

*note

- it's meant to be messy
- you can put as many ideas you can (don't put one only pls)
- we'll have another arranged slide when we've decided the 5
- in terms of similarity between ideas, i think it's fine, because they tend to be combinable (but don't exactly the same also)

in terms of deadline, which one do you prefer?
or any other suggestions?

i know it's public holiday la but i don't think we can afford extra time for bed so sorry :(

get it done by **Tuesday 3 pm**, discuss at
night through whatsapp, work on it on
Wednesday (can at home also)

OR

get it done by **Tuesday 9 pm**, discuss at
school on the Wednesday morning, and
work on it

00. steffie

Climate Offenders

main objectives:

- spread awareness of **climate change**
- show how much our daily lives contribute to climate change offence

secondary objectives:

- educate the possible effects of climate change
- show evidence of climate change

pros: detailed, scientific

cons: younger audiences might not be able to catch up

Climate Offenders

method:

- using different platforms(?) as cause and effect to a virtual world
- each platform/installation represents the different gases that worsen climate change; such as: Carbon Dioxide, Nitrous Oxide, Methane, Chlorofluorocarbons, Vapour.
- whenever interacted, different consequences are to be shown in the virtual world; for example: feeding livestock will produce methane gas that will accumulate within the atmosphere, that will be displayed in the virtual world

method (optional):

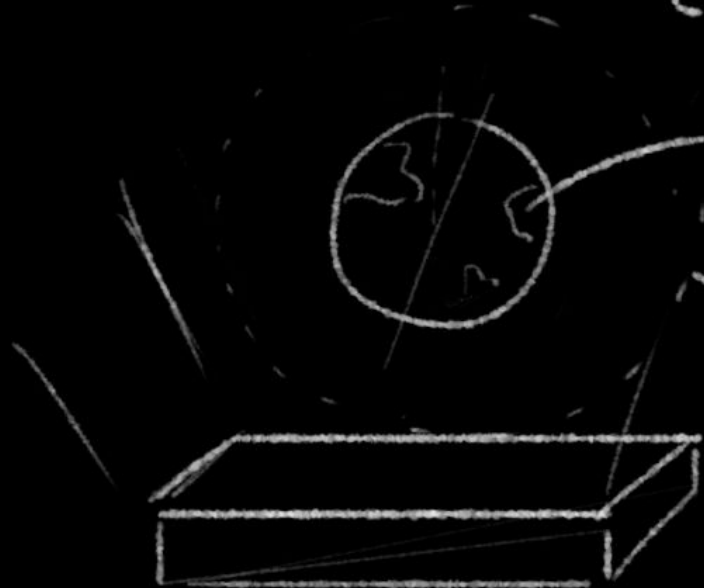
- show the potentials of danger if climate change keeps happening (thin polar bears no :())

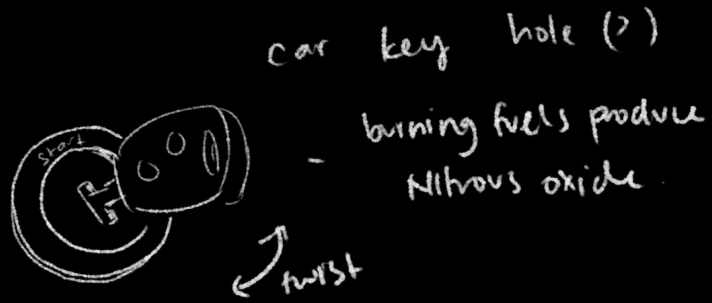
4D holographic
display?

earth

O_3 (ozone)

→ main
display

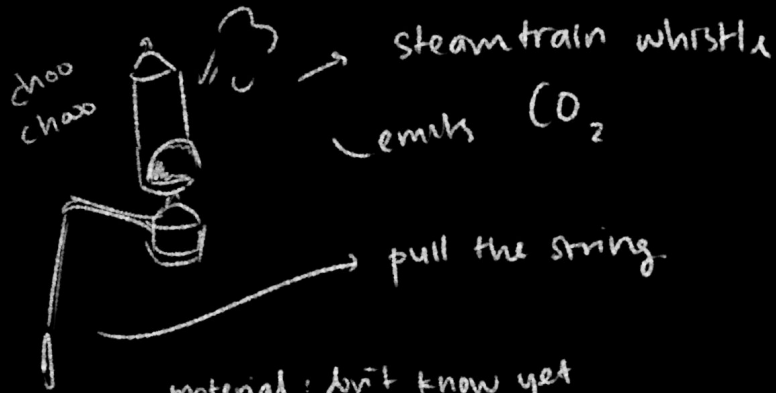




car key hole (?)

burning fuels produce Nitrous oxide

material: most probably replica?



steam train whistle

emits CO_2

pull the string

material: don't know yet



aerosols !

emits Chlorofluorocarbons

(CFC)

very harmful

material: maybe a real spray can?

sensors, sensors everywhere



will emit methane gas

to update in the virtual world

(a robotic livestock, you can feed it grass

material: don't know yet

Tea Lives Matter

main objectives:

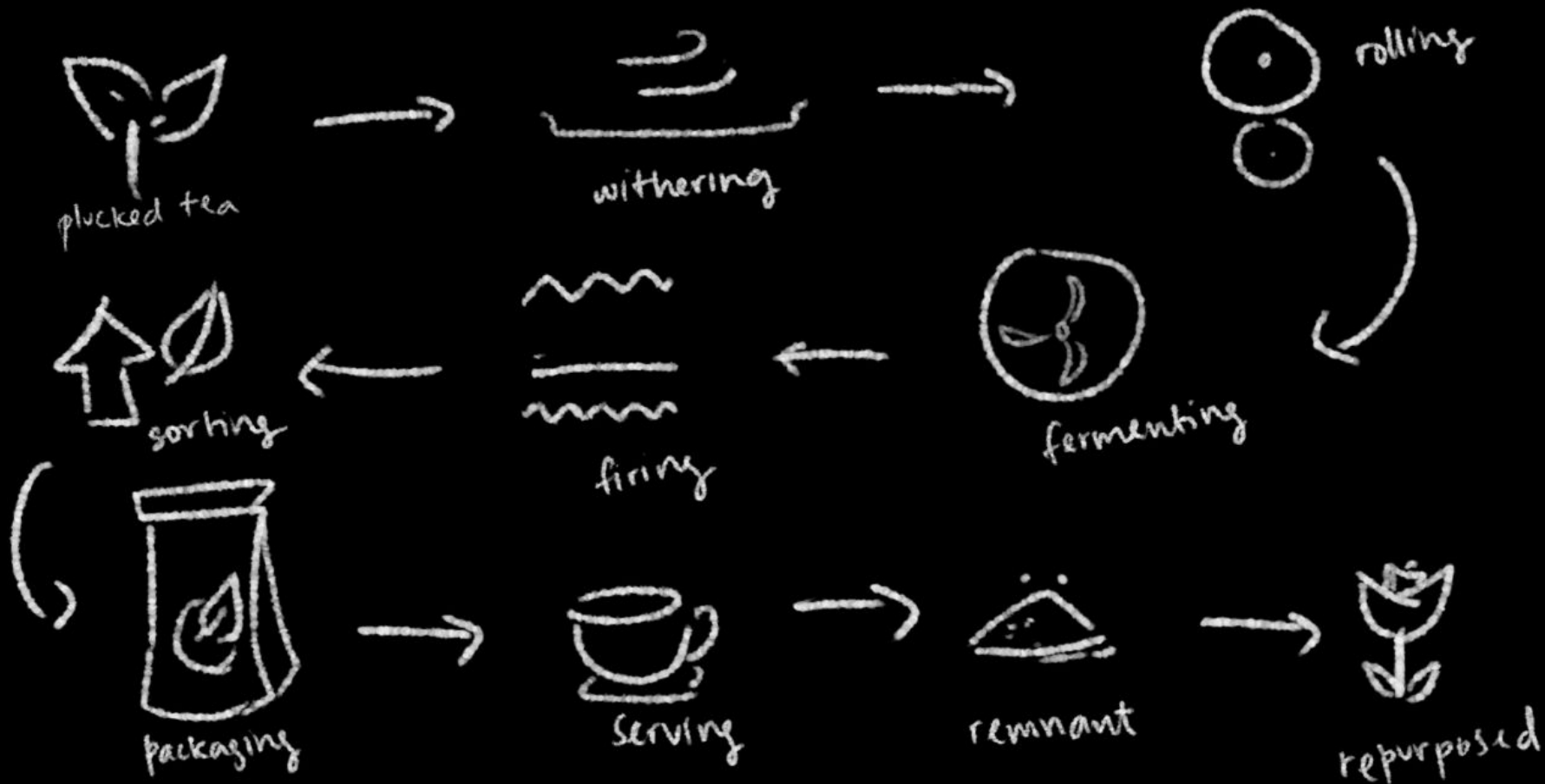
- encourage users to recycle tea leaves
- spread awareness of **sustainable communities, responsible consumption & production**;
- introduce zero-waste lifestyle

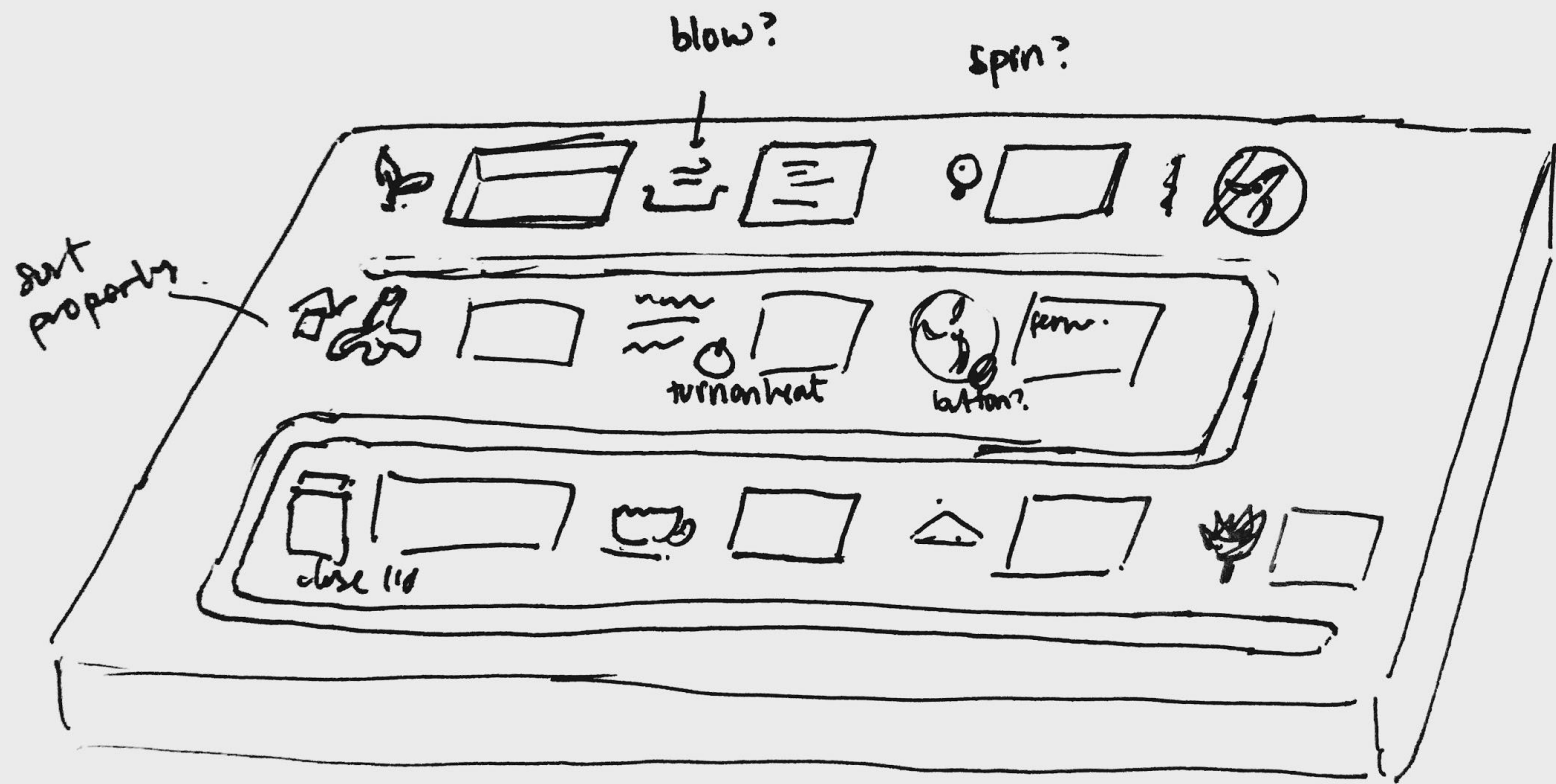
method:

