What we built

Kindergarten motion-based game: the screen is divided into four zones, and in each round only one healthy food item falls from above. Children walk slowly to the corresponding area to “catch” it.

There is no limit on the number of participants; the score for each round is based on the ratio of players standing in the correct (healthy) zone at the moment of falling to the total number of people detected in the camera frame, resulting in 0, 1, 2, or 3 points.

Why it matters

Transform the ideas of “healthy eating” and “supporting weight control” from mere explanation into action-based decision-making, turning classroom activities into a form of light physical exercise combined with collaboration.

How we reviewed

Invite kindergarten teachers to independently use or watch the prototype and provide ratings and suggestions based on their classroom experience — focusing on aspects such as clarity of rules, pacing, classroom manageability and safety, fairness of ratio-based scoring, and willingness to reuse the system.

What we heard

The rules are generally clear, though it is recommended to begin with a demonstration round.

A preview time of 3–5 seconds is considered more stable; for older children, slightly longer durations may be appropriate. The falling speed could also be slowed down a bit.

The ratio-based scoring is viewed as acceptable, but a waiting area and clear camera boundaries are necessary — otherwise, non-participating children entering the frame may inflate the denominator and affect fairness.

The game’s educational value is well recognized, as it helps children distinguish between “healthy” and “unhealthy” foods.

What we changed

UI: Highlight or outline the healthy food items; enlarge the countdown numbers; and display two constant on-screen prompts in the corner:

1. Score = Number of players in the healthy zone / Total number of people detected in the frame
2. Current detected participants: X

Pacing: Set the default preview time to 4 seconds (adjustable to 3 or 5 seconds); slightly reduce the falling speed.

Teaching script: Add a demonstration round, and establish fixed verbal cues —  
“Look up → Walk slowly and give space → 3-2-1 Drop → Freeze.”

Ops guide

The waiting area should be outside the camera frame; non-participating children should remain in the waiting area.