

DYNAMIC INTERACTIVITY

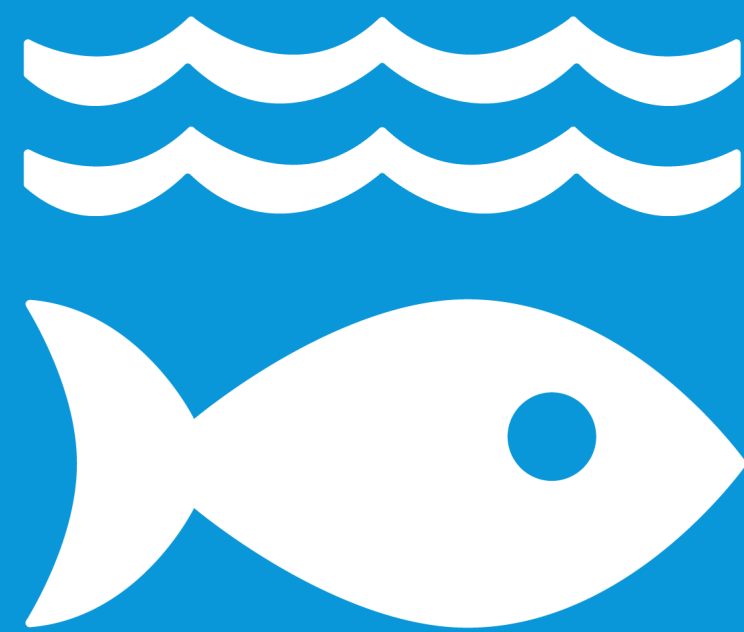
PROMOTING SUSTAINABLE
DEVELOPMENT GOALS

BY: **OPHELIA**

13 CLIMATE ACTION



14 LIFE BELOW WATER



15 LIFE ON LAND



INTERACTIVE FLIPBOOK

Objective:

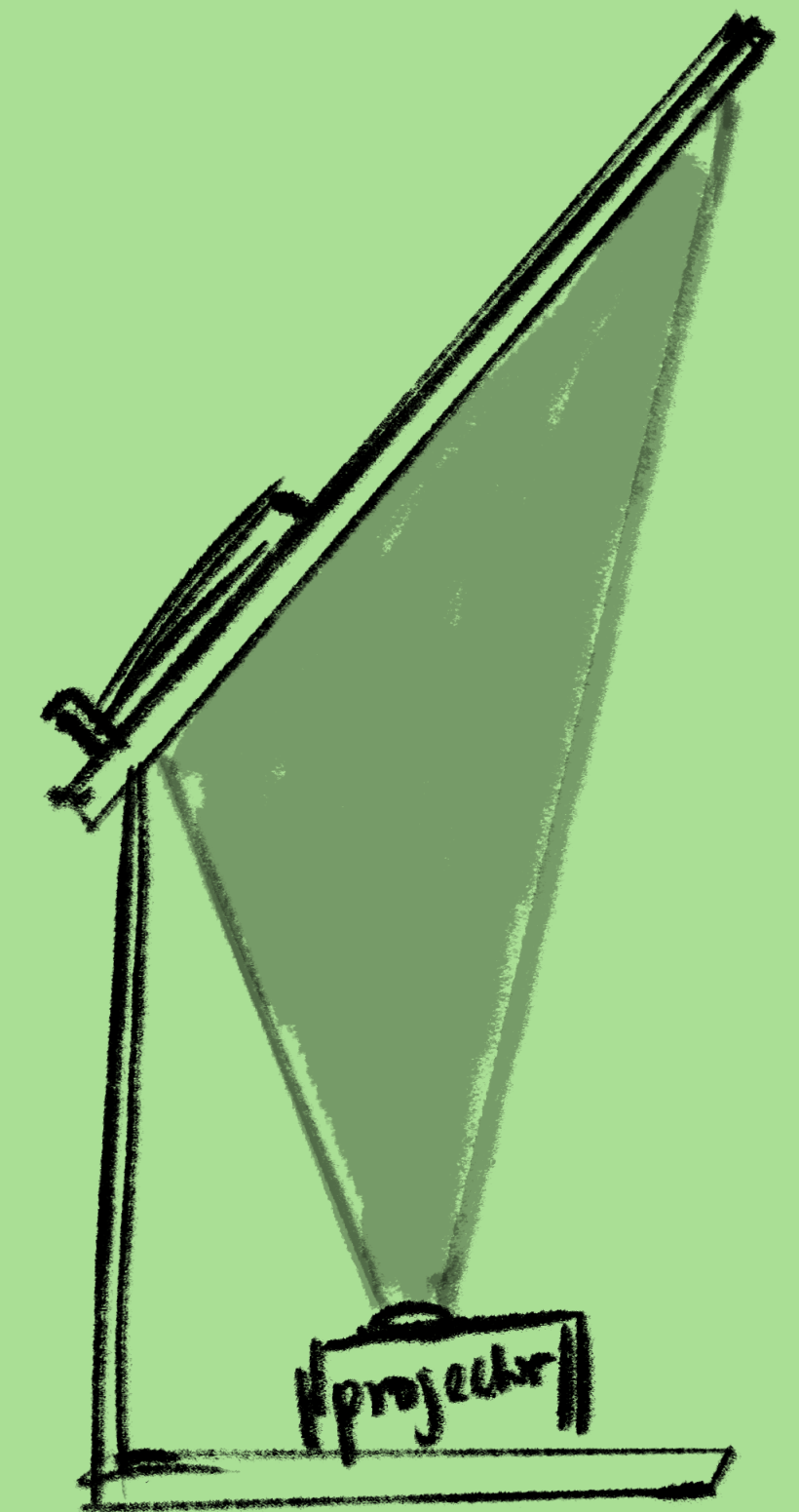
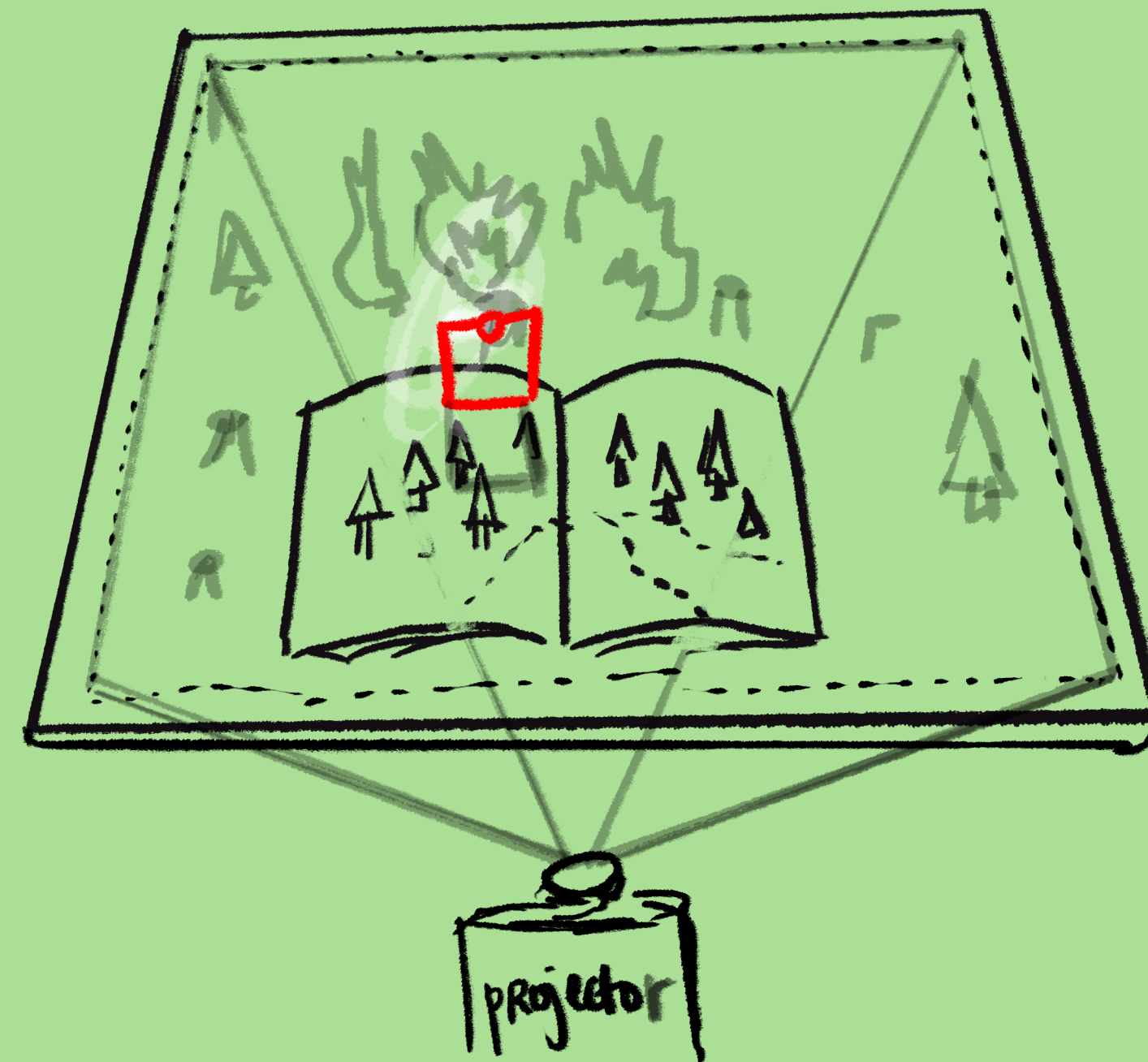