- taking users onto a journey of tea leaves, from production, to product, to waste
- small interactions to proceed to the next step, allowing users to engage and understand better
- using /cool transformations/ to attract users and audiences

pros: require smaller space, informative, there is a start and an end

cons: narrower range of subject delivered







Bob the Builder

main objectives:

- spread awareness of **sustainable communities**;
- allow user to understand our environmental needs, like space, air, food, waste management

method:

- let audiences contribute in building the city
- by drawing something (can be infrastructure or resources) and put in the canvas
- calculating based on needs and resources to determine what is needed (further research required)

pros: limitless creativity, an outcome to share

cons: lack of understanding, message may not be clearly delivered

01. sabrina

a. Life On Land

I. Deforestation Prevention

Mountains & jungles has been the main living environment for indigenous tribes. Deforestation is becoming one of the biggest problems causing floods in Malaysia and also causes droughts.

“Save The Village”

Objective: To educate people regarding the deforestation within Malaysia and how it causes droughts and landslides.

Method: Story-based interactive game to show users the effects of droughts and landslides on villages and its people.

II. Deforestation Prevention

Mountains & jungles has been the main living environment for indigenous tribes. Deforestation is becoming one of the biggest problems causing floods in Malaysia and also causes droughts.

02. kok wei

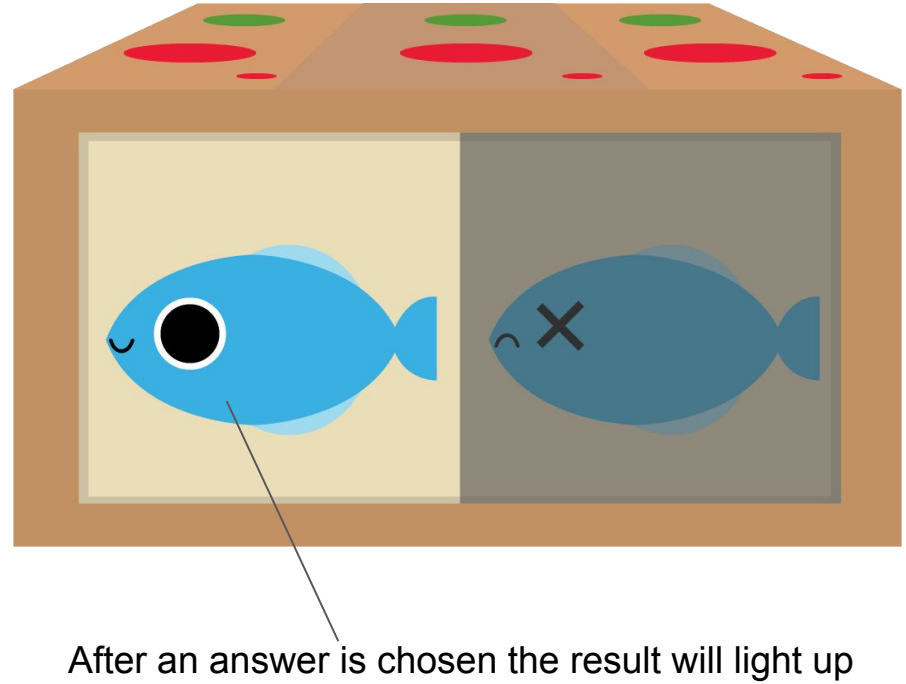
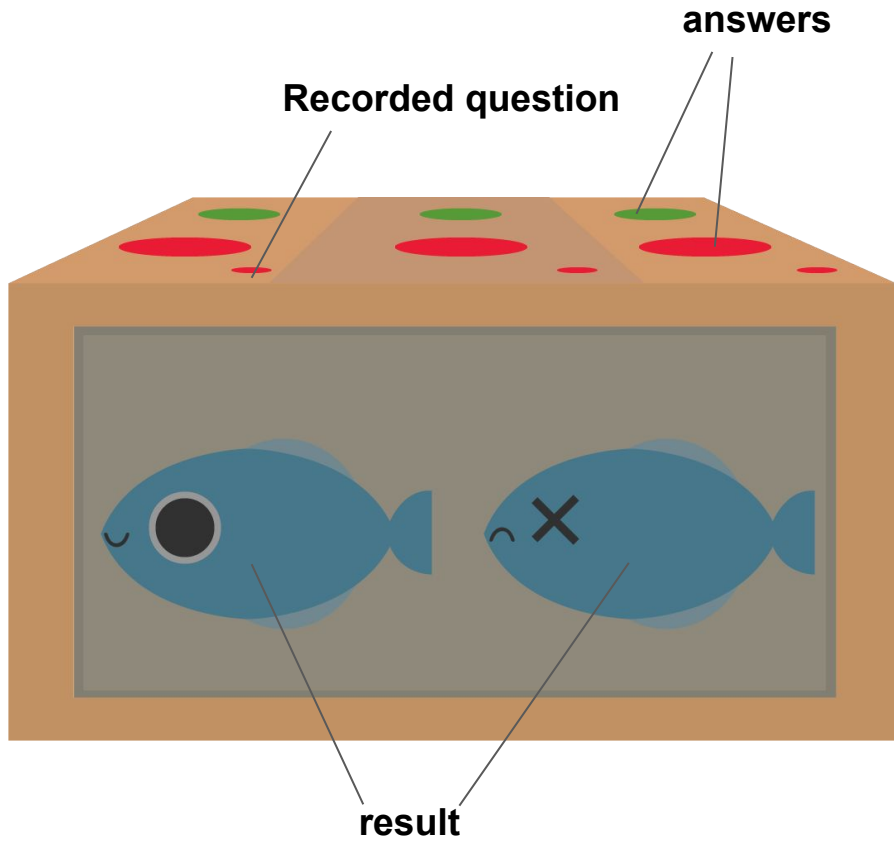
SDG 14 life below water

