

Host: Jenna Byron

Question Askers: Ethan Fournier, Brandon Hosang, Nicole Wiszowaty

Note Takers: Yaqirah Rice, Siddhesh Mahadeshwar

### Scientists' Thoughts on the Walkthrough:

- It would be cool to have an option to record the scores and create charts or trends for class comparisons
- This is a great start and looks very much like Dr Daignault and Dr Wallace had imagined
- JESSICA: Do you have an example of what the feedback for the teachers would look like?
  - RESPONSE: Just the results screen, screenshots can be sent to teachers.
  - JESSICA: It'd be cool to have an option to send the full results. But it is a great start, the structure of the game is at a place similar to what they were picturing at the beginning.
  - JESSICA: How are the results sent to the teachers?
    - RESPONSE: Just a screenshot for now since there is no email server, but could look into Excel spreadsheets.

### Scientists' Thoughts on New Rules:

- I love it but wondering if there is a reason why there are only 3 options from each category (done for simplification purposes)
  - Changes could be made to ensure that the same food items are not the correct answers on every level
  - Jessica: It could be better to given students the ability to pick multiple items from each category to add more complexity for the game
  - Dr Wallace understands the reasoning behind the current level structure for this rudimentary stage, but the complexity will need to increase over time
- Asked about how we can show which categories have been fulfilled versus which categories have not been picked from
  - We have a possible design in place to encompass what the game would look like with a checklist for the chosen categories.
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- JESSICA: I love it all, but is there a reason we only have three from each category? Is it mostly simplification to be able to get it done during the class or for some other reason?
  - RESPONSE: Simplification.

- JESSICA: It would probably be better to allow students to choose multiple items per category, so it would be cool if they could choose from five options listed and have to choose enough of them to meet the requirement. I get that it adds complexity though.
- WALLACE: Yeah I completely understand the rationale but I agree that in a more advanced version of the game it would be ideal to have more options. I can see this working for a tutorial.
- WALLACE: I'm still not quite sure while going through the game, how do players know which categories they have checked off?
  - RESPONSE: Not currently a way to show besides having the categories listed on the shelf, but we do have a mockup of a way it could be implemented to make it easier for students to tell. [Show mockup]
  - WALLACE: It could also be a challenge if left until it's time to check out, then tell students what's missing.

Overall, does our implementation serve the intended purpose of educating middle school students about the FEW impacts and their food choices?

- Unsure if the current implementation is serving the purpose of educating the students on the initial goals.
- This is more of a proof of concept to see if the idea is on the right track at all.
- Tough to answer if this would accomplish the goals but it gives a great starting point for a conversation to answer if this would be an effective education method.
- Question asked, is there anything we could do to improve this app for educational purposes?
  - Dr Wallace would like to include something in the game that would explain not only how much the environmental impacts are, but also why it may be at that number.
  - Try to explain why some foods need so much more water than other items as an example.
  - "Click here to find out why" button to understand the reasoning behind certain impacts and their values
- WALLACE: I have no idea, that remains to be seen. Like Jessica said, I think it's a good first step and for this semester our goal is a proof of concept. After that, we can bring in people knowledgeable about K-12 education who can give us feedback. It's hard for either of us to answer as neither of us are experts in that area, but it is a good starting point for a conversation to answer those questions.
- FOLLOWUP: Is there anything in particular that could improve it in that respect?
- WALLACE: One thing that I think we will need to build in somehow (not your job since this semester is almost over) is to include something in the game that shows students not only that the little lightning bolt is to the far side, but shows why this food item has a huge impact. That way it could challenge students to think about impacts. It would allow them to go deeper and understand why that food needs so much water, which would be

the next step. This could be simple, with a button saying click here to find out why but then students wouldn't click it. It has to somehow be built into the gameplay.

Going along with that, does the scoring system/time make sense for educational purposes?

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Getting into final design changes, would you both like the individual items to be visually shown in the cart, rather than shopping bags? Alternatively, should there be an item in the cart that represents each myplate category?

- In this version, the UX won't be enhanced by any such changes. The way things stand, there might not be enough space or time to add in any more features.
- Dr Wallace has the opposite option
- It would be helpful to implement the changes only if it doesn't take too much extra effort/time.
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- JESSICA: In this version that wouldn't enhance the user experience, the grocery bags are fine. Maybe if we do get to a more complex next version, maybe that would help but with only one item there isn't a ton of room for confusion.
- WALLACE: I kind of feel the opposite, it'd seem more intuitive if they'd see the object in the cart.
  - JESSICA: It would be helpful, but only if it's easy to implement.
- WALLACE: Any suggestions aren't necessary for this semester, only a week left in the semester of course.
- ELABORATING ON ONE ITEM REPRESENTING EACH CATEGORY:
  - WALLACE: If that makes things easier it would be nice, since it serves the function of indicating player progress in terms on MyPlate categories. That could work kind of nicely.

How would you like users to be able to remove items from the cart?

- If there is a representation of the item that was placed in the cart, then that could be clicked on to add or remove that item from the cart (or drag and drop)
- Doing this through the receipt seems counterintuitive
- WALLACE: If there's a representation of the thing in the cart, it would be easy for players to click on it. Or maybe even clicking it and dragging it back to the shelf.
- WALLACE: Doing it using the receipt seems counterintuitive.

Knowing only a week is left in the semester, is there anything you'd like us to ensure gets done for the design?

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- WALLACE: Prepare documentation for the next group to take it over, don't focus on adding functionality. Also, we'd be interested if anyone would like to keep working on it.

Any other comments/questions?

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