

Dynamic Interactivity Project (Idea)

Ng Wen JUN

Idea 1 - Hand water pump

Name :

Goals : Goal 6 - Clean water and sanitation

Awareness : To let the people know the current situation of clean water and sanitation problems in the world

Idea :

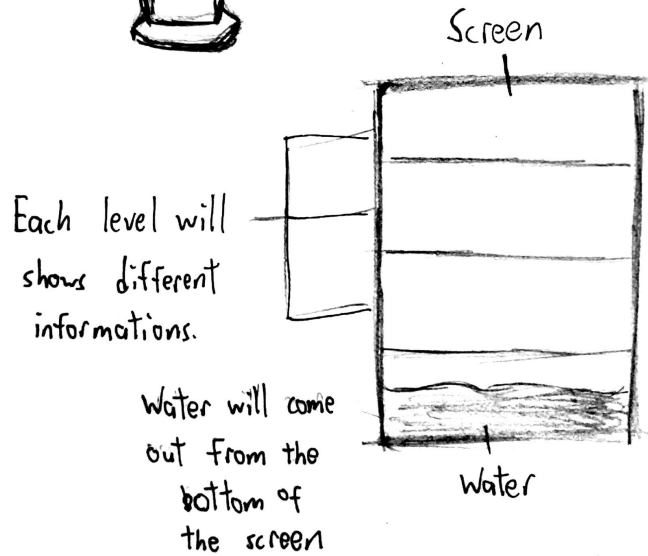
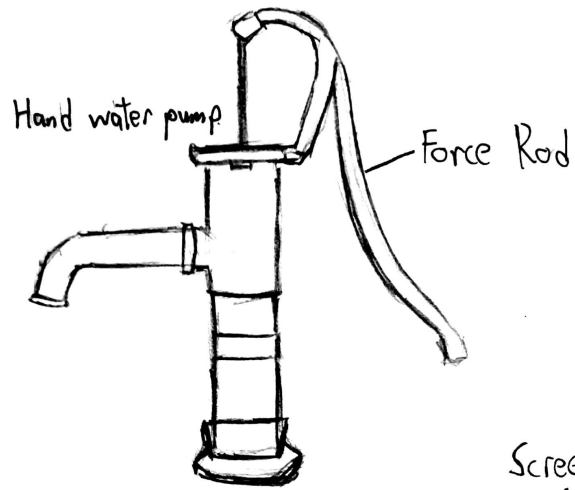
- Create a hand water pump machine to let user interact with it.
- Create awareness to let people know more about clean water and sanitation.

How does it work:

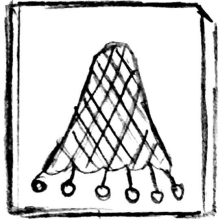
- Pull and push the hand water pump to let the graphic(water) come out from the bottom of the screen
- When the water reach certain level the informations will pop out

Why hand water pump?

- it's one of the traditional way to get safe drinking water and certain countries still hand pump to get the water.