Objective: to educate the shoppers on the importance of life below water

Using a simple question and answer method. There will be recorded question

A box with 3-4 question asking about what's right and what's wrong. The result will be either life below water survive or not

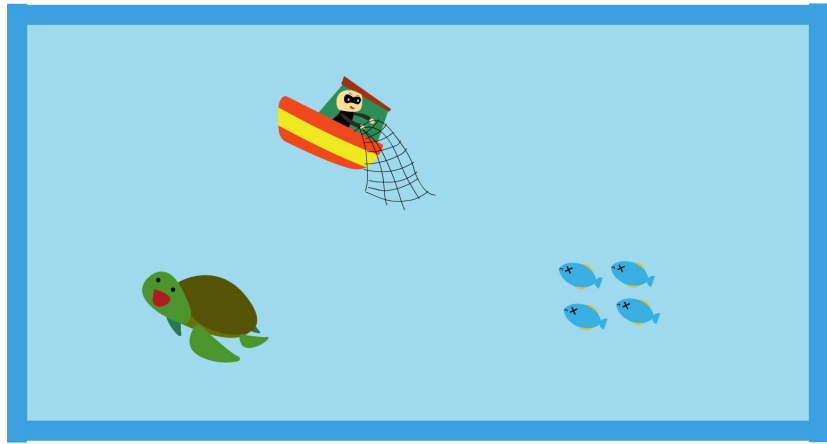
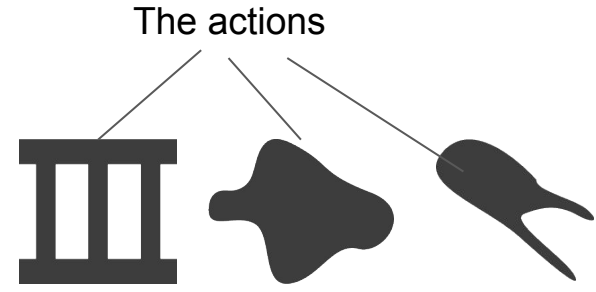
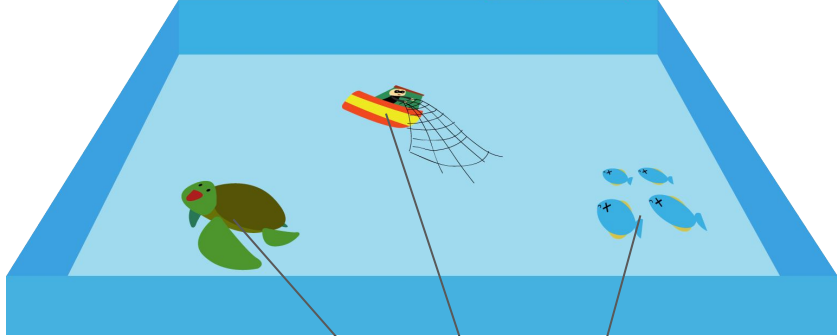
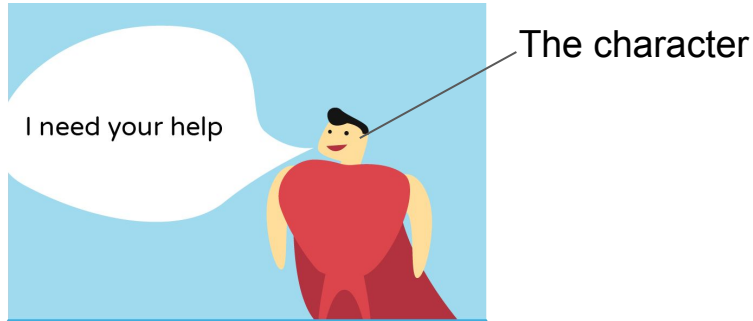
after all question are answered the box will play a recording of what is the importance of sdg 14 life below water

