

KIDS INVENTORS

DEFINITION

S.A.W, aka, Sexist Arm Wrestling is a game that let the public experience the discriminatory of female based on our research in gender equality.

SDG GOALS

GENDER Equality

Achieve gender equality and empower all women and girls.

○ Goal 5 in Action ○ Explore the Targets





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.

TARGET AUDIENCE

Teenagers

People that like to play arcade games

INSIGHT

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

OBJECTIVE

We want more people to start treating each other equally and not just biased on 1 side, as we are all the same.

KEY MESSAGE

We are all the same.

CONCEPT

Arm wrestling game

2 robots will be having the design of one female and one is male in the posture of having an arm wrestling competition.

> Each player will have to press the buttons on the controlled rapidly to move the robot hand and compete with each other.

> > When the FEMALE robot wins, the screen will show MALE wins. After that, a message of "This is how woman feel" will be shown.

HOW DOES IT WORK?

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.

FLOWCHART



STORYBOARD



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 WIN!



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



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



Structure of this installation was inspired by arcade game machines and MMA fighting rings.

















The idea is to create a game machine as reference from the arcade game style with LED light.

DIMENSIONS

	Height (m)	Width (m)	Depth (m)
Installation (Overall)	1.80	1.55	1.55
Background (Screen)	1.80	0.55	0.20
Table (Ring only)	0.2 (side)	1.20 (1.21)	1.20 (1.21)
Table (Controller)	0.90	1.55	1.35 (1.34)
Robot	0.50	0.48	1.00
Screen (TV)	0.40	0.80	0.10
Controller			

MATI I

RIALS

Installation

- Wooden Board
- Wires
- LED strips light
- Speakers
- Screen (TV)
- Ring
- Wooden stick/ Metal
- Strong elastic band
- Perspect

Robot

- Wooden Board
- Wood
- Water Bottle
- Pipes
- Tin Can

Controller

- Wooden Board
- Electrical Board

MATERIALS

Wooden Board/ Stick LED strips light Screen (TV) Metal rod/ Pipes Perspect Aluminium Tin Can

CONTROLLER DESIGN



We reference from the old style controller.

The controller will be built on the structure.

ROBOT DESIGN



ROBOT DESIGN











INSTALLATION BLUEPRINT



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INSTALLATION BLUEPRINT



ADDITIONAL



ADDITIONAL



THANK YOU

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