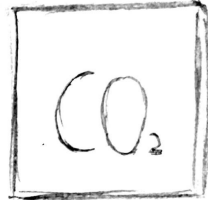
Blocks



Overfishing

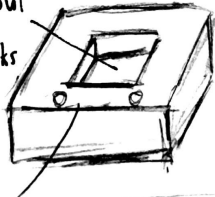


Plastic Pollution

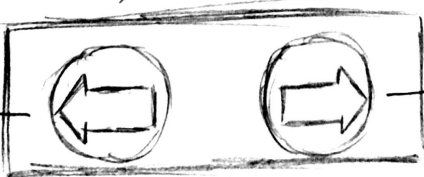


Ocean
Acidification

Space to put
in the blocks



Left button



Right button

Idea 2 : Save the ocean

Goal 12: Life below water

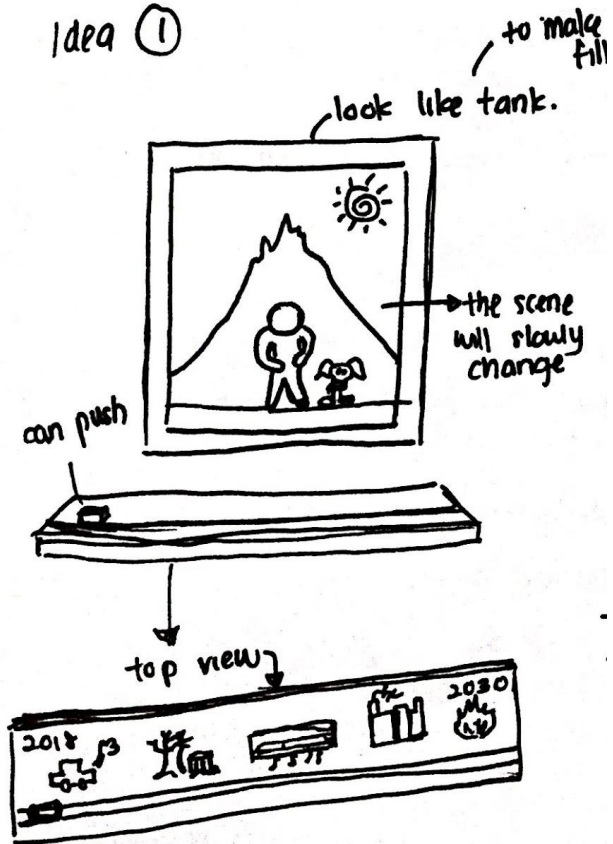
Awareness: To tell the people the current situation of marine pollutions/problems.

How does it work:

- Total of 3 blocks, each block represent one problem
 - Overfishing
 - Plastic pollution
 - Ocean acidification
- There is another box to let the blocks put inside
- When the block put into the box, the screen will show the mini game that is related to the block.

Howe Xin YU

Idea ①



Name: Can't Breath

Goals: Climate Change

Awareness: Time for us to take care the earth

How?: Push along the button then screen inside will change and the ice mountain will melt and water fill up the tank and the human and animal suffered then die .

Why:

-date(years) is to tell if we continue this for longer time what will happen

-the human and animal drown is to tell that continue this for longer time it will harm us and maybe cause us to death

Name: Earth like Sun

Goals: Climate Change

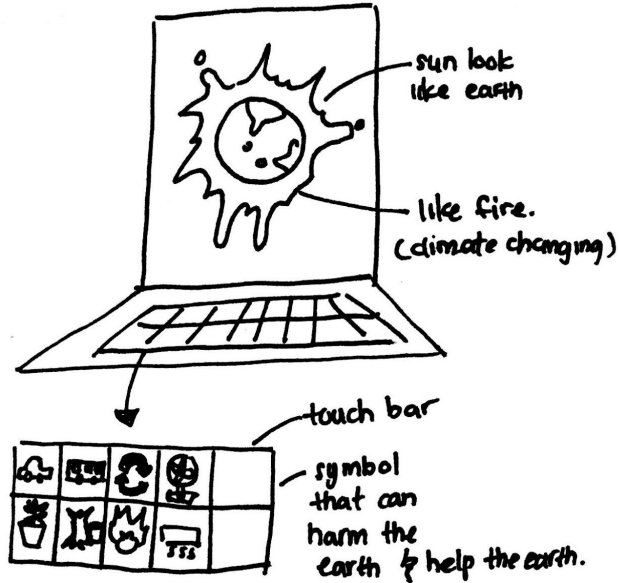
Awareness: Time for us to take care the earth