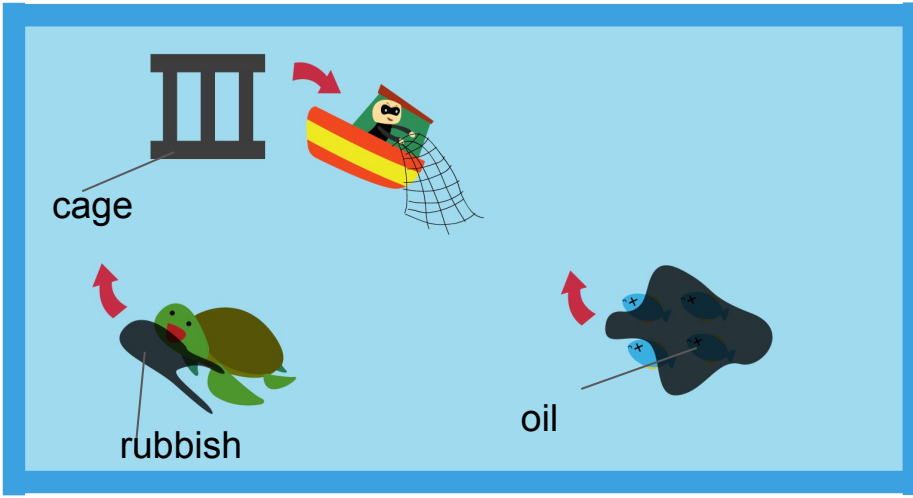


An interactive simple game

Having a main character(a superhero) giving the shoppers some task to help stop the actions that will cause harm to the life below water, like pollution, over fishing, and littering the sea. After finishing the task there will be a audio of why it is important to sustain the sea life

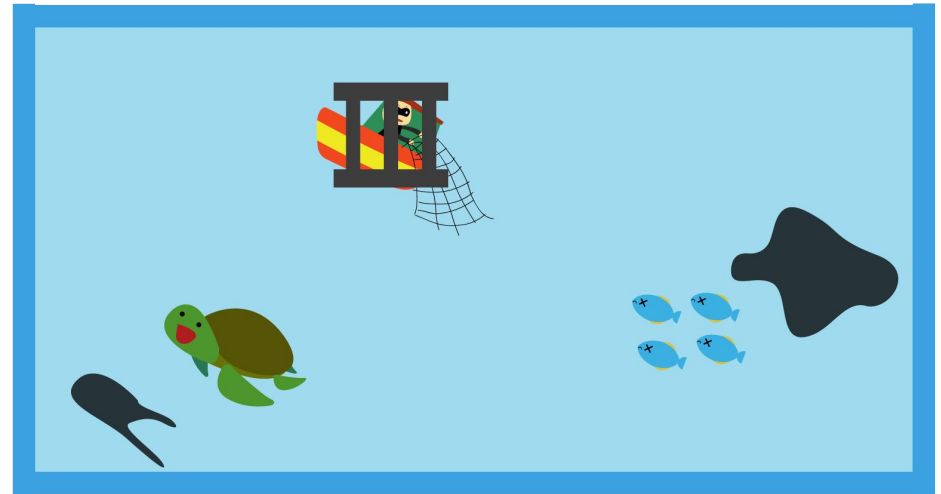
A board with images of the bad actions and some right action to be place or remove from the board





For example the cage needs to be place on the over fishing image and the oil needs to be remove

After the shoppers did all of the task, it will play
The recorded audio of why we need to sustain
The sea and the importance of it



