

Promoting Sustainable Development Goals

by **Ophelia**

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Underwater Life Saver

Main objectives:

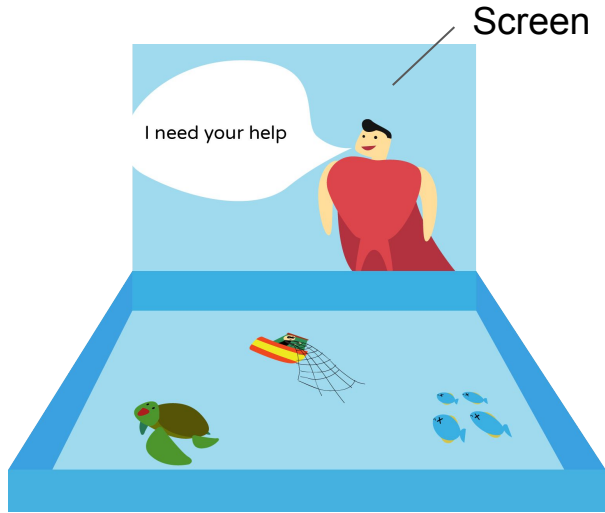
- Create awareness of **threatened underwater lives**.

Secondary objectives:

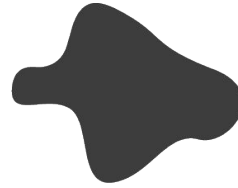
- Tell people the importance of sustaining underwater lives.

Method:

- Using a remove and place style game to show the user what's happening to the underwater lives today
- A screen to show the importance of sustaining the underwater lives.



The removable and placeable object for example:



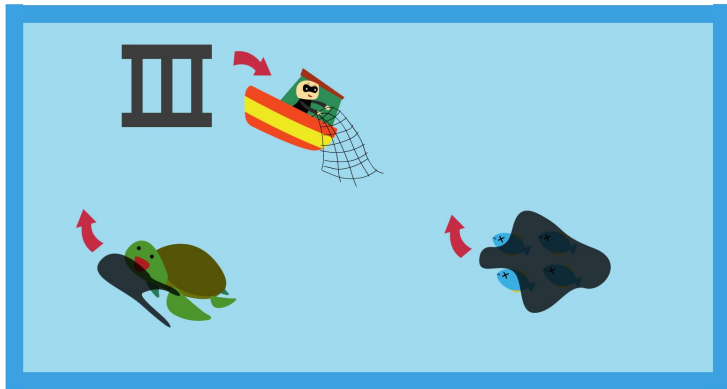
oil



cage



Plastic bag



Some object needs to be remove and some need to be place.

For example:

- Cage need to be place on the overfishing image.
- Plastic bag needs to be removed from the sea turtle.

Key message: saving underwater life starts from you.

Goals: Climate Action

Observation: Most people are aware of climate change, but do not take any initiative to help improve the situation.

Solution: Make people care about global warming so they will take action themselves. Let them experience the effects of global warming.

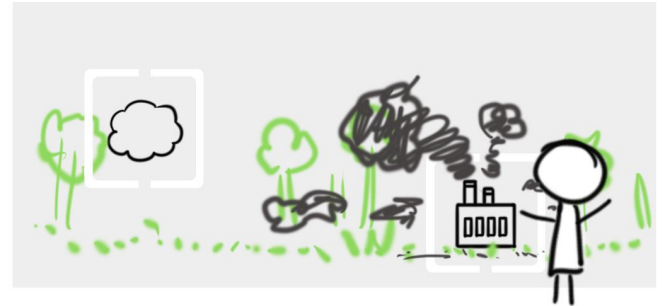
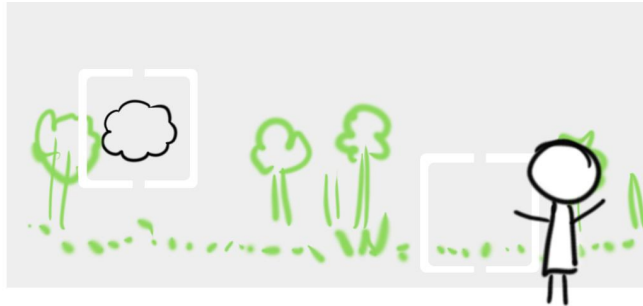
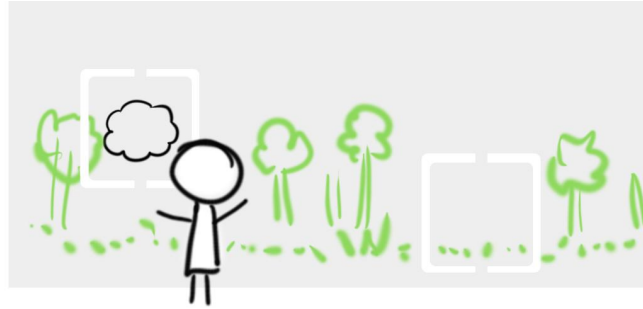
Key Message: A simple decision may have a huge impact in the future