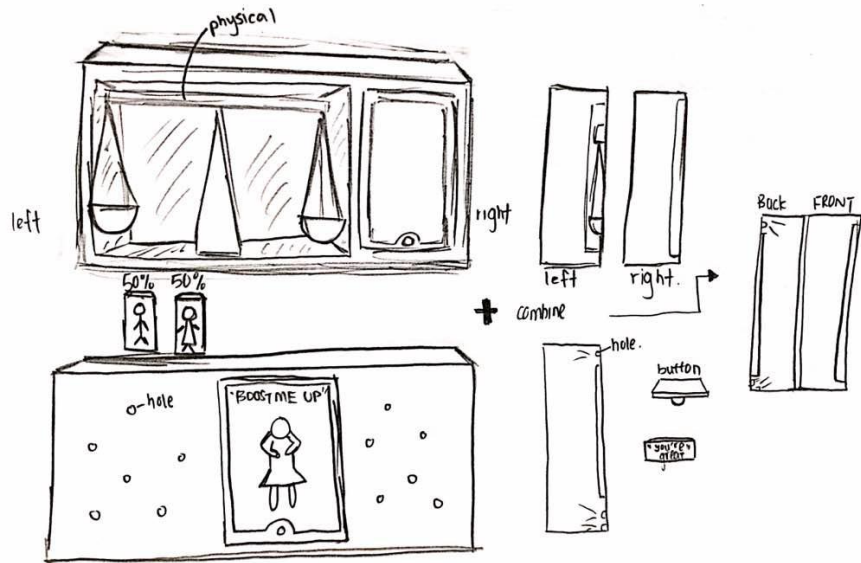
How?:

- Touch the touch bar the earth inside will have some animation like being destroy or being protected
- Button that shown the activity that destroy earth the animation of earth being burn down the ozone layer will form
- Button that shown the activity that improve the earth then ozone layer will be building up

Why:

- Greenhouse is the one that causes climate change so it somehow related to the sun and the sun like burning the earth that's why i make the earth look like the sun





Combination of two different boxes into one.

Name: Boost Me up

Goals: Gender Equality

Awareness: Let the target audience know that gender are equal, women not restricted/limit to anything.

How?:

FRONT

- Prepare something like domino printed with male and female each with same weight. (prepare few)
- let them put on the weighing scale and let them see no matter what its all equal.
- When they put to like 50% / 100% the info will be pop up on the screen beside to let them know about gender equality
- if unbalance weight then will pop up some facts of inequality gender

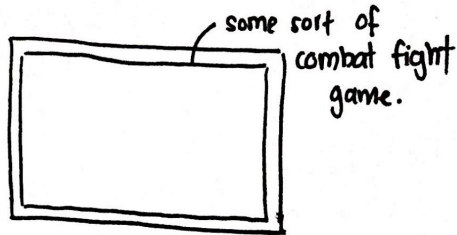
BACK

- Prepare something like button printed with good sentence inspired sentence. (prepare few)
- Prepare two set one is for the guy to tell and another one is for the women.
- When they put on the button into the hole will have a “increase” energy sound effects to make it like they’re supporting and giving chance to women.

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Goals: Gender Equality Name: Abash Your Mind.

②



wood
button

Name: Abash your mind

Goals: Gender Equality

Awareness: Let the target audience know that gender are equal, women not restricted/limit to anything.

How?:

- Ask them to choose the fighter would win the combat
- opponent in the screen will be a very muscular guy.
- When they put on the button the game animation start.
- put girl, girl win.
- put guy, girl win.
- then the screen can interact and will ask why do they think the guy can win and not the girl if they choose guy.

Why?:

Bring out the message that don't look down and label on women or girls.

Chew Woan SHAN

Idea 1 - Tiny Warmth

Name : Tiny Warmth

Goals : Goal 1 - No Poverty

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

Idea :