03. justin

Ideas of Goals 13,14,15

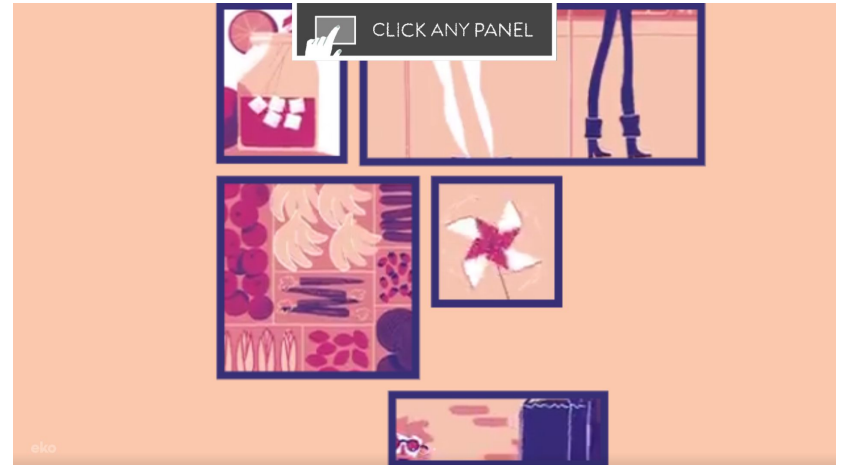
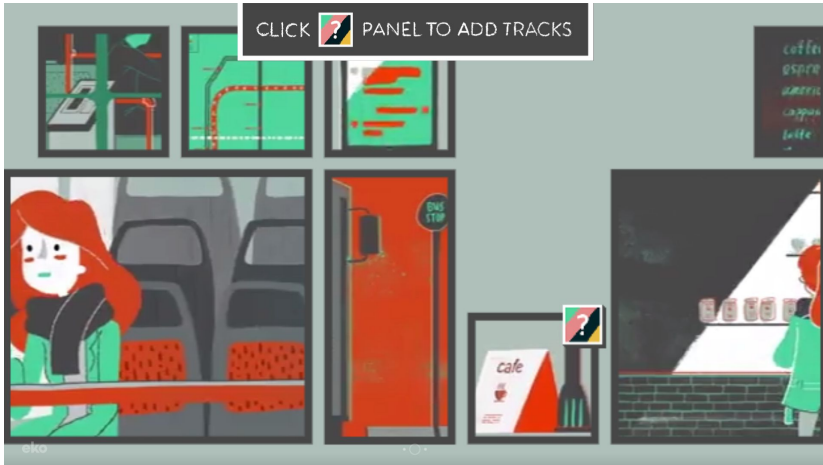
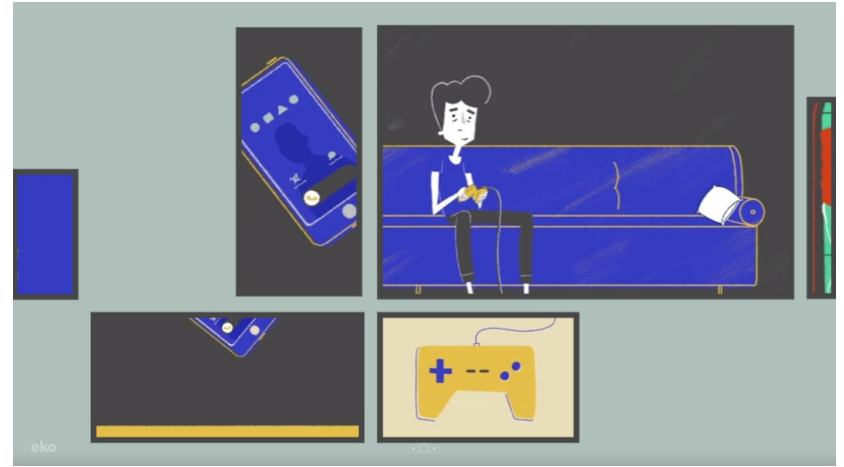
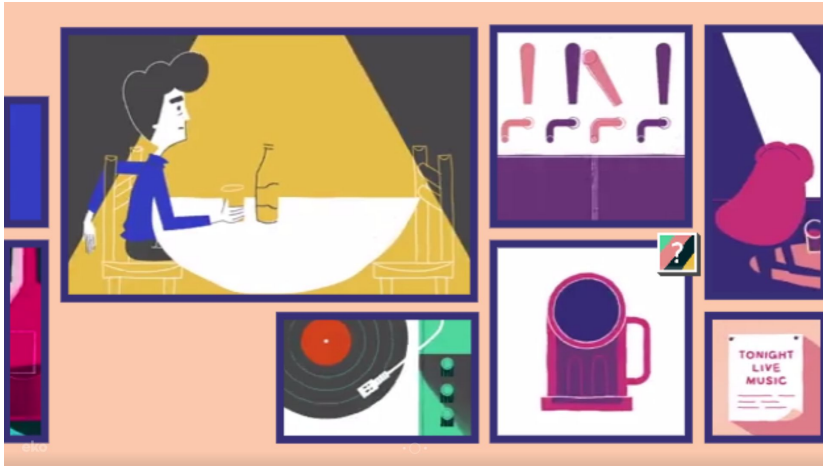
Climate Action
Life Below Water
Life on Land

Using storytelling way express human life depends on the earth as much as the ocean for our sustenance and livelihoods.

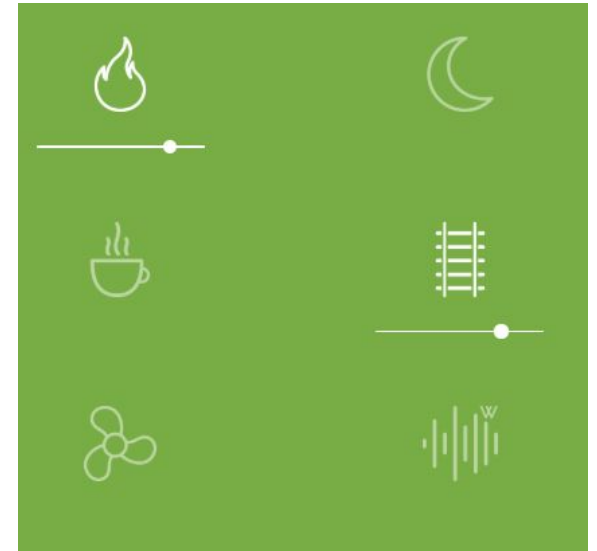
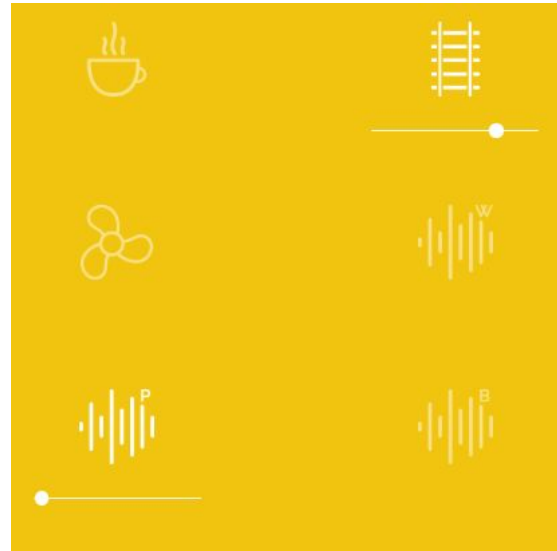
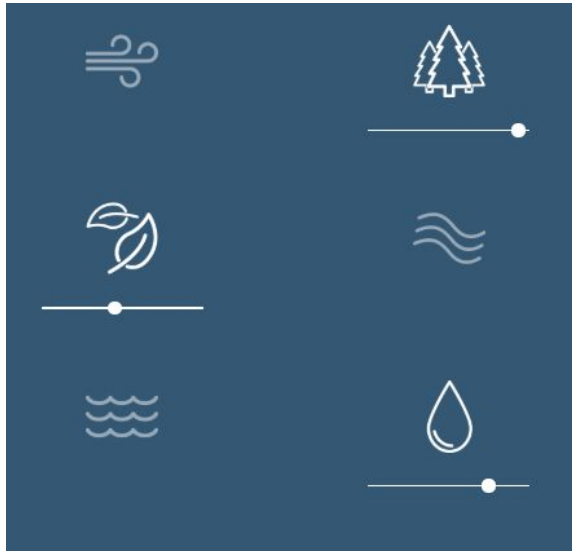
Also showing rare animals that are almost extinct because of human race keep pollute and destroying the mother nature.

