





# The Paper

"Waterbot: Exploring Feedback and Persuasive Techniques at the Sink"

- Authors:
  - Ernesto Arroyo
  - Leonardo Bonanni
  - Ted Selker
- MIT Media Laboratory



#### Content

- 1. Overview
- 2. Motivation
- 3. Insights
- 4. Methodology
- 5. Impact



#### Overview

- A system to inform and motivate behavior at the sink
- Persuasive techniques (instead of automatisation)
- Four prototypes
  - HeatSink
  - SeeSink
  - CleanSink
  - WaterBot



#### HeatSink

Iluminates the water stream dependent on its temperature





#### SeeSink

- tasks detected with CCD camera
- automatic temperature and flow control
- ilumination like HeatSink





#### CleanSink

#### For monitoring of hand-washing compliance.

- flashing after time
- RFID login
- connected with environment (lights, locks)





#### WaterBot

- tracks water usage
  - time
  - flow
- visual feedback
  - HeatSink
  - LED bars
- auditory messages





#### Motivation

- Test HCI in hostile environment
- Test persuasive techniques
- Test different feedback approaches



## Insights

- HCI can work in environmentally challenging places.
- Automation can be replaced by persuasive techniques.
- Some feedback approaches are better recieved than others.



# Methodology

- Seven design principles identified
  - Value-Added Design
  - Automation
  - Just-in-Time Prompts
  - Positive Reinforcement
  - Negative Reinforcement
  - Adaptative Interfaces
  - Social Validation



### Methodology

- Pilot study:
  - 10 users
  - several uses
  - reactions registered by observer



## Methodology

- User study:
  - 2 months
  - 15 users
  - community sink
  - surveys every 2 weeks



### **Impact**

#### Practical applications:

- improve safety
- improve hygiene
- conserve water

Possible foundation for future studies.





Back to search results for "LED faucet temperature"



Click to open expanded view

# Umiwe(TM) 3-color Water Glow LED Faucet Light Temperature Sensor

