the questions below.

Name project creator and project title: Josue Alberto

Name of designer giving critique: Nathan Yampolsky

QUESTIONS pt 1: Clarification and Intent

► *What problem was the designer trying to solve or what goal were they trying to achieve?*

The designer was attempting to solve the issue of unhealthy eating by producing a healthier environment in the school.

► *How did the designer try to solve that problem or achieve that goal?*

Josue's proposed that the menu be changed to explore more nutritious options. To the students and staff's benefit Kiosks with information would be placed near the cafeterias providing information to help promote healthy eating. Along with this would be a menu change providing more nutritious food.

► *How effective is what the designer did at solving the problem or achieving the goal?*

Solving the grand issue of obesity is no light task, but this proposal is a great step in the right direction. If everything said were to be put in effect I think that we would definitely see a change.

► *Why is or isn't what the designer did effective?*

One reason this may not be as effective as previously thought would be the fact that there are many places outside of the school to get fast food.

QUESTIONS pt 2: Digging Deeper

- *Are there any problems the designer could or should have solved, but didn't?*

Concerning the earlier statement, the designer could have incentivized the initiative somehow to make sure people are interested enough to keep eating at the cafeteria.

- *Do any new problems arise as a result of the choices the designer made?*

Though this might be a small portion of students, adding these options might turn away some people from wanting to eat at the school in general.