Ocean Cleanup Experience

The pollution problem in the ocean concern the whole world because of the existence of 5 big garbage patches, with this idea in mind we developed a solution which will reduce the amount of garbage in the oceans with the help of any person. It consists of a video game were the main objective is to raise awareness of this problem and if they want they can make a donation which will let them control in real time drones near the ocean cleanup initiative that will help the recollection of garbage near the garbage patches.

As the player recollects garbage the game will generate points and depending of their score, they will be able to be part of a leaderboard which will also let them the possibility of unlocking the real time recollection system. To recreate the garbage patches, we will use the NVIDIA technology video to video synthesis which will let the player have a real time experience. The communication between the player and the drone will be with the help of satellite ethernet and the help of a local server inside the ocean cleanup initiative.

As we all know there has already been many ideas on how to reduce the garbage in the ocean in big scale as well as in a small one . These ideas are not 100% efficient this is the main reason why our idea is to add a plus to a already known idea which will help the impact of garbage recollection