

# Additional Ideas

Kids Inventor



# Idea - Sexist Arm Wrestling

**Name** : Sexist Arm Wrestling

**Goals** : Goal 5 - Gender Equality

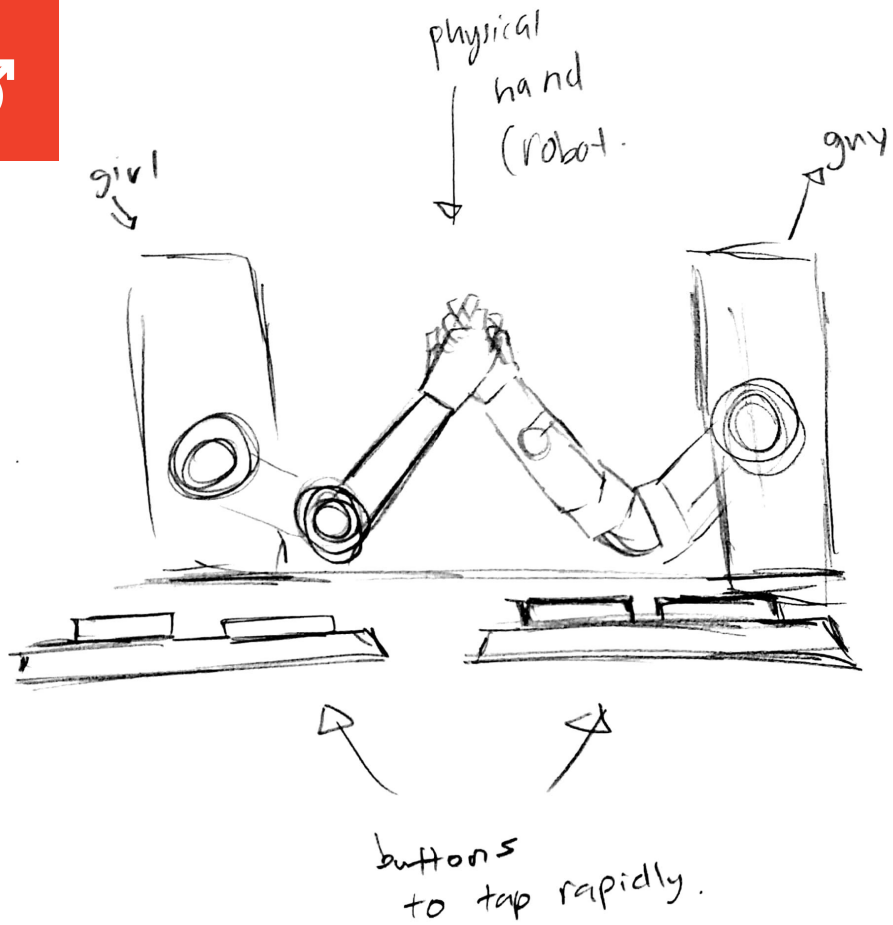
**Awareness** : Let the target audience know that FEMALE got treated unequally

**Idea** :

- Create two robot, one FEMALE and MALE with the arm holding together ready to wrestle.
- 2 audience will competing on a small table, both standing side by side.
- The result will always shows that MALE wins even though FEMALE wins the battle.
- It will create an awareness to the public about Gender Equality.

**How Does It Work?**

- User/audience be given instruction to rapidly tap the buttons in front of them to activate the robot and wrestle.
- We will programm the winner to always be FEMALE if either any sides win but it will project to be MALE that wins. Eg “This round is not counted, so MALE WINS!”
- After that, the small table will show some informations of gender equality to tell the audience that FEMALE got treated unequally



