

Pandora Charm Machine

Project Overview:

Pandora (the jewelry company) commissioned us to create a vending machine-style kiosk called the "Pandora Box of Charms." This interactive kiosk is featured in Pandora's Soho, New York store during special events. Customers can walk up to the kiosk and take a personality quiz using its built-in buttons. After answering 10 questions, the kiosk prints a receipt revealing their personality type, an image of the free charm that best matches their personality, and a brief description of the charm. They can then present this receipt at checkout to claim their complimentary charm.

My Role & Contributions:

I was responsible for developing the software for the kiosk. The original Pandora Box of Charms was launched in the summer, featuring personality quiz questions and charms themed for the season, such as palm trees, suns, and beach balls. After a successful initial deployment, Pandora tasked us with updating the kiosk's software every few months to reflect new themes which I was also responsible for.

Brief Technical Overview:

I developed this app in Unity, with the kiosk's buttons connected to a microcontroller that sent keypress signals to the PC. This allowed me to program the quiz as if it were being played with a standard keyboard. The logic for the personality quiz was relatively straightforward. Each quiz question was represented as an object containing the question text, a list of four possible answers, four personality types, each corresponding to one of the answers. To determine the user's final personality type, I used a dictionary to track how many times each personality type was selected throughout the quiz. At the end, the personality type with the highest count was assigned to the user.