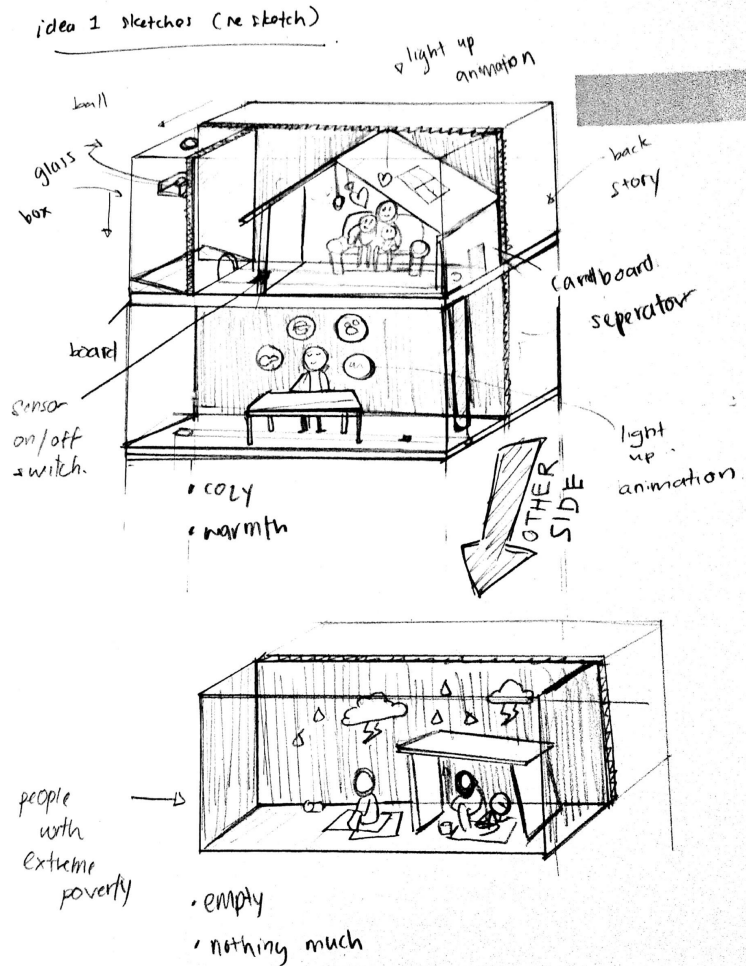
- Create a box with 6 different room, 3 living in cozy environment, 3 at back living in extreme poverty environment.
- Having user/audience to help to move the ball around the spaces to activate the animation.
- Create awareness to let people know more about extreme poverty condition.

How Does It Work?

- User/audience can only control the ball from 1 side (the cozy side) but as the ball move the animation from the other side at the back moves too.
- Audience will press buttons (depends on where the ball is at) to help the ball to move.
- Once the ball pass through the sensor area the light up animation will play.

Installation

- There will be 2 container glass box placed side by side along with a black cardboard as a divider.
- The ball will only be placed in the cozy area and will be released once the user click the button and it will slide through a given line/road and move on to the next container below.
- There will be a tube to allow ball flow down to the next stage.
- While the ball rolls through the first stage the animation at the back of the cozy stage plays too, it will show people who lived in extreme poverty.



Name: Lights

Goal 7
(affordable & clean energy)

Awareness: To tell people that there is places
on earth that ~~there could~~ did not have
electricity (enough energy to use).

message: save energy (light) by ~~show~~ a little by
little helps.

objectives: To get people to know ^{about} that SDG 7th goal
and participate / take action in it.

