



Drafting an emerging picture

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Community & UN SDG(s): Regina Humane Society & SDG Goals: Quality Education and Life on Land
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Instructions:

Using your researched information fill out the flowing comparing the current state of the art with what you think new (software) innovations could bring to the community

Covering the orientations	
Compare the left-hand column of the document "Technology configuration inventory" table with the right-hand column of the document "Community characteristics & orientation" table. What do you notice about the match (or mismatch) between your dominant community orientations and the current configuration of tools?	
How well does the technology inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues' notes	<p>Match: The community prioritizes interactive learning for children, and the technology configuration includes game development tools (Unity, Godot, Unreal Engine), which align with this goal.</p> <p>Mismatch: The technology inventory lacks a structured learning management system (LMS) or progress tracking tools that would help educators and parents measure the game's impact on children's learning.</p>
<input checked="" type="checkbox"/> Are you almost there? <input type="checkbox"/> Are there big gaps?	
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	<p>The children's skill levels in technology vary, and the game must accommodate both tech-savvy users and beginners.</p> <p>Potential conflicts:</p> <p>Young children may struggle with complex UI, so the game must be intuitive with guided tutorials.</p> <p>Some children may progress faster than others, leading to frustration. Adaptive difficulty settings could help.</p>
Achieving integration	
Look at all the pieces of your configuration	
What level of integration and interoperability has been achieved?	<p>Basic integration: Game engines are chosen, but there's no mention of linking with school portals, parent dashboards, or educational tools.</p> <p>Need for integration with progress tracking systems or data collection methods.</p>
Where are there big gaps	<p>No clear connection between game progress and real-world learning outcomes.</p> <p>Lack of communication tools for teachers/parents to give feedback on gameplay effectiveness.</p>

Balancing the polarities (Current state)

How is the configuration balanced with respect to each polarity?

Synchronous	Asynchronous
Group Seminars, Lectures, talks, offline	Online Meet
Participation	Reification
Active participation In Class Setting	Broachers, Notes,
Group	Individual
Group of Children	No Individual

How well does this balance fit
your community?

Solution seeking

In the new configuration, do you want your choice of tools to affect the polarities of your community in ways that differ from the current configuration? Which way?

Synchronous	Asynchronous Played Individually
Participation Active Participation	Reification Broachers, Notes,
Group Not played in groups	Individual Played Individually

MVP notes

Core Features Needed for MVP: Simple 2D interactive gameplay with real-life pet safety scenarios. Tracking & feedback system for parents/teachers. Offline accessibility for easy adoption in schools/homes. Certificates/badges to reward progress.