Forest Preservation Wall

Realistic approach
Wall Bg: Rainforest

Flip around the
pieces in the right
place and you can
see natural events
or manmade
events on the wall.

The events appear
through light
projection,
emerging the user
in the experience.



Resit Tree

Objective: Encourage people to recycle

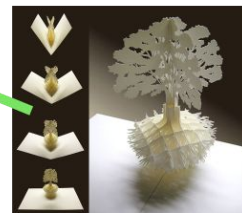
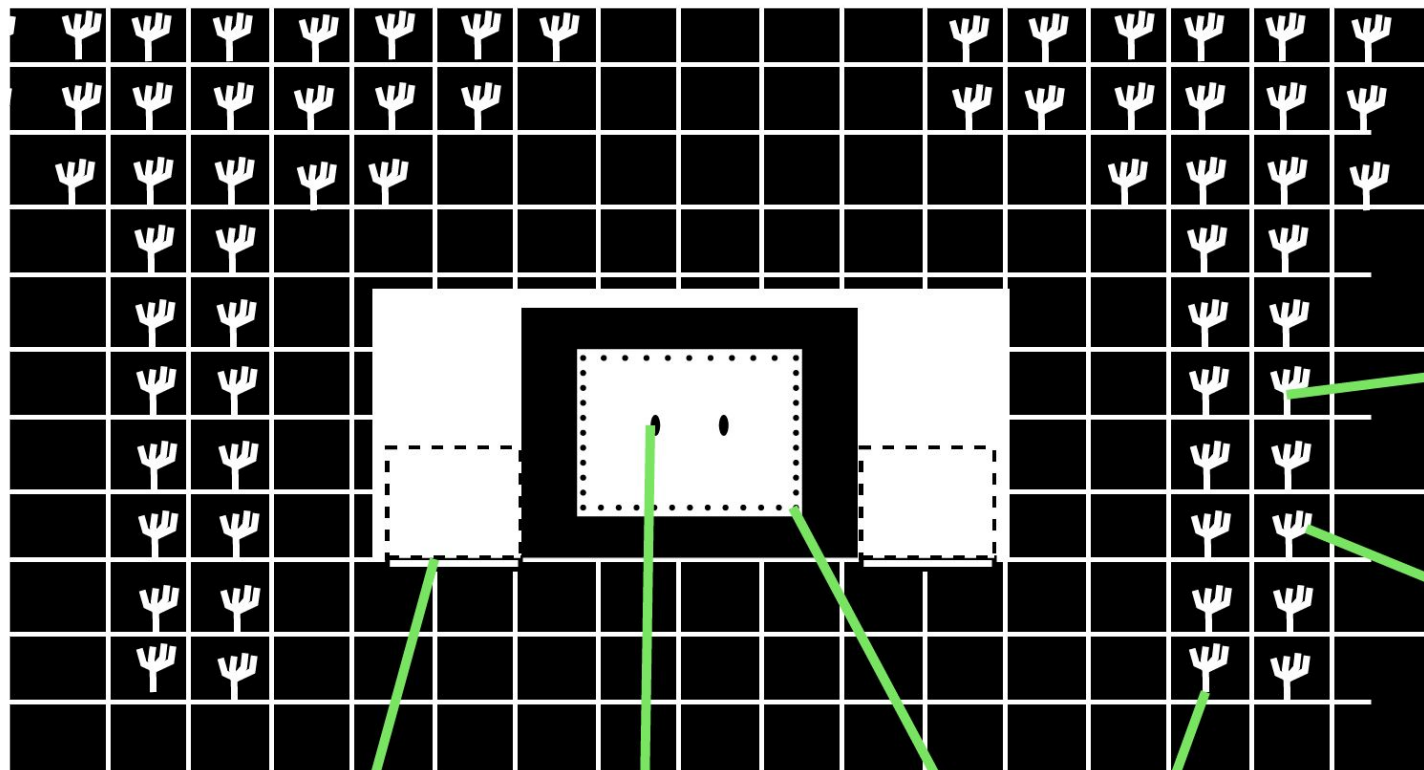
Let people know the benefits of recycling paper and how does it prevent climate change

