

# 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 business decisions and assess impacts, with the intent that it be adapted to help inform A/IS creators on how to prioritize well-being metrics in their work.

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

This tool is included in this document as an example of how well-being indicators can inform business decisions and assess impacts, with the intent that it be adapted to help inform A/IS creators on how to prioritize well-being metrics in their work.

### **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 is 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 user/stakeholder	Score
Likely result in net decrease in economic security for user/stakeholder	1
Unknown impact on economic security for user/stakeholder	2
Likely little or no effect on economic security for user/stakeholder	3
Likely result in net increase in economic security for user/stakeholder	4

## Governance

Impact user/stakeholder participation in a democratic process	Score
Likely result in net decrease on user/stakeholder participation in a democratic process	1
Unknown impact on user/stakeholder participation in a democratic process	2
Likely have little or no effect on user/stakeholder participation in a democratic process	3
Likely result in net increase on user/stakeholder participation in a democratic process	4

## Access to Environment

Impact user/stakeholder access to nature	Score
Likely result in decrease on user/stakeholder access to nature	1
Likely result in decrease on user/stakeholder access to nature	2
Likely have little or no effect on user/stakeholder access to nature	3
Likely result in an increase on user/stakeholder 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
Likely result in an increase in 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 user/stakeholder extended family relations	Score
Likely weaken user/stakeholder extended family relations	1
Unknown impact on user/stakeholder extended family relations	2
Likely have little or no impact on user/stakeholder extended family relations	3
Likely strengthen user/stakeholder extended family relations	4

## Sense of Community

Impact on user/stakeholder sense of belonging to a community	Score
Likely weaken user/stakeholder sense of belonging to a community	1
Unknown impact on user/stakeholder sense of belonging to a community	2
Likely have little or no impact on user/stakeholder sense of belonging to a community	3
Likely strengthen user/stakeholder sense of belonging to a community	4

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## Volunteerism

Impact on number of user/stakeholder volunteerism activities	Score
Likely decrease in user/stakeholder volunteerism activities	1
Unknown impact on user/stakeholder volunteerism activities	2
Likely have little or no impact on user/stakeholder volunteerism activities	3
Likely increase in user/stakeholder volunteerism activities	4

## Social Support

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

## Informal Education

Impact on user/stakeholder lifelong learning	Score
Likely diminish user/stakeholder access to lifelong learning opportunities	1
Likely diminish user/stakeholder access to lifelong learning opportunities	2
Likely diminish user/stakeholder access to lifelong learning opportunities	3
Likely improve user/stakeholder access to lifelong learning opportunities	4

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## Athletics, Arts & Culture

Impact on user/stakeholder athletic, arts, and cultural activities	Score
Likely result in a decrease in user/stakeholder athletic, arts, and cultural activities	1
Unknown impact on user/stakeholder athletic, arts, and cultural activities	2
Unknown impact on user/stakeholder athletic, arts, and cultural activities	3
Unknown impact on user/stakeholder athletic, arts, and cultural activities	4

## Physical Health

Impact on user/stakeholder physical health	Score
Likely result in decline in user/stakeholder physical health	1
Unknown impact on user/stakeholder physical health	2
Likely have little or no impact on user/stakeholder physical health	3
Likely result in improvement in user/stakeholder physical health	4

## Psychologically Healthy Habits

Impact on user/stakeholder acts of compassion, generosity, and gratitude	Score
Likely result in decrease of user/stakeholder acts of compassion, generosity, and gratitude	1
Unknown impact on user/stakeholder acts of compassion, generosity, and gratitude	2
Likely have little or no impact on user/stakeholder acts of compassion, generosity, and gratitude	3
Likely result in increase of user/stakeholder acts of compassion, generosity, and gratitude	4

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## Sense of Worthiness

Impact on user/stakeholder sense of being a part of something bigger than themselves and making a positive impact	Score
Likely result in a decrease in user/stakeholder sense of being a part of something bigger than themselves and making a positive impact	1
Unknown impact on user/stakeholder sense of being a part of something bigger than themselves and making a positive impact	2
Likely to have little or no impact on user/stakeholder sense of being a part of something bigger than themselves and making a positive impact	3
Likely result in an increase in user/stakeholder sense of being a part of something bigger than themselves and making a positive impact	4

## Psychological Stress

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

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## Time with Family and Friends

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

## Time for Leisure, Rest and Sleep

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

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## Productivity

Impact on user/stakeholder productivity	Score
Likely result in decreased user/stakeholder productivity	1
Unknown impact on user/stakeholder productivity	2
Likely have little or no impact on user/stakeholder productivity	3
Likely result in increased user/stakeholder productivity	4

## Sense of Autonomy

Impact on user/stakeholder sense of autonomy	Score
Likely result in decreased user/stakeholder sense of autonomy	1
Unknown impact on user/stakeholder sense of autonomy	2
Likely have little or no impact on user/stakeholder sense of autonomy	3
Likely result in increased user/stakeholder sense of autonomy	4

## Happiness Screening 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>	

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