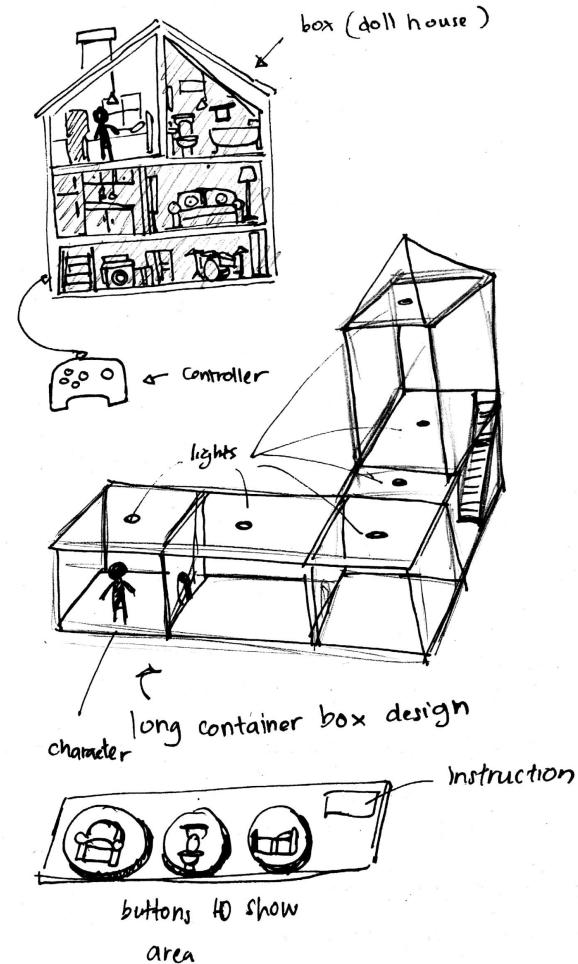
= To get people to save energy.

How will this help?

if enough energy is save

- less pollution
- Increase in chances of economy
rising?.

Idea: a doll house, user will interact by moving
the character around the house where
they will be able to see only the room
where the character is, it will light up.



Phon Wei XING

Idea 1 - Vending Machine

Name : Vending Machine

Goals : Goal 12 - Responsible Consumption & Production

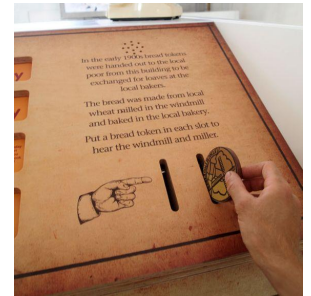
Awareness : **Save water** and be a **responsible** human.

Idea :

- Create a vending machine that allows people to interact with it
- Educate people that processing water takes a lot of work
- Create awareness to ask people to use water wisely

How Does It Work?

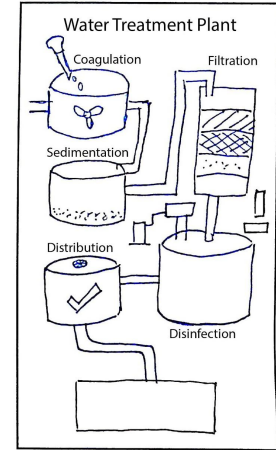
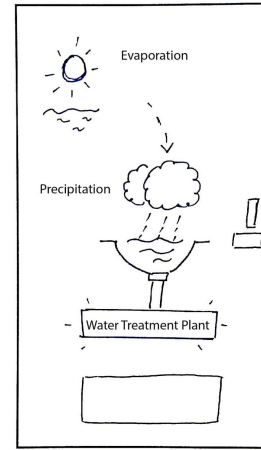
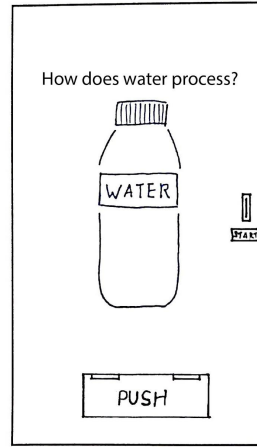
- User will have to get a token(recyclable water bottle cap), either by asking staff or self provide, to act as a token to trigger the vending machine.
- The installation will be a projection mapping onto the vending machine and act as a screen.
- User will get to learn through the process of processing water by navigate/ interact with it.
- After going through all the process, user will gain a bottle of water from the dispenser as a reward.



Installation #1

The vending machine will have a start button, a token slot and a bottle dispenser.

The projector will be in front of the vending machine to project image.



The dispenser, coin slot and push button will be a physical thing, while others were motion graphic that produce by the projector.

Installation #2

The projector will be inside the vending machine, as the user might block the projector if first idea were use.

Sensors will be attached to get user movement.

