

Happiness Machine 4.0

To seeks a change of the daily behavior for the people living in the China urban city.
 To inspire and boost self-confidence towards the user daily schedules.
 To influence and convince the user attitude towards happiness through the persuasive activities.
 To motivate them to achieve a deeper and sustainable happiness.

Research and Analysis

1 Top 3 Stress In China Age Group From 25 to 28 Years

1. Work
2. Finance
3. From Boss

Conceptual Design

1 Target Audience

Age: 25-28 | Chinese | Middle Class
Living In Urban City - Local / Non "City" Local

Use Scenario

- The application will inspire and boost her self-confidence towards her daily schedules
- The persuasive activities will influence and convince her attitude towards happiness



Visual Screen Design

1 Touch Page



The built-in emotional sensor and the artificial intelligence (AI) are able to sense the user mood and encourage user to smile and be happy.

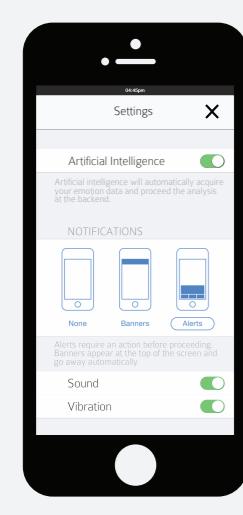
2 Landing Page



The virtual plant represent the happiness of the user. It will grow healthier if the user is happy.

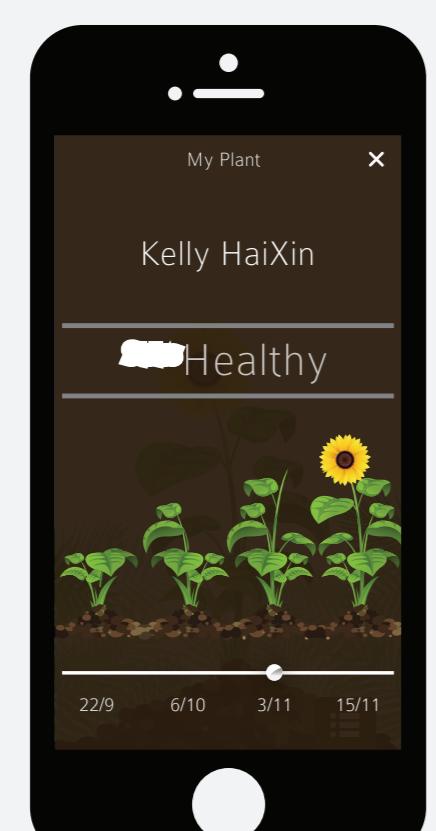
The Menu selection can be easily assess by swiping up the Menu button.

5 Setting Page



This function will enable or disable the built-in Artificial Intelligence, emotional sensor and the notifications.

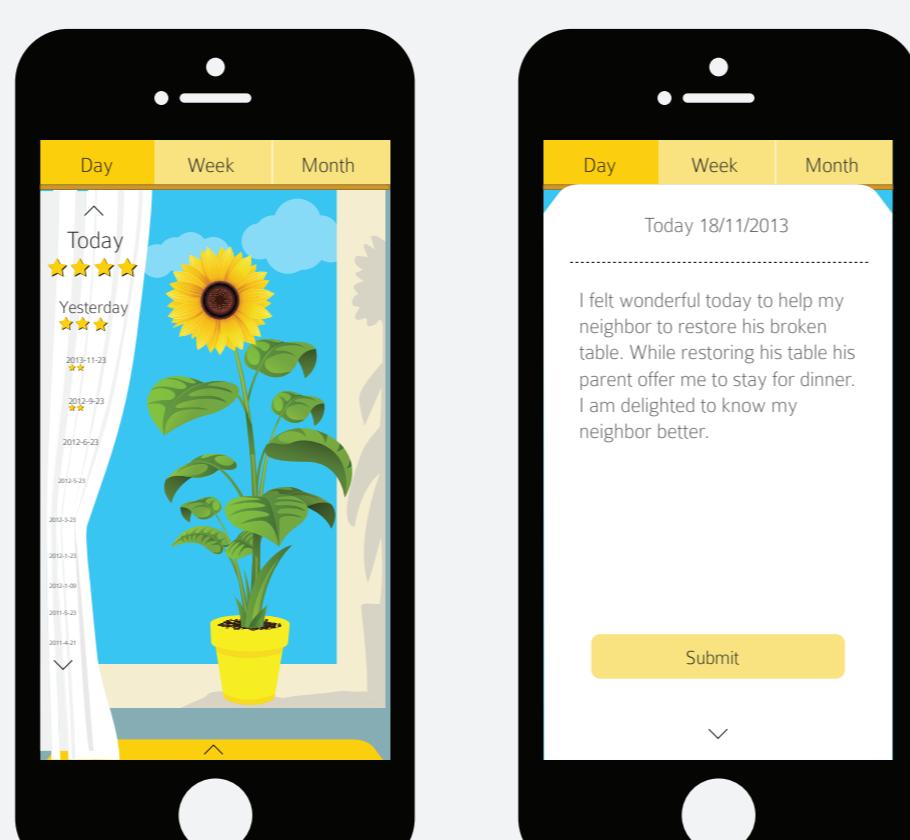
6 My Plant Page



The different stages of growth and health of the user virtual plant.

