

財ゲームを行ってもらった。

FUN has many group works. So, Group A wanted to improve group work. We thought that cooperative behavior would increase by the understanding each other. We had the subjects conduct public goods game in order to obtain cooperative behavior.



人間は音楽を聴くことで行動に変化が起きる。そこでグ ループBは、音楽を使って大学内の環境の改善ができる のではないかと考えた。我々は、売り場の混雑解消と売 り上げの変化についての実験を未来大の購買で行った。 指向性スピーカーを使い、おにぎり・お弁当類の棚の前 を通りかかった人にのみ聞こえるように音楽を流した。 Humans change behavior by listening to music. So Group B thought that music could be used to improve the environment inside the university. We conducted an experiment about relieving congestion of a selling area and change in sales in FUN cooperative store. We used a directional speaker and played music that sounds only to those who passed in front of rice balls and lunch box shelves.



—— 実績 Performance

