





The Paper

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

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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
- Pilot study: 10 users
- User study: 2 months, 15 users, community sink



Methodology - Shortcommings

- Some data is not included.
- Lack of structure in user study.



Impact

Practical applications:

- improve safety
- improve hygiene
- conserve water

Possible foundation for future studies.





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

