IDEA PROPOSAL

SUSTAINABLE DEVELOPMENT GOALS

KIDS INVENTORS



IDEA 1: PUMP IT UP

GOAL 6 CLEAN WATER & SANITATION



PROBLEM



Every year there are millions of people that lack access to safely managed drinking water.



Mostly children die from diseases associated with inadequate water supply, sanitation and hygiene.



INSIGHT



People do not appreciate water and take advantage of it because they do not know that there are people that couldn't get clean water.



TARGET AUDIENCE



Teenager or 15 years old above

People who waste water



STATEMENT OF INTENT



We want to **make an impact in people's heart** to be more grateful and let them know how lucky they are to have clean water to use. On the other hand, this issue was also because of our action that caused other people in the other area doesn't have clean water to use.

11 JULY 2018

Concept - Text-based game



There will be LED lights on the edges of the booth. The light will changes color as the game play.

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A screen will be displaying the story and user will be interacting with it through the water pump.

There will be speaker projecting the sound behind of user.

4

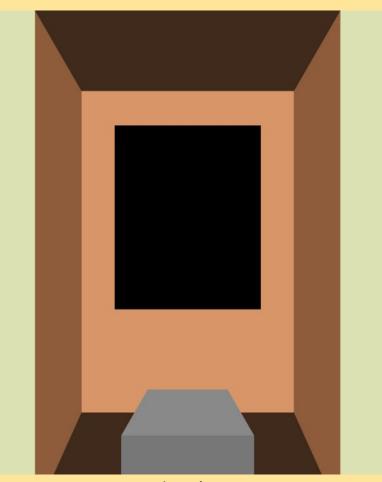
HOW DOES IT WORK?

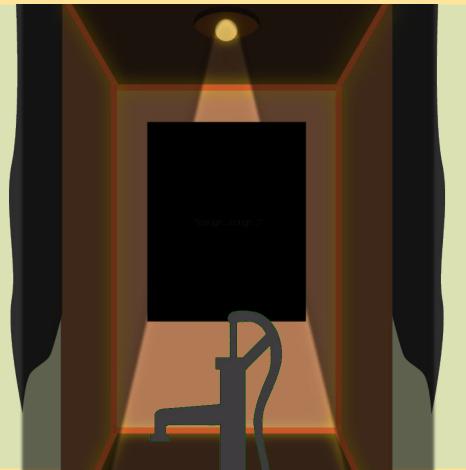


STORY



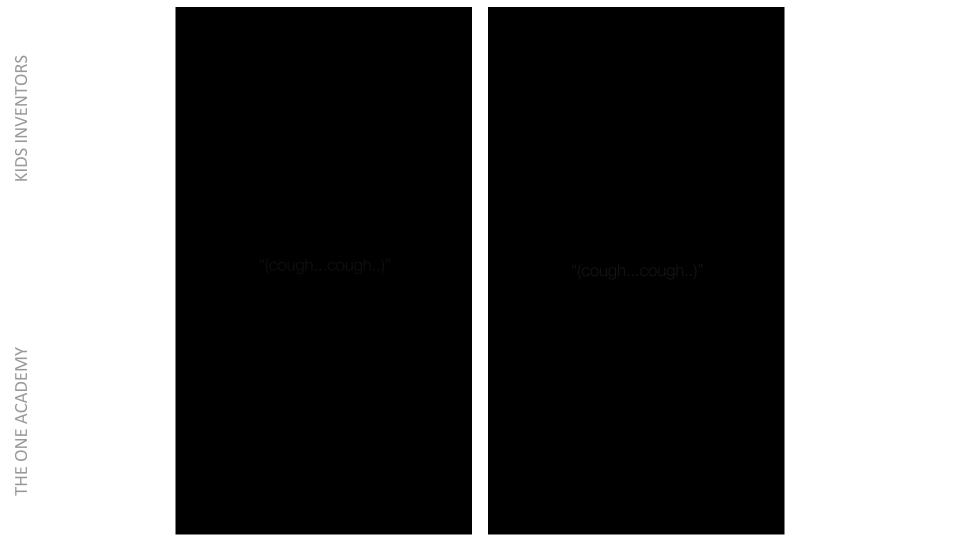
The story starts with a little boy(NPC) asking user help to find water for him because he hasn't had any water for several days, user will get the water for the little boy. Few days later the little boy(NPC) died due to diarrhoeal disease due to the polluted water.





