# Feedback Compilation from FCH

Nutritional Feedback	1
Design Feedback	1
Resources	1
Other Suggestions/Unsorted	2

#### **Nutritional Feedback**

It was suggested to implement a way to encourage users to eat a diversity of foods.

It was suggested to implement a color score to encourage students to eat foods with a variety of color. Something taught by a member of my table was to "eat the rainbow".

It was suggested to implement a way to account for the different ways a food is cooked since that impacts nutritional value such as if the food is raw, cooked, dried etc.

Seasonal foods, nutritional value is great - Carbon & water footprint may be political, hot topic.

Explanation of "water footprint" "xx gallons" means. Like is 20 good or bad? Is the goal to be higher or lower? Explanation of what may cause a higher/lower water footprint would also be nice. XX gallons, add # gallons = ## showers, or drinking ## cups of water, etc.

Water footprint, is that number a good number? Describe what carbon footprint is, Fun facts of why they use the carbon footprint. Add context of the water footprint.

Current watering practices of farming & how they are being innovative in reducing water footprint should be noted. Speak to local farmers to gather this information. Talk about rainfalls as water source.

Why are some foods rated at lower nutritional value than others (eg. bananas vs strawberries) -> more info & perspective so kids can make informed choices.

Calculate transportation footprint (is this included in the carbon footprint?) More info on what goes into carbon footprint, to show climate impact of nonlocal foods

Define carbon footprint - why? Banana is low but not grown here. Naming environmental impact and normalizing it just fact and to consider (emphasizing eat variety)

Add simple recipes & add the definition of items.

### Design Feedback

It was suggested to make the results page more clear as to how each individual food was contributing to the overall scores.

It was suggested to add a way to account for the footprints of local food. My table used the example that an apple grown in Oregon and eaten in Oregon is going to produce less carbon emissions than an apple shipped in from another state.

I love the colors - potentially add a achievement process, 10 healthy foods unlock french fries or an other unhealthy food?

Collecting, discovering could be a game aspect added on, collecting & discovering certain healthy foods

On the info page, color code prior

Star ranking of what? Confused because for a moment I thought the start rating was related to the color drop-down menu

On home page create a 'cheat sheet' or info sheet

Make the buttons more user friendly & encourage tinkering, specifically the serving size buttons

#### Resources

Michelle Markesteyn, PhD, MSEL would be a great resource to talk to about graphics and illustrated characters for the app. She is the Farm to School coordinator. Rootopia is a program related to Farm to School which has illustrated characters.

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## Other Suggestions/Unsorted

My table suggested that we could implement a way to connect the app to gardening and suggested a gardening mini-game.

Achievement based gameplay was suggested.

- Add avocados :)
- Have buttons have a click icon for the mouse
- Immediate reaction to the amount of water used
  - o Possibly have a comparison and say that this amount of water is normal
- Not noticing the serving size
- Add more food to the list
  - Federal database connection
- Type in tofu, banana comes up
- Location of where they're grown?
- Specify carbon footprint meaning
  - o Ex. Low = 50
- Rather than bar graph, just have stars
- Placement of bar graph
- Multiplication representation: instead of having 600 gallons, say 6 x 100
- Be a safe and accessible kid friendly site
  - Leads to other links for possible research opportunities
- Boxes are easy to read
- Link to food Hero recipes: https://foodhero.org/recipes/healthy-recipes
- Click on water footprint to explain what it means
- Specify how it is grown, does it change the footprint
- Weight between negative and positive
- Comparison to small unhealthy foods: processed food
- Unlock achievements for motivation
- Currency comparison