Make background music as nature sound like the sound of raining, thunder, forest, waterfall, bird chirping etc.

Using an interactive slice showing the greedy and ignorance of human influence the natural ecosystem and making those animals being extinct.



Background Nature Sound Interface




Using QR code method letting people scan on the screen of those geometric animals that almost extinct.

After scanning QR code, people can reveal those species in their phone and go into details about when those animals start declared as distinct species, sound of the species, where the species born etc.

After revealing all species that almost extinct, people can choose one of the animal badge from the machine as a souvenir.

Using a fun way to let people has a awareness of those animals that's almost extinct and human hunting them for their own usage.



16 | SUN BEAR

16 PIECES | HOW IT'S MADE | COLORS & SHAPES | 2 W/ SHANE & PRITON | BY BRYAN JONES

WHAT'S THE THREAT?

Navigation icons: back, home, forward, up, down, search, share.

A low-poly illustration of a sun bear in shades of brown and black, standing on a purple background. The bear is composed of various geometric shapes. To the left of the bear are three circular icons: a left arrow, a home icon, and a right arrow. To the right is a circular button with an upward arrow, the text 'WHAT'S THE THREAT?', and a downward arrow. Below the bear, the text '16 | SUN BEAR' is displayed, followed by two social media icons. At the bottom, a navigation bar contains the text '16 PIECES | HOW IT'S MADE | COLORS & SHAPES | 2 W/ SHANE & PRITON | BY BRYAN JONES'.



20 | SOMALI OSTRICH

20 PIECES | HOW IT'S MADE | COLORS & SHAPES | 2 W/ SHANE & PRITON | BY BRYAN JONES

WHAT'S THE THREAT?

Navigation icons: back, home, forward, up, down, search, share.

A low-poly illustration of a Somali ostrich in black, white, and grey, standing on a pink background. The ostrich is composed of various geometric shapes. To the left of the ostrich are three circular icons: a left arrow, a home icon, and a right arrow. To the right is a circular button with an upward arrow, the text 'WHAT'S THE THREAT?', and a downward arrow. Below the ostrich, the text '20 | SOMALI OSTRICH' is displayed, followed by two social media icons. At the bottom, a navigation bar contains the text '20 PIECES | HOW IT'S MADE | COLORS & SHAPES | 2 W/ SHANE & PRITON | BY BRYAN JONES'.




18 | BACTRIAN CAMEL

18 PIECES | HOW IT'S MADE | COLORS & SHAPES | 2 W/ SHANE & PRITON | BY BRYAN JONES

WHAT'S THE THREAT?

Navigation icons: back, home, forward, up, down, search, share.

A low-poly illustration of a bactrian camel in shades of brown and tan, standing on an orange background. The camel is composed of various geometric shapes. To the left of the camel are three circular icons: a left arrow, a home icon, and a right arrow. To the right is a circular button with an upward arrow, the text 'WHAT'S THE THREAT?', and a downward arrow. Below the camel, the text '18 | BACTRIAN CAMEL' is displayed, followed by two social media icons. At the bottom, a navigation bar contains the text '18 PIECES | HOW IT'S MADE | COLORS & SHAPES | 2 W/ SHANE & PRITON | BY BRYAN JONES'.



17 | RAINBOW PARROTFISH

17 PIECES | HOW IT'S MADE | COLORS & SHAPES | 2 W/ SHANE & PRITON | BY BRYAN JONES

WHAT'S THE THREAT?

Navigation icons: back, home, forward, up, down, search, share.

A low-poly illustration of a rainbow parrotfish in vibrant colors (orange, green, blue, purple), standing on a light purple background. The fish is composed of various geometric shapes. To the left of the fish are three circular icons: a left arrow, a home icon, and a right arrow. To the right is a circular button with an upward arrow, the text 'WHAT'S THE THREAT?', and a downward arrow. Below the fish, the text '17 | RAINBOW PARROTFISH' is displayed, followed by two social media icons. At the bottom, a navigation bar contains the text '17 PIECES | HOW IT'S MADE | COLORS & SHAPES | 2 W/ SHANE & PRITON | BY BRYAN JONES'.

