Feedback:

Jenn:

Marble run:
Was very excited about the marble run.
Would be great to have the landfill and city composting tracks extend further out.
Trash often goes from truck onto a train and then to the landfill (will need to research this further for how Seattle does it)
She pointed out that technically, the food does not go back to the restaurant, so we might want to use a different word/ description within the circle.
What items to put on call to action: volunteer, donate, and maybe personal takeaway> sort your waste (highlight the takeaway: think about how to sort your food waste and what your impact is).

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Card game:
Likes the game; recommends using the common symbols for recycling, etc.
What happens when someone put down the wrong cards? (something to think through)

Amy:

Marbe run:
Initial question: “How do you assign the marbles to the different bins?” → Her initial impression was that we wanted to ask people to properly sort trash, recycling, compost. She thought the marbles represent trash, recyclables, and food waste.
We explained that all marbles represent food waste and we want to show the impact of throwing food waste in the different bins. She liked that idea; thinks it’s a great conversation starter. She envisions that this interactive demonstration is the first place to start and then they can take people over to some actual bins to show them how to segregate properly and to practice segregation.
Overall, she really liked the marble run and likes the idea of longer tracks for the landfill and city composting process.
In her mind, the goal/purpose of the marble run is to be a conversation starter and helpful tool to talk about R2G.
Possible ideas for bin descriptions: “Compost through City” and “Compost through R2G”

Card game:
Not quite sure who we would play the game with.
She likes the idea of having a more challenging option.
Her understanding was that you sort the cards into different piles and then check if you did it correctly.
Making the game timed would be a good way to up the energy
Overall she likes the game as is because it’s easy
She could imagine making a version that includes Boskashi related items to teach people about Bokashi (this would be more educational)
She had a lot of ideas for how to modify and expand the game based on who the audience is, this led us to the idea of setting up the design files in a way to make it easy for R2G to add to them and modify the game cards on their own for other use cases in the future.