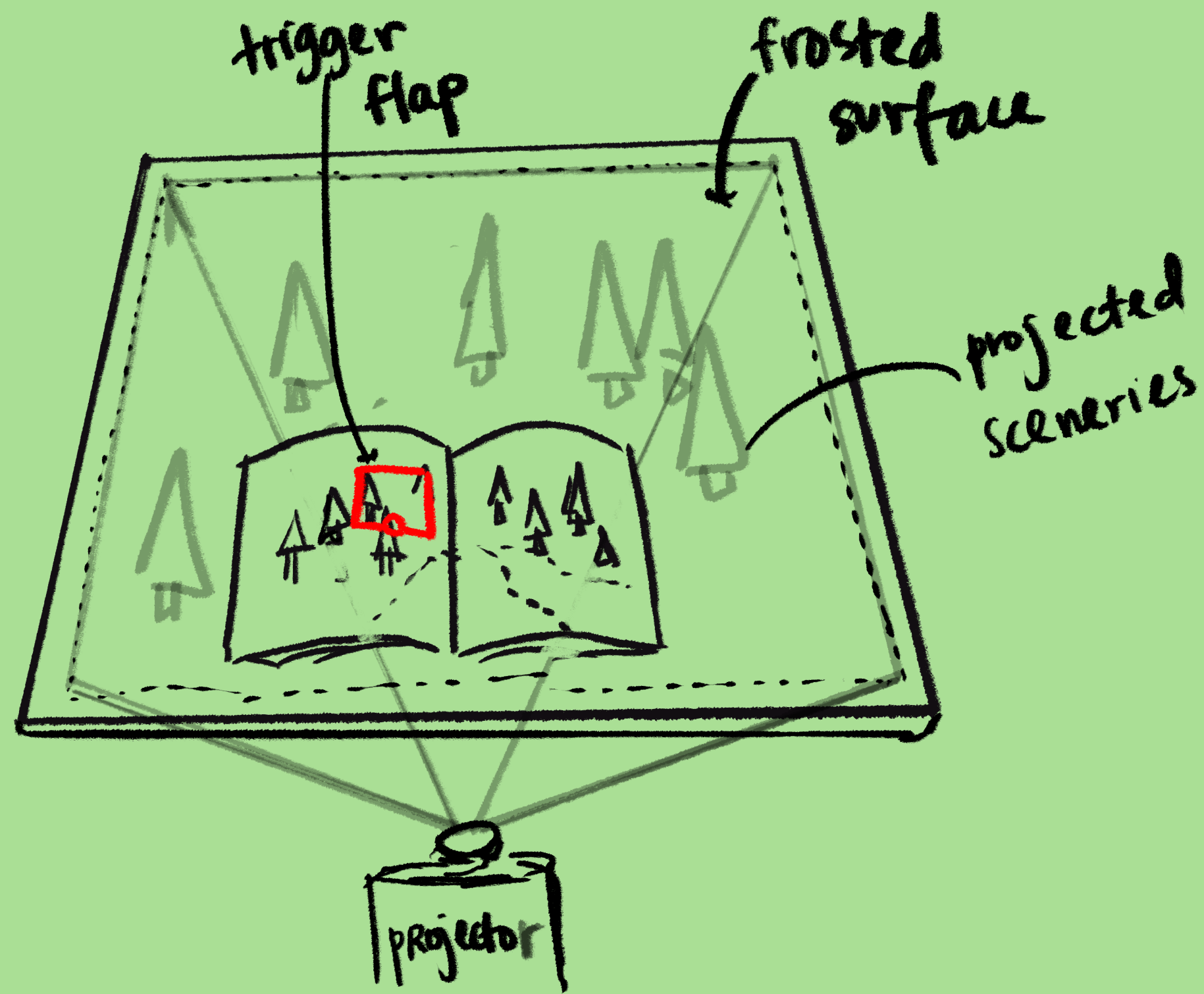
Looking through the leading causes and effects of Climate Change

