

SWEET TREAT

Team Members:
 Ankur Agrawal | ankurag@uw.edu
 Liz Chen | lizchen@uw.edu
 Allie Deford | allied935@gmail.com
 Chen Ye | yechen0712@gmail.com

Sponsored by:
 Department of Human Centered Design
 and Engineering,
 University of Washington.



How can we change people's behavior of taking candy in the HCDE main office, and create a fun and collaborative atmosphere?



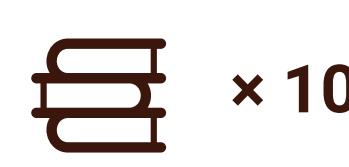
Negative Interruptions

People sitting around the candy bowl are sometimes interrupted by candy takers who tend to make justifications and comment on their behavior.



We interviewed three candy bowl managers to gain an understanding of common problems that surround the candy bowl. We also reviewed ten academic articles on the topic of behavior design and gamification.

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× 10



We quickly built out the first prototype to visualize and test our ideas for solving the identified problems. The physical parts are made of laser cut carton boards, and the digital interaction consists of three HTML games we built with existing resources. We conducted the testing at the hallway of HCDE department with seven users including students and staff.

FIRST PROTOTYPE



Refilling is a Hassle

The department thinks the bowl belongs to everyone in the office. But people only take candy from it, and complain to the office manager when the bowl is empty.

Lack of Variety

The bowl is usually filled with a variety of candy at first. But some types of candy run out quickly, leaving the less desirable ones in the bowl for a long time before they are finally selected.

What We Learned from the Users

- Challenges need to be quick and relatively easy for people to play.
- Three trays filled with candy are too confusing for people to understand their different purpose.
- Providing a candy storage box at the bottom and asking people to grab candy and refill is hard to get for people.
- Playing a game and then getting a chance to pick candy is fun.

Encourage Collective Responsibility

Make Sweet Treat easy to fill from the top and prompt current users on the screen to refill it when candy levels are low.

Enable Easy Access for a Quick Fix

An open tray contains ordinary candies for busy people to grab some candy. It also acts as a spot where people who win extra candy can share rewards with their peers.

Enrich Fun & Collaborative Interaction

A digital component with simple and collaborative games that allows users to relax or engage with others who have recently used Sweet Treat. The game updates every week to provide users with a long-term engaging experience.

Enhance Sustainable Candy Consumption

Most desirable candies are kept in a transparent drawer, and can only be obtained after finishing a challenge. Instead of providing a whole bag at once, the drawer can refill itself three times when it's nearly empty, so that all people get the chance to pick their favorite candies.



SECOND PROTOTYPE