By swiping left or right you are able to view the detail stages of growing.

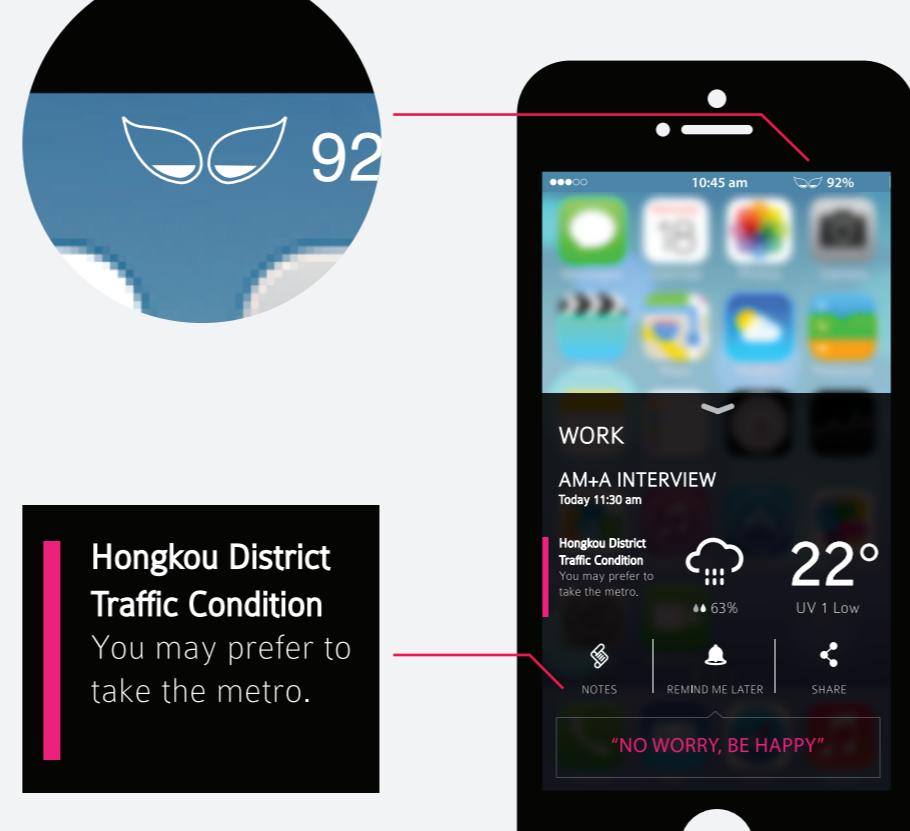
3 Good Deed



A star will be awarded every time they record and submit a good deed.

User will be encouraged and persuaded to do more deed every time they reflect on their past good deed.