Interior

Environment



Pump to fill the water and the graphics will be displayed on the screen

When the screen is filled, dialogue will appear

The little boy will thank you, but 10 days later the boy died

It will give the impact that the water you gave him is not clean

AUDIO SELECTION

BGM

Sad Piano Ambient by AShamaluevMusic



Cough Sound Effect



Drinking Sound Effect

DIMENSION

Room - 2.2m H x 1.5m W x 2.3-2.5m D

Pump - 0.8m H x 0.5m W x 0.2m D

Screen - 0.9m H x 0.6m W

Speakers - 0.2m H x 0.2m W x 0.2m D

Lamp - 0.1m H x 0.5m W x0.5m D

Screen to pump - 0.9m

MATERIALS

PVC - pipes & fittings

Metal rod

Screen

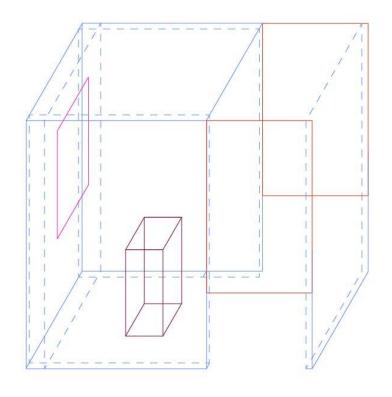
Wooden Board

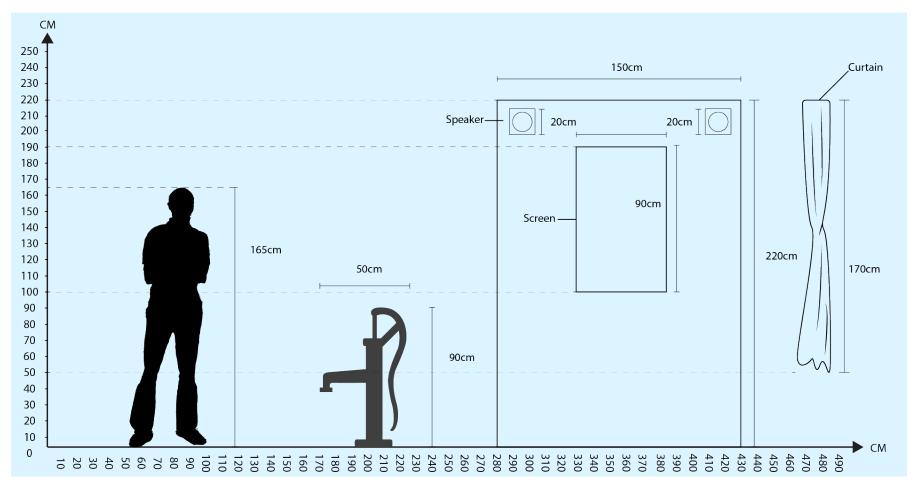
Curtain

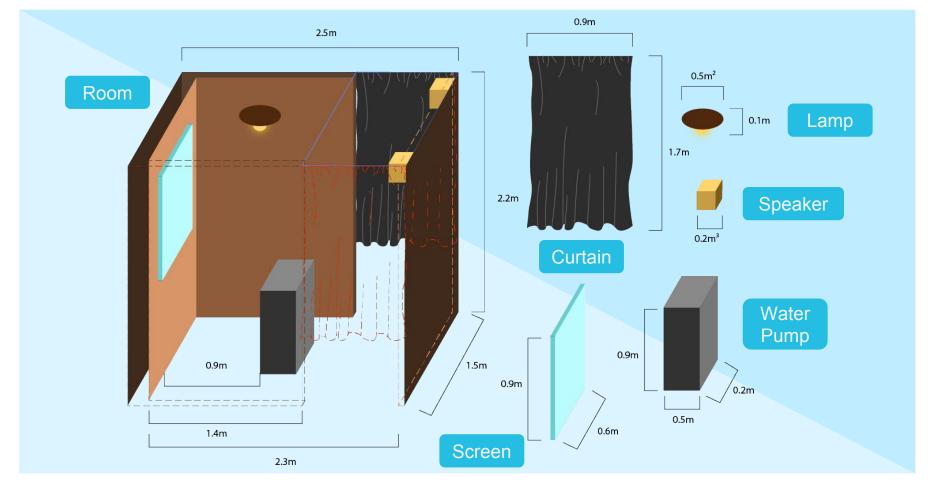
Speakers

LEDs

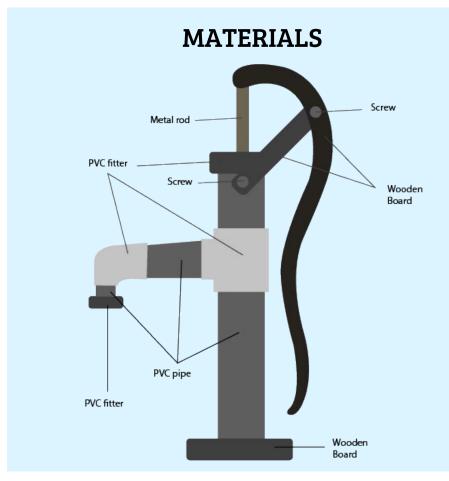
Lamp

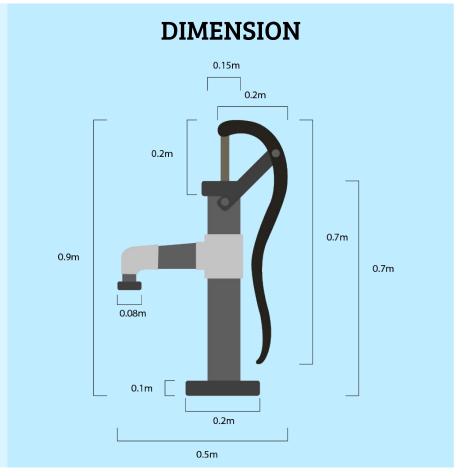










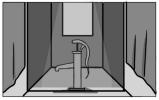




Audience will see the booth



Audience will open the curtain and walks into the booth



Audience will see the water pump and screen in side the booth



There will be an instruction for audience to start the game. A dialog will start to float on the screen as they start to pump.



Audience will be ask to help a kid to pump water from the water pump machine