Projection mapping to show the result

### Installation



# Idea- Touch Me, Feel Me

**Name** : Touch Me, Feel Me

**Goals** : Goal 5 - Gender Equality

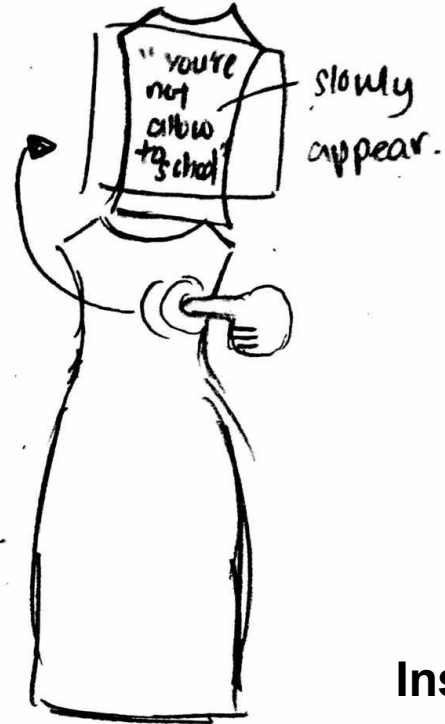
**Awareness** : Let the target audience feel the deep inside of the girl

**Idea** :

- Create a statue will very brightful smile
- When someone touch her, some message or convo will appear
- Create awareness to let people know more about gender equality and see how women being treated.

**How Does It Work?**

- User/audience can only touch the statue, then when the statue sense someone touching. Some sentence will appear from the place they touch
- Basically sentence that's rude enough that the women always face.



Installation



# Idea - Water Treatment Plant

**Name** : Water Treatment Plant

**Goals** : Goal 12, Goal 6

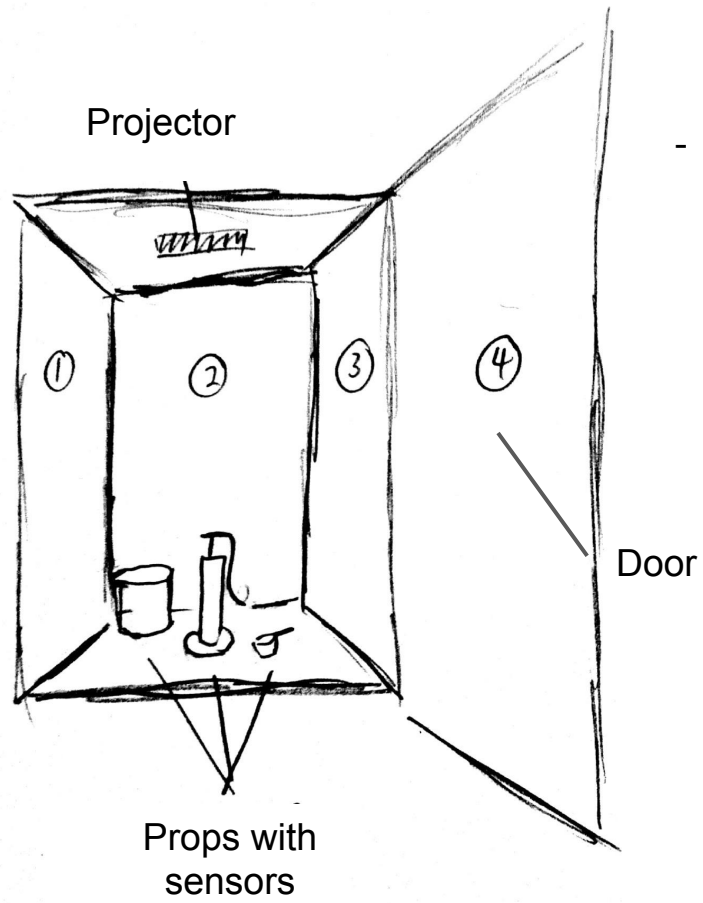
**Awareness** : To create awareness about the importance of water, and how lucky are we here right now having water to use.

**Idea** :

- A room with water treatment plant as a reference for the room exterior design will be created, the interior will have 4 walls with visuals that will be projected by projection.
- The walls will be intractable where user will know the process of purifying water.
- Inside the room, they will be some interacting tools like **scoop**, **bucket**, **pipette**, **controller** that has sensors.