Message: Appreciate what you have

Details create the big picture.

Each small effort has an impact

1. User is instructed to put the resin
2. Put in resin
3. Mini Tree lights up one at a time / Pops up like a pop up book
4. When collect enough receipts the mini trees will show a shape of a tree



The Extinct Geometry

Main Objective:

- Create awareness of human hunting animals for their own usage causing the extinct of those animals

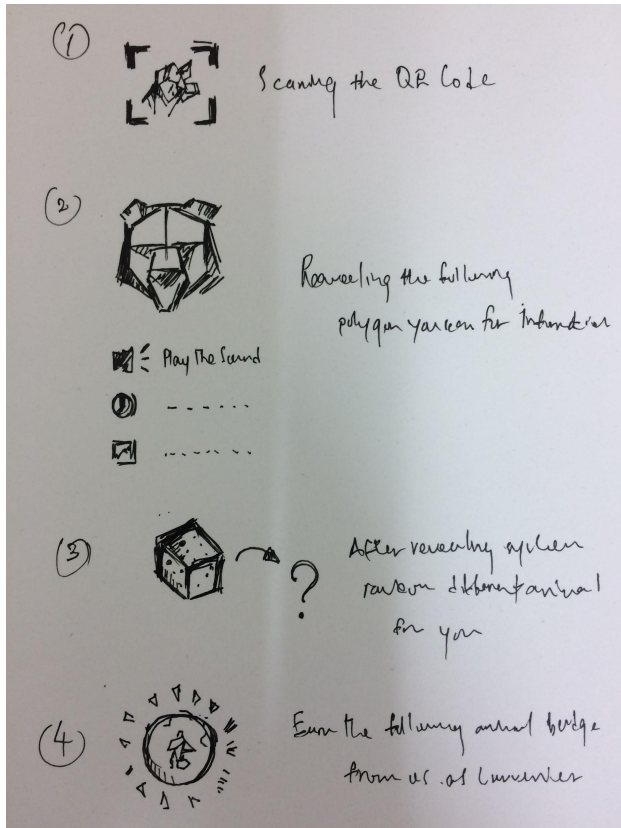
Secondary Objective:

- Educate and giving information of those animals to people especially young people the reason that cause those animals extinct


Method:

- Using scanning QR code way letting people scan on the screen of those geometric shape then reveal it in their phone
- Giving information, statistics and sound of the following animal in their phone
- The geometry shape in the front screen will slowly color up while people revealing the animal in their phone
- After revealing all the animals system will randomly choose one of the animal for them and they can earn the animal badges from us

Key message: Saving extinct animals, stop trading their organ



- Scanning the QR code
- Building up geometry animal in your phone and giving you the information to play around
- System random one of the animal for you after revealing all the animals
- People can exchange the animal badge from us that system random for them as a souvenir



16 | SUN BEAR

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

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 many flat, geometric shapes.



20 | SOMALI OSTRICH

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

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 many flat, geometric shapes.



