

# The Happiness Screening Tool for Business Product Decisions

## Introduction

This tool is included in this document as an example of how well-being indicators can inform decisions, with the hope that it can be adapted to help inform AI/AS manufacturers how to prioritize well-being metrics in their work.

*Provided by the Happiness Alliance ([happycounts.org](http://happycounts.org)) for adaptation.*

The purpose of the Happiness Screening tool is to give the decision maker insight into the potential impacts of a product or service on the customer's happiness and well-being based on a wider definition of happiness that encompasses key aspects of life that are necessary to human well-being.

### How to use this tool:

- Rate the product or service on a scale of 1-4 for the screening factors that are relevant. It is important that the selection performed by people who are qualified, knowledgeable, and neutral.
- Multiply the number of relevant factors by four. This is the highest possible score.
- Multiply the number of relevant factors by three. This is the neutral score.
- If the score is neutral or higher, then it passes.
- If it scores below neutral, more investigation into the impacts or rethinking the product or service is needed.

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## Material Well-being/Standard of Living

Impact on economic security of customer	Score
Likely result in net decrease in economic security for customer	1
Unknown impact on economic security for customer	2
Likely little or no effect on economic security for customer	3
Likely result in net increase in economic security for customer	4

## Governance

Impact customer's participation in democratic process	Score
Likely result in net decrease on customer's participation in democratic process	1
Unknown impact on customer's participation in democratic process	2
Likely have little or no effect on customer's participation in democratic process	3
Likely result in net increase on customer's participation in democratic process	4

## Access to Environment

Impact customer's access to nature	Score
Likely result in decrease on customer's access to nature	1
Unknown impact on customer's access to nature	2
Likely have little or no effect on customer's access to nature	3
Likely result in an increase on customer's access to nature	4

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## Environmental Quality

Pollution or degradation of the air, land or waters	Score
Likely result in an increase in the amount of pollution or degradation of the air, land or waters	1
Unknown effect on the amount of pollution or degradation of the air, land or waters	2
Likely have little or no effect the amount of pollution or degradation of the air, land or waters	3
Likely result in a decrease in the amount of pollution or degradation of the air, land or waters	4

## Family Relations

Impact on customer's extended family relations	Score
Likely weaken customer's extended family relations	1
Unknown impact on customer's extended family relations	2
Likely have little or no impact on customer's extended family relations	3
Likely strengthen customer's extended family relations	4

## Sense of Community

Impact on customer's sense of belonging to a community	Score
Likely weaken customer's sense of belonging to a community	1
Unknown impact on customer's sense of belonging to a community	2
Likely have little or no impact on customer's sense of belonging to a community	3
Likely strengthen customer's sense of belonging to a community	4

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## Volunteerism

Impact on number of customer's volunteerism activities	Score
Likely decrease in customer's volunteerism activities	1
Unknown impact on customer's volunteerism activities	2
Likely have little or no impact on customer's volunteerism activities	3
Likely increase in customer's volunteerism activities	4

## Social Support

Impact on customer's social support (friends, family and institutions to rely upon in time of need)	Score
Likely decrease in customer's social support	1
Unknown impact on customer's social support	2
Likely have little or no impact on customer's social support	3
Likely increase in customer's social support	4

## Informal Education

Impact on customer's lifelong learning	Score
Likely diminish customer's access to lifelong learning opportunities	1
Unknown impact on customer's access to lifelong learning opportunities	2
Likely have little or no impact on customer's access to lifelong learning opportunities	3
Likely improve customer's access to lifelong learning opportunities	4

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## Athletics, Arts & Culture

Impact on customer's athletic, arts and cultural activities	Score
Likely result in decrease on customer's athletic, arts and cultural activities	1
Unknown impact on customer's athletic, arts and cultural activities	2
Likely have little or no impact on customer's athletic, arts and cultural activities	3
Likely result in increase on customer's athletic, arts and cultural activities	4

## Physical Health

Impact on customer's physical health	Score
Likely result in decreased in customer's physical health	1
Unknown impact on customer's physical health	2
Likely have little or no impact on customer's physical health	3
Likely result in increased in customer's physical health	4

## Psychologically Healthy Habits

Impact on customer's acts of compassion, generosity and gratitude	Score
Likely result in customer sense of importance of acts of compassion, generosity and gratitude decreasing	1
Unknown impact on customer sense of importance of acts of compassion, generosity and gratitude	2
Likely have little or no impact on customer sense of importance of acts of compassion, generosity and gratitude	3
Likely result in customer sense of importance of acts of compassion, generosity and gratitude increasing	4

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## Sense of Worthiness

Impact on customer's sense of being a part of something bigger than themselves and making a positive impact	Score
Likely result in decreased in customer's sense of being a part of something bigger than themselves and making a positive impact	1
Unknown impact on number on customer's sense of being a part of something bigger than themselves and making a positive impact	2
Likely have little or no impact on customer's sense of being a part of something bigger than themselves and making a positive impact	3
Likely result in increased in customer's sense of being a part of something bigger than themselves and making a positive impact	4

## Psychological Stress

Impact on customers sense of uncertainty, stress or fear	Score
Likely result in customer sense of uncertainty, stress or fear increasing	1
Unknown impact on customer sense of uncertainty, stress or fear	2
Likely have little or no impact on customer sense of uncertainty, stress or fear	3
Likely result in customer sense of uncertainty, stress or fear decreasing	4

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## Time with Family and Friends

Impact on amount of time customer spends with family and friends	Score
Likely result in decreased in amount of time customer spends with family and friends	1
Unknown impact on opportunities on amount of time customer spends with family and friends	2
Likely have little or no impact on amount of time customer spends with family and friends	3
Likely result in increased in amount of time customer spends with family and friends	4

## Time for Leisure, Rest and Sleep

Impact on time customer has for leisure, rest or sleep	Score
Likely result in decreased time customer has for leisure, rest or sleep	1
Unknown impact on time customer has for leisure, rest or sleep	2
Likely have little or no impact on time customer has for leisure, rest or sleep	3
Likely result in increased time customer has for leisure, rest or sleep	4

## Productivity

Impact on customer's productivity	Score
Likely result in decreased in customer's productivity	1
Unknown impact on customer's productivity	2
Likely have little or no impact on customer's productivity	3
Likely result in increased in customer's productivity	4

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## Sense of Autonomy

Impact on customer's sense of autonomy	Score
Likely result in decreased in customer's sense of autonomy	1
Unknown impact on number on customer's sense of autonomy	2
Likely have little or no impact on customer's sense of autonomy	3
Likely result in increased number in customer's sense of autonomy	4

## Happiness Policy Score Tool scorecard

<b>Number of screening factors:</b>	
<b>Neutral score (3 times number of factors):</b>	
<b>Maximum score (4 times number of factors)</b>	
<b>Score (neutral or above pass, below neutral does not pass):</b>	