**How Does It Work?**

- After entering this room, the screen will have a “start”, user will have to press to start(either really wall can press or use the stuff to interact it).
- User will go through all the process of water purifying.
- User will use specific tools to get water
- During the play, suddenly the screen will black out, so user will thought is black out, but suddenly a sound will appear saying ‘Can you give me some water?’
- Then some information will show, how the people in other place cant get clean water.



- User will enter from 4, and 2 will be the main screen to interact with

## Installation



## Detail



- Image of a water treatment plant would be paste on the exterior of the room, instead of just blank.
- The art style of the overall would be 2D art style, that both the interaction and the exterior of the room shares the same art style.





# Idea - Tiny Warmth

**Name :** Tiny Warmth

**Goals :** Goal 1 - No Poverty

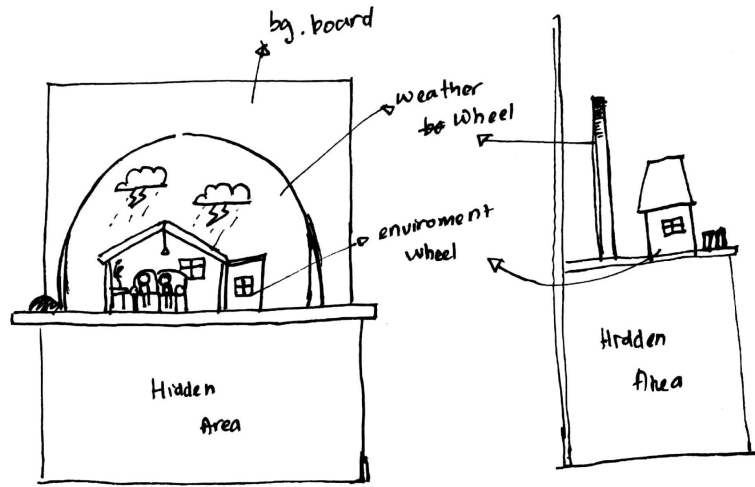
**Awareness :** Let people know about people who live in extreme poverty.

**Idea :**

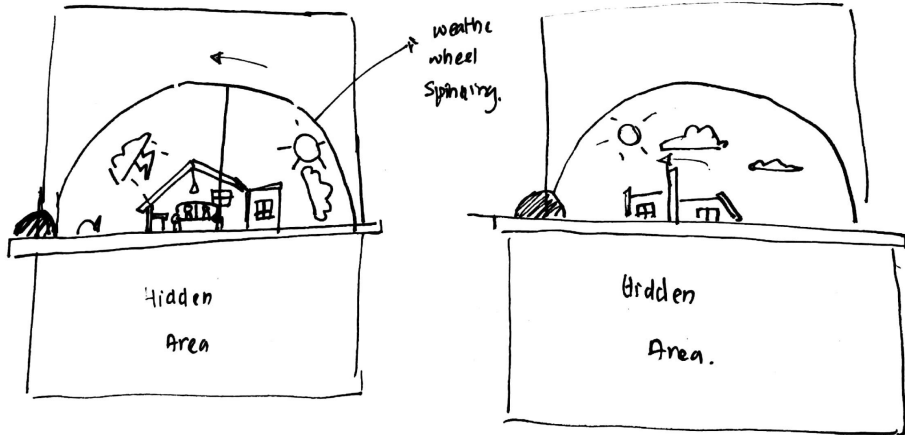
- Create a spinning wheel, a big circle(weatherboard), half raining half hot sun, another big circle(environment board) with half cozy environment, half extreme poverty.
- To show the difference between people who live in cozy environment and people who live in extreme poverty.

**How Does It Work?**

- User/audience can control to spin the weather board and the environment board
- User will get to see the changes on the board when in different environment and different weather. Eg if user spin rainy weather with cozy environment, it will show a cozy feeling but if it's in a extreme poverty, it will show the water leaking through the roof of the house.



- There will 2 spinning board, both showing half and the other half is hidden.
- User will have to spin to see the other half of the circle.
- User can choose to spin either the whole environment or the weather.



## Installation

Thank You