And audience will start pumping the water using the water pump machine



The water level will slowly rise on the screen. Audience will pump until the water reach the top of the screen.



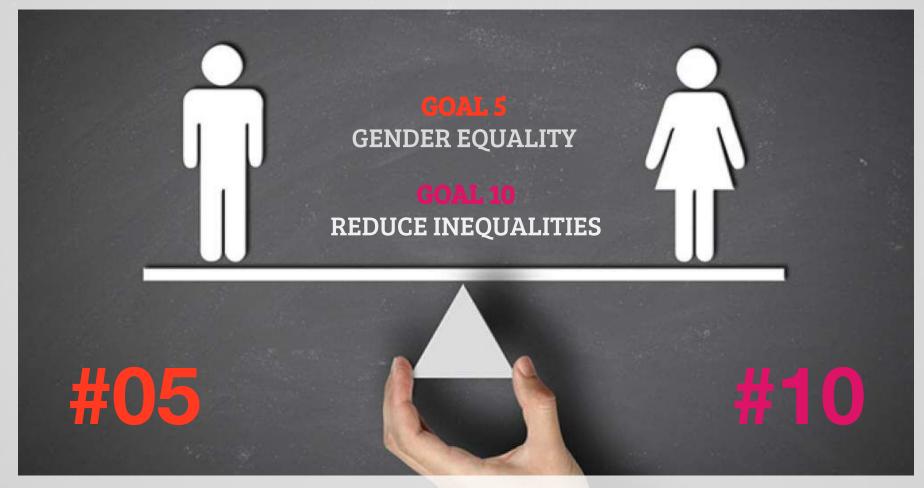
But not long after that, the screen will show a message that the boy you helped died because of the water you gave him was not clean



Audience will felt guity

STORYBOARD

IDEA 2: SEXIST ARM WRESTLING



PROBLEM



Women have been fighting for equal rights for generations, for the right to vote, the right to control our bodies and the right to equality in the workplace.



And these battles have been hard fought, but still the nation haven't seen the important of gender equality.



INSIGHT



Women have been fighting for their own right but no one is taking it seriously.



TARGET AUDIENCE





Teenagers

15 years old above

People that like to play arcade games





STATEMENT OF INTENT



Our aim to achieve is to create awareness related to this issue, and people should start noticing and be more concern about it. We want more people to start treating each other equally and not just bias on 1 side, as we are all the same.

Concept - Arm wrestling game



The artefact will be placed on a panel which in a screen that will show the conclusion of the game, that was inspired by air hockey game.