Ideas of Goals 1,2,3

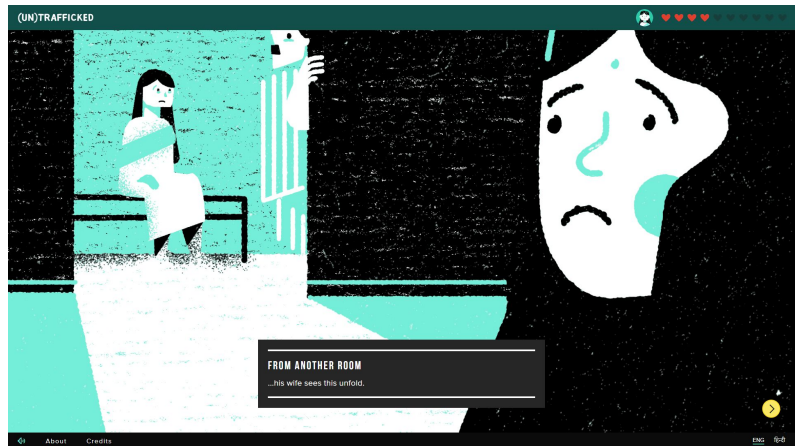
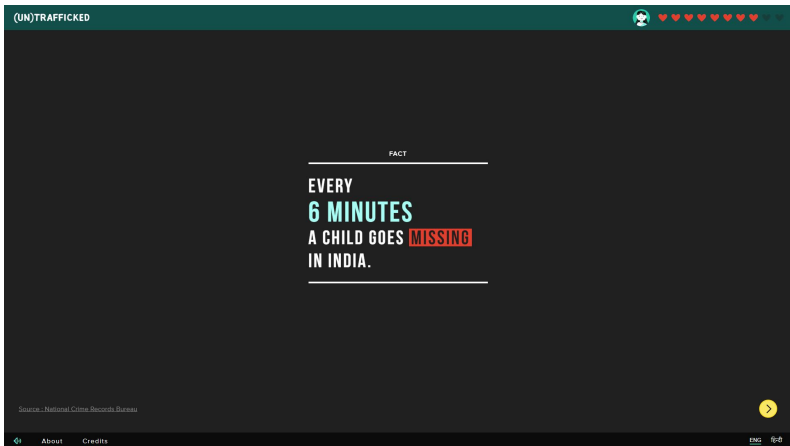
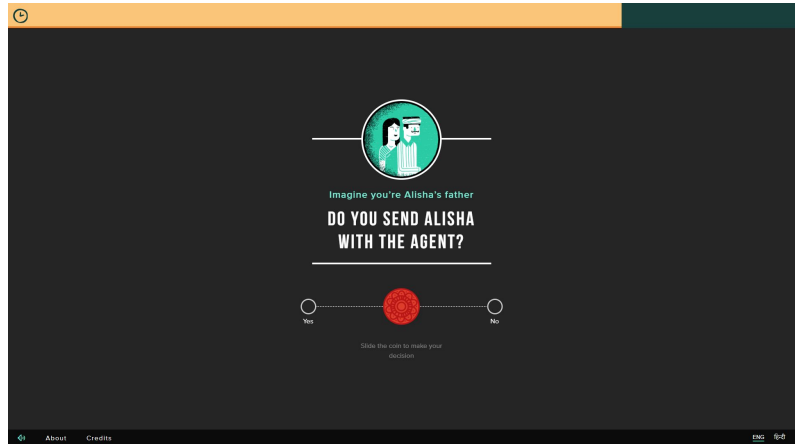
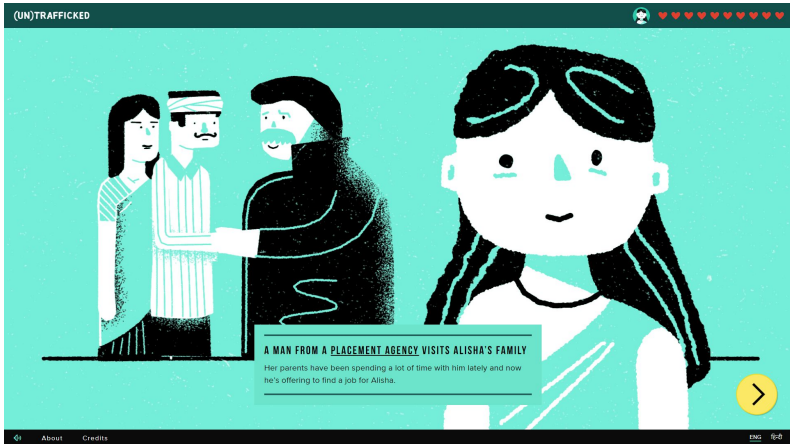
No Poverty

No Hunger

Good Health and Well-Being

Using people decision impact different denouement story way to show out there are still too many people struggling for the most basic human needs.

Advise people cherish about their existing life and emphasis seriously on 800 million people are still living in environment that lacking access to adequate food, clean drinking water and sanitation.



04. ready

Forest Preservation

Climate Action

Method 1

A puzzle that consists of different images in each piece.

For example: Putting a piece of a factory in the forest will lead to forest pollution.

Putting a cloud and lighting together will create rain.

There will be physical wood pieces and a screen that shows animations of what happens when puzzles are combined.

People can see different outcomes according to what they have put

Method 2: The process of making paper

Let people experience the process of making paper using tools

Objective: Encourage people to recycle

Let people know the benefits of recycling paper and how does it prevent climate change

1. People have to put their receipts in to let the paper-making process start.
2. Add water into a bowl.
3. Then it shows that the paper gets mixed into the mixture, the person can start participate in mixing.
4. Rolling the mixture into a sheet of paper

Tools: Water Jug

Mixer

Roller pin

Method 3

Goals: Quality Education

Objective: Education makes your life better

Game Story: The person goes through a life journey from the start until the end.

By inserting the needed alphabets the game character would make a specific action

Ex: C is in front of the hurdle. The player will have to get four letters to make the word 'JUMP' then only the character can jump over the hurdle.

Tool: Something like a laser pointer to control

