

Interview Questions / Notes

- Please tell us about your app idea?

NICOLE:

Working on project looking at household consumption of food energy and water.

Connected in interesting way. Not just consuming food, also water consumption. Called FEW in research. Complex interconnected system. Understanding what ordinary people were doing in terms of consumption. Getting them to understand the connection between components. Jessica is involved in determining the complex relationship between food, energy and water consumption. What does it really mean in terms of water, energy to really consume them. Looking at households in Chicago suburb. Study is finishing up. But would be interesting to have a way for students to understand the connections. (Inspiration). Keeping the consumption costs within some limits. Game is meant for middle schoolers after preliminary conversation with teachers. Comes from USDA myplate.

YAQIRAH (Note Taker):

WALLACE: Jessica and Charles were working on a project looking at household consumption, food energy, and water. Those things together are connected in interesting ways. When you consume food water is involved in producing the food, so water consumption is involved with food collection. In this area of research this is called FEW, complex interconnected systems. Part of the project is understand what ordinary people are doing in all three of these things. Part of the project was trying to get them to understand connections between these components. Jessica in particular was involved in determining those complex relationships between food and water consumption. If buying bananas at the supermarket, how much water and energy was involved in growing and transport? The study looked at households in the Chicago suburbs and the study is finishing up currently, but one thing that would be interesting is a way for students to understand these connections, which is the inspiration for this idea for having the FEW game. The FEW game involves getting food for a family while balancing the costs and keeping consumption costs between some limits. The age range for this game is middle schoolers based on preliminary conversations with teachers.

JESSICA: Part of the preliminary idea comes from the USDA, such as MyPlate which is one of the foundations of the nutritional requirements used in the game.

- Who are the users/target audience of your app? (Revised: Is it solely for middle schoolers or can it be used in other locations?)
 - What age group?

JENNA: Middle school

NICOLE:

YAQIRAH: Middle schoolers after preliminary research with teachers. (Answered in the first question.)

WALLACE: Mainly for middle schoolers but can be used elsewhere, such as a family using it to teach their kids.

- Would this app be collecting data?
 - What data should the app collect?

NICOLE: No data collection. Gameplay will be based on data that is provided up front.

Could keep track of high scores and how many times students play for teachers.

YAQIRAH (Note taker):

WALLACE: No, not really. The gameplay will be based on data provided up front, so nothing will need to be collected during gameplay. I suppose maybe we could keep track of player's scores over time. Teachers may want a record of how many times students played and what their scores were, so just gameplay actions.

- When or where will the app be used?

NICOLE: Could be used else where, but the appropriate grade level is middle school.

Not against elsewhere, but ideally middle school. Could be used at home by families and parents.

YAQIRAH: See Who are the users/target audience.

- What information or content does the app show the user?

NICOLE: A range of food items available at the store as well as cost, nutritional value as well as environmental impacts. There will be a challenge to select a group of items that will meet the requirements.

YAQIRAH: A range of food items available at the store as well as cost, nutritional value, and environmental impacts. That's the info that the player will be presented with and then the player will be met with a challenge. For example select a group of requirements and then the player tries to meet them.

- Will we be creating the art/sound or will it be provided?
 - If we are creating it, would you like to quality check the work?
 - YAQIRAH:
 - WALLACE: Not a big priority, just need something that works.
 - JESSICA: Just need to take a look at it and say nice, don't need to go in depth.
 - If we are creating it, what style would you like it in? Ex: cartoony, pixel art, etc.
 - JESSICA: Full freedom on the style of the assets.

NICOLE:

No, we (the team) will be making it. Quality checking is not a priority. Freedom on style.

YAQIRAH: No, the team will be making it.

- Do you have any preference for what type of game the app will be? (Or an example of a similar game)

NICOLE: Optimization problem, but fun. Doesn't need to be very similar to like a fully fledged game. Maybe different aisles for the player to choose from. Click and drag into cart. There's a receipt to keep track of what you picked.

YAQIRAH:

WALLACE: There's gotta be something similar to this, it's like an optimization problem but fun.

- (Follow up) Will it be more like a video game video game or more like a simulator and less like a game?

WALLACE: Doesn't need to be a lot of supermarket action but might be fun to go to a lot of sections down the supermarket, like going down the aisles. You're in a particular aisle and the food items can be clicked and dragged into the cart, a receipt shows on the screen and it is updated as the food item is put in. The receipt can also just be a summary keeping track of what is in the cart.

- What mechanics will the app have?

NICOLE:

YAQIRAH: (Answered in asking if it should be more like a simulator or more like a game.)

- How are we scoring the user?
 - Do we create levels?
 - Does there need to be a story?
 - For calculating the cost, will we tell them did you want us to update them as they went or give them a total at the end?

NICOLE: Haven't thought about it, maybe recheck this with Wallace later. Level up there are more options, but only a few are going to fit in the bounds.

YAQIRAH:

WALLACE: I didn't think about levels, I haven't thought about how to level up or make later levels more challenging. When you level up there could be more options but only a few of them make it within the players bounds and there are a lot of ways things can go wrong, meanwhile the first ones would be easy. In principle that sounds right.

- Describe a run through the game.

NICOLE:

YAQIRAH: (Answered in the scoring question.)

- Where would you like us to get the nutritional, monetary, and environmental cost data from?
 - USEEIO Model?

NICOLE: Jessica has a revised version. Based off of the USEEIO model. This will be provided. Up to us to figure out prices.

YAQIRAH:

WALLACE: The USSEEIO Model is the beginning of a model determining costs, but Jessica has a revised version of that for use in the game.

JESSICA: Basically I took a list of the food options satisfying the nutritional requirements and selected specific grocery store items that would fall into specific food impact categories. Currently there are 25 more items but more may be added later, including the serving size. The price of the object will not be provided but the monetary value of producing/distributing the items will be provided.

- Do you have any documents such as flyers, forms, or spreadsheets that you can share with us?

NICOLE:

Don't think we need anything else. Just the one spreadsheet. -> **we will get it be the end of the week**

YAQIRAH:

JESSICA: Other than that main spreadsheet you shouldn't need anything else, as the point isn't to become masters of the database but to provide the app. So I think one spreadsheet of data should be good. I'll get you the initial spreadsheet by the end of the week (from zoom)

(Follow up) Do you have any plans for expanding this after we are done with it?

WALLACE: Some teachers have expressed interest in testing it out, but there are no needs for platforms and things like that. But keep it in mind if things go well and you want to continue developing it, perhaps rolled in to a masters project.