Key Message:

This is what is happening to the world

Concept:

An interactive flipbook, where each page represents an environment, with interactable flaps, showing the pre- or post- effect of Climate Change



sceneries may vary from deforestation, animal poaching, contaminated oceans, melting glaciers, etc

12 RESPONSIBLE
CONSUMPTION
AND PRODUCTION



13 CLIMATE
ACTION



CLIMATE OFFENDERS

Objective:

Portrayal of nasty things happening to the Earth as humans do their daily activities, that contribute to Climate Change

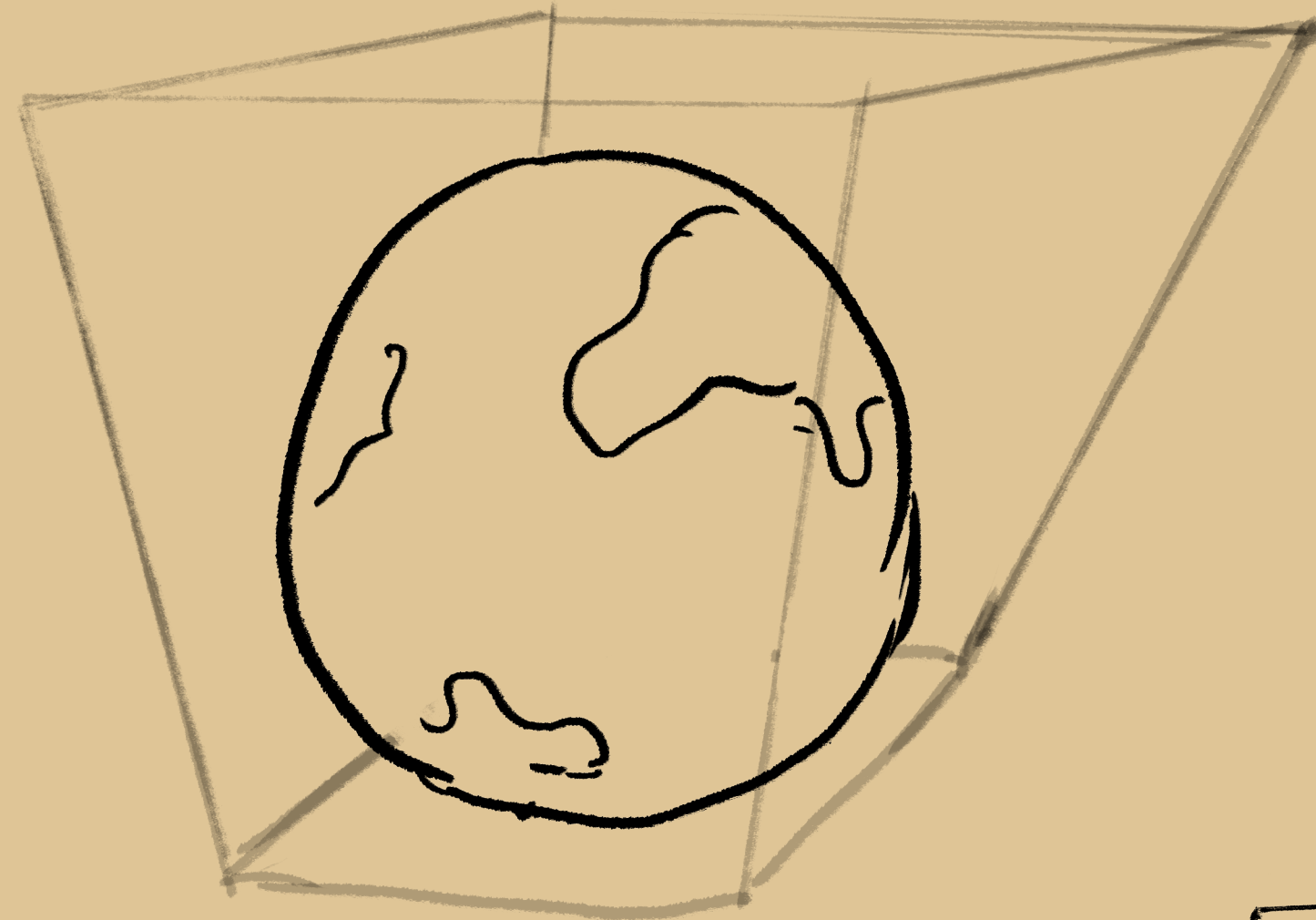
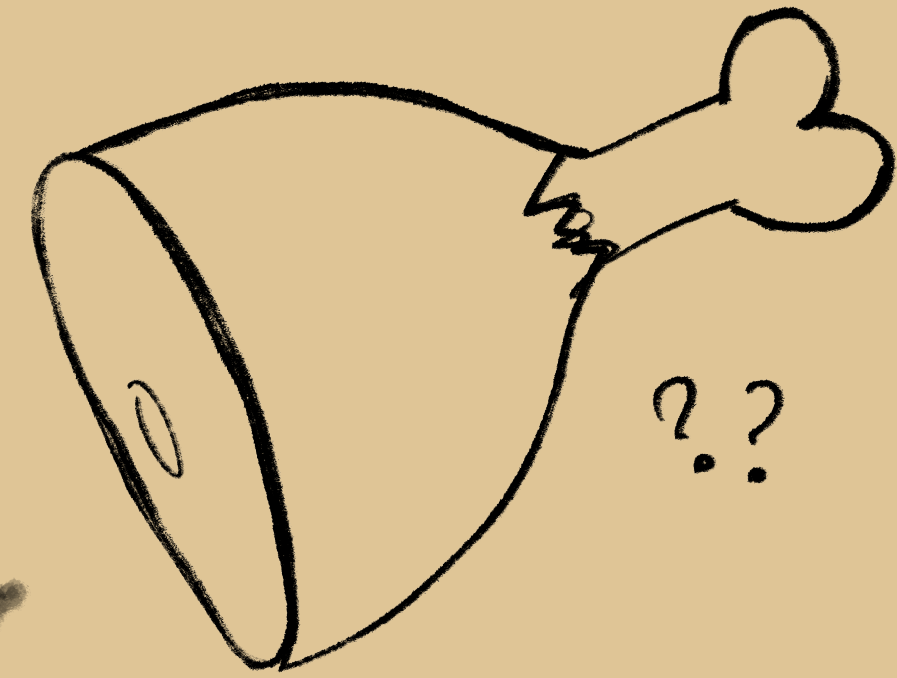
Key Message:

You are contributing to the climate change offence, whether you realize it or not

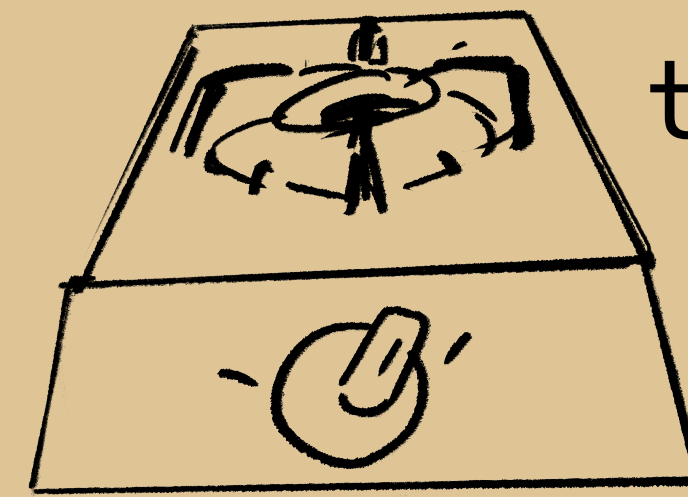
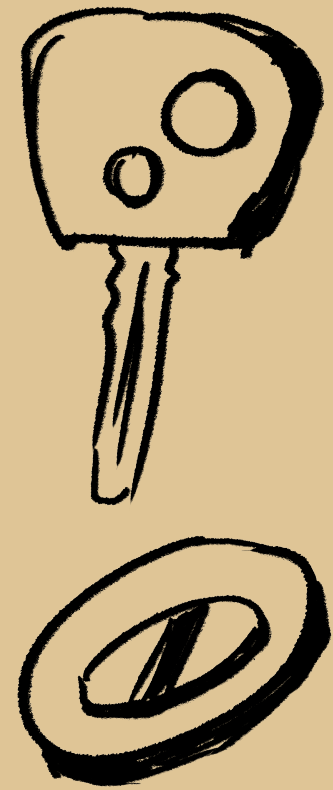
Concept:

A real-time effect globe, displayed in hologram (pepper-ghost), with several interactables around it to trigger the corresponding (sound) effects, to represent the severely wounded the Earth

throw things
into trash can



ignite car
engine



turn on stove

13 CLIMATE
ACTION



15 LIFE
ON LAND



FOREST WALKWAY

Objective:

Emphasize on human's existence bring damage to Earth

Key Message:

Humans leave bad traces to the Earth

Concept:

A projection-mapped walkway, where as the person passes, the environment behind him will alter to a broken Earth