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2 robotic design arm will be created in a posture of them having an arm wrestling fight.

Some touchy message will be shown after the result is out at the end of the game.

4







HOW DOES IT WORK?

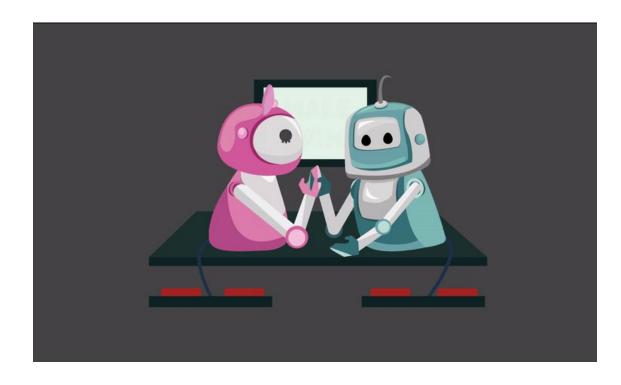
2 Player game.

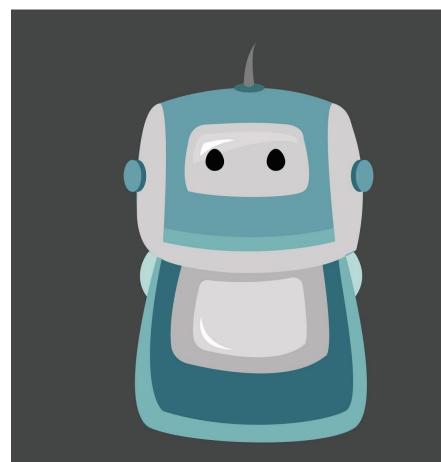
Press the buttons alternately.

It will be programme that the FEMALE robot will win.

Screen will display the MALE will win.

A message that is related to gender equality will be shown on the screen.







DIMENSION

Table - 0.8m H x 0.5m W x 0.8m D

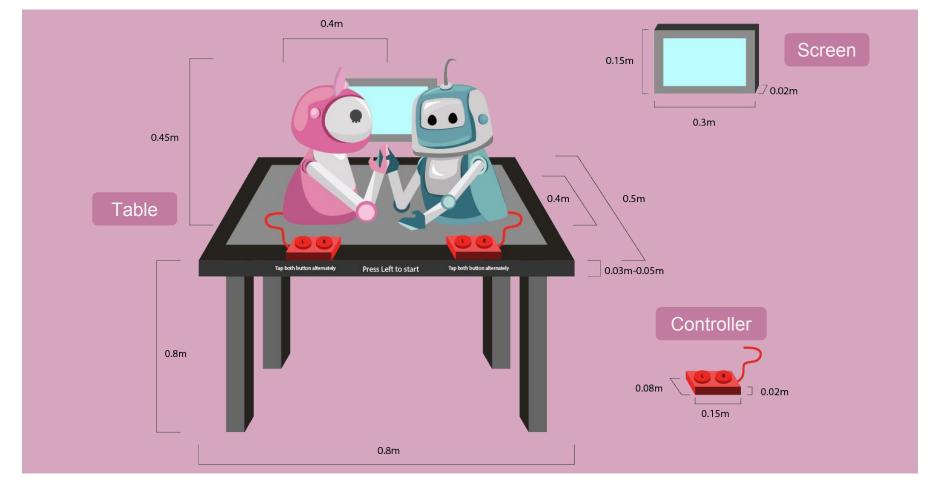
Robot - 0.45m H x 0.4m W x 0.4m D

Screen - 0.3m H x 0.002m W x 0.3m D

Controller - 0.02m H x 0.1m W x 0.15m D

MATERIALS

Wooden Board Plastic

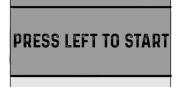




The game table will be set up in the mall. People will start to notice it and come nearer.



It will need 2 people to play the game. They will look for the instruction on the table.



The instruction will be engraved on the side of the table. Player will have to press the left button to start the game.



There will be 2 robots in a design of 1 male and 1 female in the position of arm wrestling. Players will rapidly tap the buttons on the controller alternately to control the robot arm.



The female robot will win the game.



But the result will shows MALE WINI



The message that is related to gender equality will be shown.



Players will see the message and understands the importance of gender engality.

STORYBOARD

