The speculative technology I chose to do was an Emotiometer. Essentially what it does is measure your emotions throughout the day just like a fitbit will measure the amount of steps you take, your heartbeat and calories you burn. So in many ways it is a emotion bit. For my project I chose to focus my technology on the younger generation (mainly ages 13-30) because I felt that personally nowadays, especially for younger people it is hard to keep in touch with our emotions. Oftentimes younger people struggle to be vulnerable with people and struggle to show their real selves. This can be seen in the younger generations' fear of relationships as most people tend to "hookup" with people out of fear of getting into a relationship and fear of becoming vulnerable with people and showing their true emotions. My invention allows this generation to be in touch with their emotions and allows them to see how they feel in certain situations.

I personally would love to have a watch that tracks my emotions so that I could personally see how I feel throughout the day and to really narrow down on what makes me happy and what makes me feel unhappy. However I do also see how this could lead to false emotions being read as sometimes fitbits aren't accurate. This invention could also lead to people becoming obsessed with doing things that make them feel happy, I personally don't think this would be a bad thing, but I think that it's healthy to feel sad, angry, and all other emotions. On a negative side it could lead to people becoming anxious all the time and become obsessive over their emotions and force themselves to feel things that they don't feel, just to feel this false sense of happiness. This could lead to some super unhealthy tendencies. Comparing it to a fitbit I've seen people become obsessed with tracking the calories they burn and obsessed with the amount of steps they take which likewise leads to unhealthy tendencies.

In the project itself the person who plays is the main character. You get to choose your friends' names, and crush's name to make it more personal to you as well. Throughout the game you are presented with options based on the situation you are in and each option leads to a different ending. There are 9 total different endings based on the certain choices people make. In the game I wanted to make it lighthearted, funny, and interesting. To do so I tried to include some humorous endings and some very bizarre

endings as well. To keep people engaged I allowed them to choose their character's names to give more of a personal connection to the game.

For the aesthetic approach I designed all my own icons and I wanted them to resemble the idea of emojis. On every screen there are two watches that show your emotion and the other person you are interacting with emotions. I chose icons similar to emojis since I felt they easily portrayed someone's emotions without words so it made the game a little more fun. I chose a blue, pink color scheme since those colors to me make the game a little more fun and remind me of cotton candy. You can hover over all the buttons to see which option you are about to click which allows for easy interaction with the user. As for each ending I wanted to include a drawing to make it a little more fun as well. Since the stories are a little PG-13 rated I think my audience would be roughly the ages 13 - 30. It is a game geared towards younger people but there are some stories that are a little inappropriate for anyone under 13.