18 | BACTRIAN CAMEL

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

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 many flat, geometric shapes.



17 | RAINBOW PARROTFISH

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

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 many flat, geometric shapes.

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

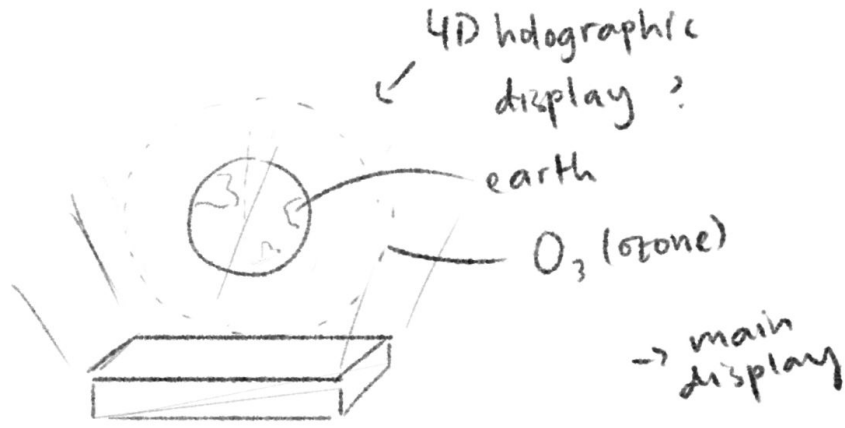
cons: younger audiences might not be able to catch up

method:

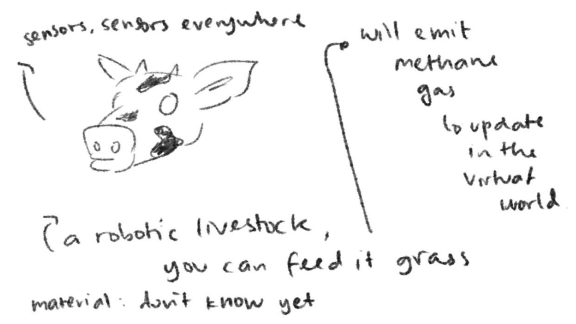
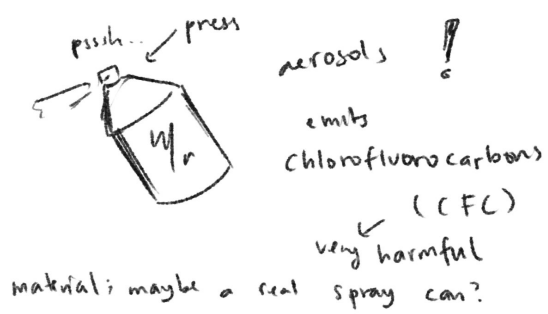
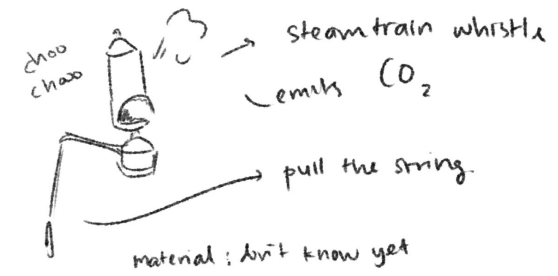
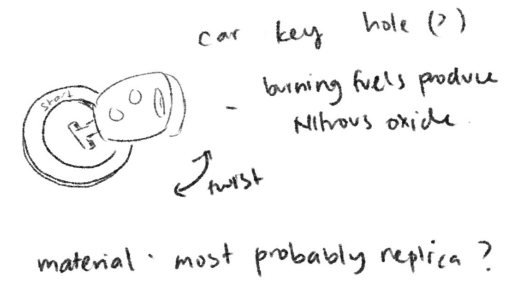
- using different platforms(?) as cause and effect to the real-time virtual world
- each platform/installation represents the different gases that worsen climate change; such as: **Carbon Dioxide, Nitrous Oxide, Methane, Chlorofluorocarbons, Vapour.**
- each platform/installation represents the different gases that worsen climate change

method (optional):

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



interactables:



key message:

“please be aware that you are also contributing in climate change offense.”

