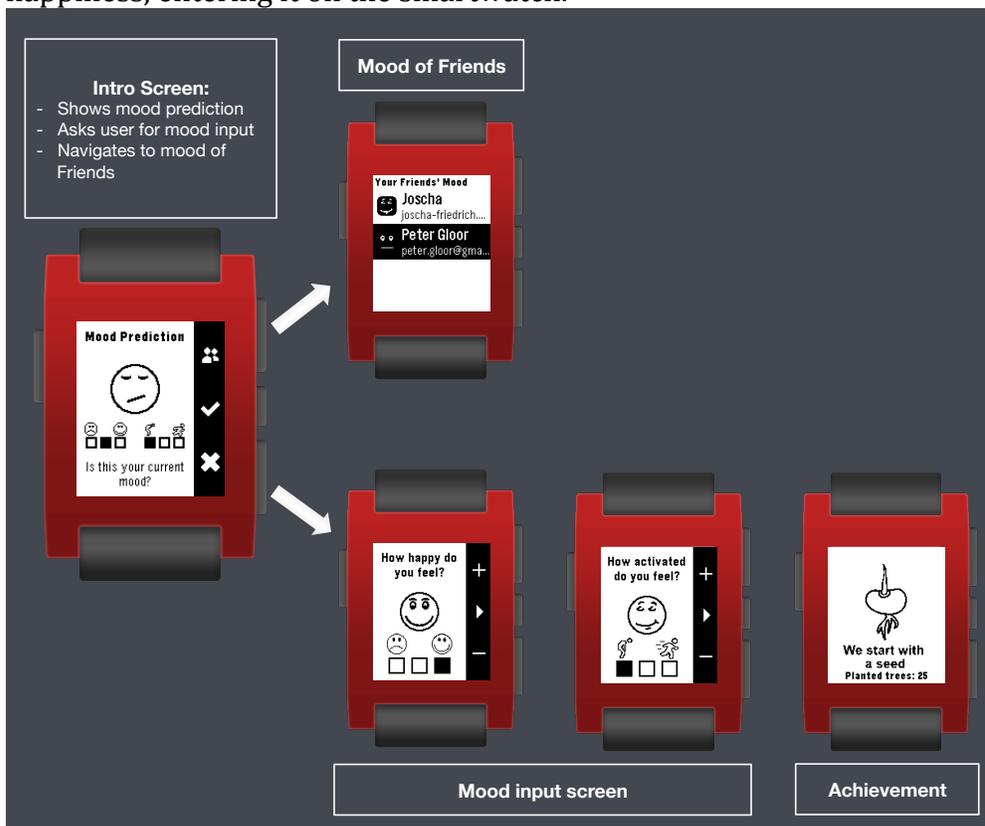


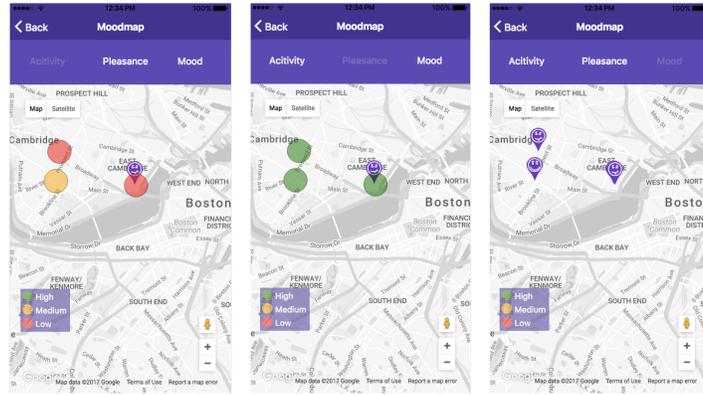
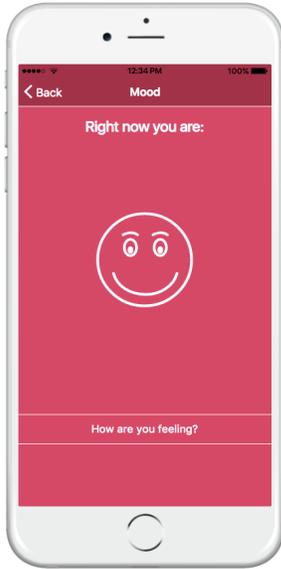


Unlike sociometric badges, which we have used in earlier experiments, the watches are designed to be worn constantly, naturally and non-intrusively, and their rechargeable batteries have robust charge length. Their displays also enable easy two-way communication to give status updates to wearers and collect their input at random times through experience-based sampling. With the happimeter users are able to track how they feel and how happy they are, for instance during an event such as a meeting, or a conference. Through machine learning algorithms, they get regular reports with insights about their happiness as well as the factors that influenced the happiness. We use this sensing system to track work group mood/interactions to increase team collaboration.

The picture below illustrates how the user can train the system with her current happiness, entering it on the smartwatch.



The Pebble happimeter app is extended with a smartphone happimeter app for iPhone and Android, which provides additional information on individual and group mood states.



Clusters locations of user and shows:  
Average activity, average pleasance and average mood

You will also get individual insights on what and who makes you happy. The screen below shows the individual insights screen available on the [happimeter.org](http://happimeter.org) Web site.

### What affects your pleasance?

#### Parameters

These parameters have the most important impact on your pleasance. The size of the parameter indicates their importance.

hour  
wind  
air pressure  
latitude var  
temperature  
humidity  
activity  
is season  
clouds  
wind  
humidity var  
latitude var

### What affects your activation?

#### Parameters

These parameters have the most important impact on your activation. The size of the parameter indicates their importance.

temperature  
humidity  
hour  
latitude var  
wind  
air pressure  
longitude var  
activity  
vms  
humidity var  
latitude var

### Who influences your pleasance?

#### People

These results are just correlations, which probably might not be true. The size of the user implies the strength.

João Marcos (negative influence)  
Shi Wei (negative influence)  
Joscha Eirich (negative influence)  
Pascal Budner (positive influence)  
Heinz (negative influence)

### Who influences your activation?

#### People

These results are just correlations, which probably might not be true. The size of the user implies the strength.

Pascal Budner (negative influence)  
Heinz (negative influence)  
João Marcos (negative influence)  
Joscha Eirich (positive influence)

Based on your trained individual machine learning model.

The screen below shows the aggregated happiness and activation levels of a team of 5 members over time accessible through the happimeter.org Web site.



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#### Pleasance



#### Activation



Our final hypothesis is that knowing about our own happiness, and what and who makes us happy, will increase our own happiness.

***Workshop organizers:***

*Pascal Budner* is a graduate student in information systems at the faculty of management, economics, and social sciences at the University of Cologne, where he also obtained his undergraduate degree.

*Joscha Eirich* is a graduate student in business administration and IT with emphasis on statistics at the University of Bamberg, where he also obtained his undergraduate degree.

*Peter Gloor* is a research scientist at the MIT Center for Collective Intelligence, where he leads a project on Collaborative Innovation Networks (COINs) as well as Chief Creative Officer of software company galaxyadvisors.

*Maximum number of participants: 40*

*Workshop length: 2 hours*