# STORYTELLER COFFEE MACHINE

*Positive Engagement in the workplace*

## GOALS:

- Take a daily task
- Create Positive engagement with this task
- Engagement with the whole office
- Make the program interesting and pretty

## HOW WE REACHED THESE GOALS:

- Daily task: *Making Coffee*
- Positive: *Have the user smile to activate the program*
- Engagement: *Have the user tell a line of story. These lines are compiled at the end of the day and displayed.*
- Pretty: *Sentiment analysis is used to display positive lines and smile rating*

## SUMMARY

*The Storyteller Coffee Machine is an attempt to make a daily chore more enjoyable and fun, and to bind a office together. The whole office is involved in the story that is built. At the end of a day or a week the story is compiled and sent to all the participants. Depending on the participants this can be funny, or weird or maybe even compelling. The content is not the point, the engagement is. Enjoying the story you helped build, speculating who added what, mostly giving co-workers a fun talking point.*

*In terms of the smile to activate implementation, users who engage with the machine will be forced to stop the daily routine, take a break, and smile. Smiling releases endorphins, lifts the spirits and immediately gives you a boost, (even if it is forced)*

*In conclusion the Storyteller Coffee Machine will make a friendlier, happier 9-5 by simply improving one daily task.*