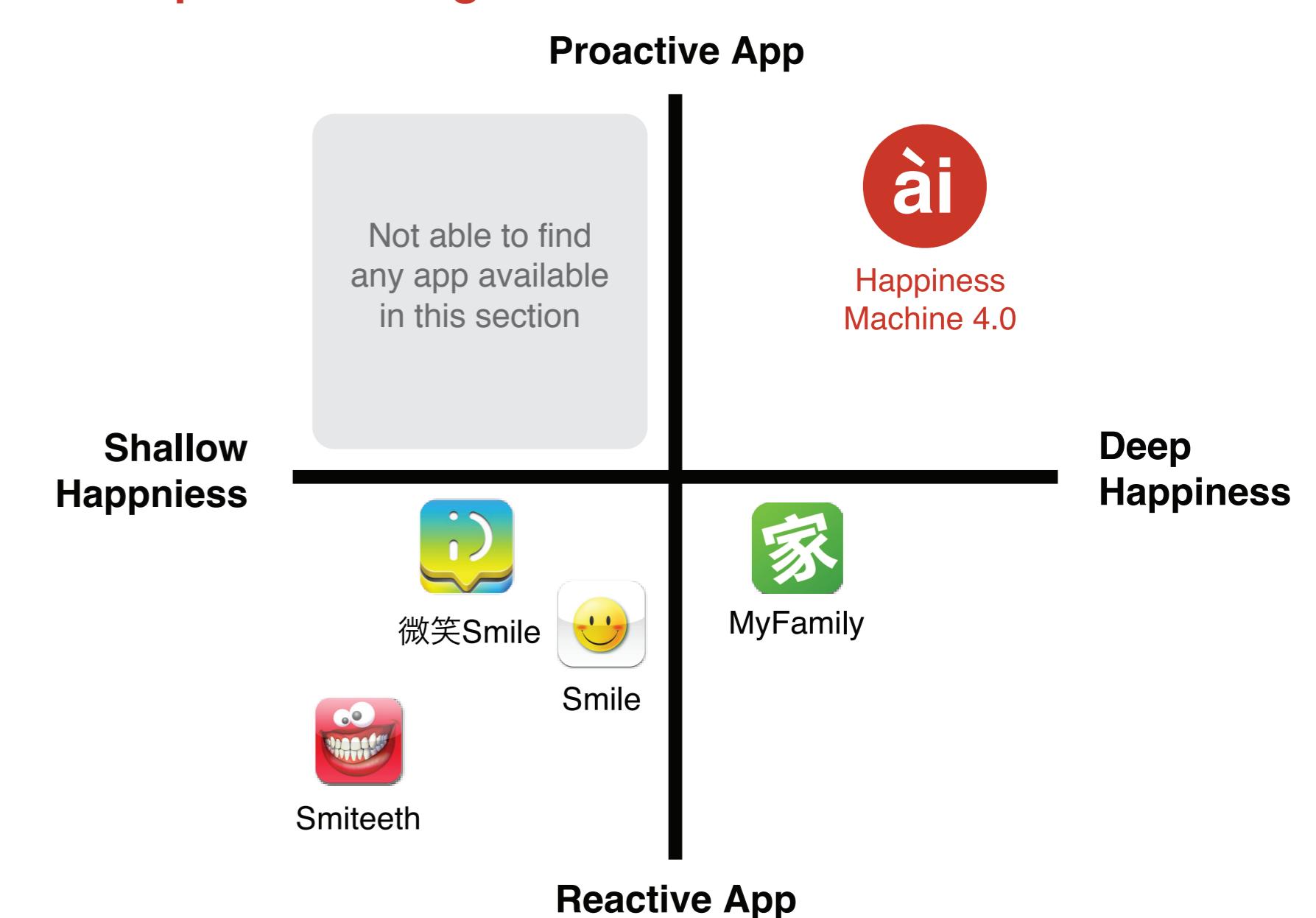
7 Notification Page



By analyzing the user prescheduled appointment type, location, weather, and traffic condition; The AI are able to recommend an appropriate suggestion and a motivational message.

User can add Notes, choose to Remind Me Later and Share the motivational message to others.

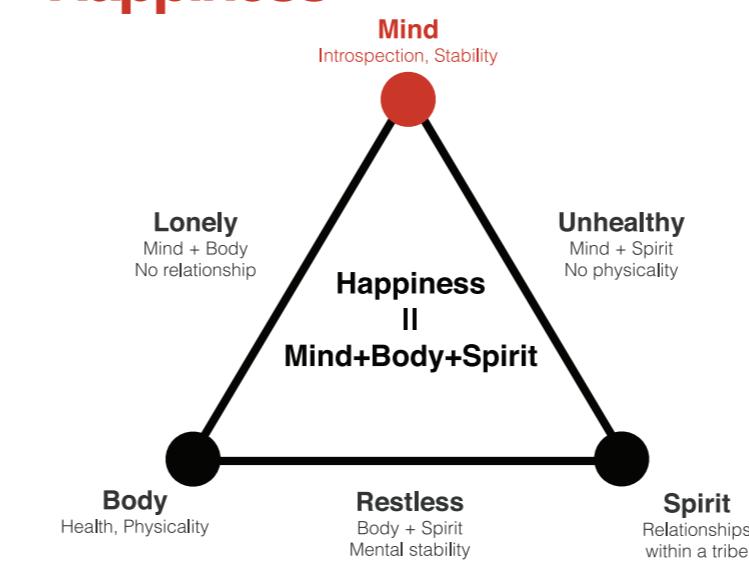
5 Market Situation: Competitive Designs



2 Scientific Ways To Be Happy

- Practices Smiling
- Sleep More
- Help Others
- Do More Exercise
- Spend Time With Family
- etc

3 Triangular Theory of Happiness



4 Technology: Motion & Emotion

The Toyota FV2

Concept automobile
Voice and image recognition
Capable to determine user's mood



Artificial Intelligence

3 Persuasion Design

5 Steps of User's Behavior Changing Process

1. Attract the user to use
 2. Motivate them towards happiness
 3. Teach them how to be positive
 4. Persuade them to pursue happiness
 5. Change their attitude towards life
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|--|--|--|---|--|
| Usability
Effectiveness
Appealing
Rewarding | Encouragement
Morale
Boost emotional
Self-confidence
Influences
Virtual Plant | Advicebox context
Artificial intelligence(AI)
with encouragement
Persuasive activities to convince user stay positive | Frequent positive encouragement
AI monitored interaction with recommended responses
Persuasive activities for better happiness management
Social interaction | Daily monitoring and encouragement
Continue to be active in persuasive activities |



4 SmileCam Page



The auto-smile detector will detect those unsmiling faces and replace their lips with the appropriate smiling lips.

User can also has the option to select their prefer smiling lips.

User can share these photos and everyone will be infected for a good laugh.

Future Development

Conduct usability tests.

Evaluate prototype.

Evaluate culture/demographic variations.

Marketing research for current trend.

Expandable Module Application.

Aroma phone for possible stress relief.