Tea Lives Matter

main objectives:

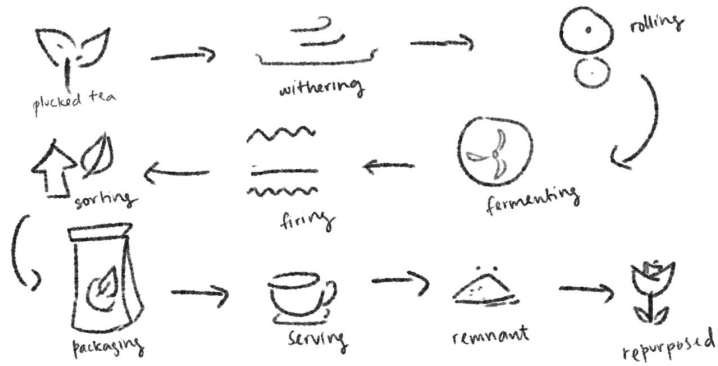
- encourage users to recycle tea leaves
- spread awareness of **sustainable communities, responsible consumption & production**;
- introduce zero-waste lifestyle

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, focused on one subject

cons: narrower range of subject covered

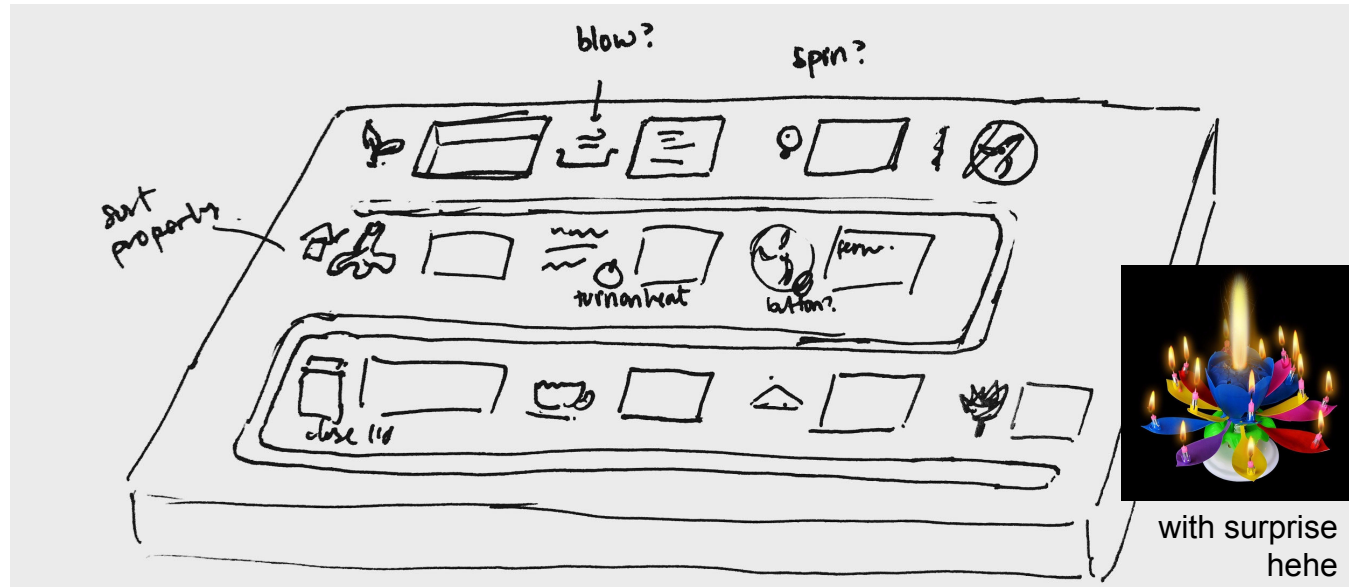


process of tea-making

interactive board, taking user on a journey of tea leaves

key message:

“now you know where tea comes from, you know where it can go too.”



danke schön