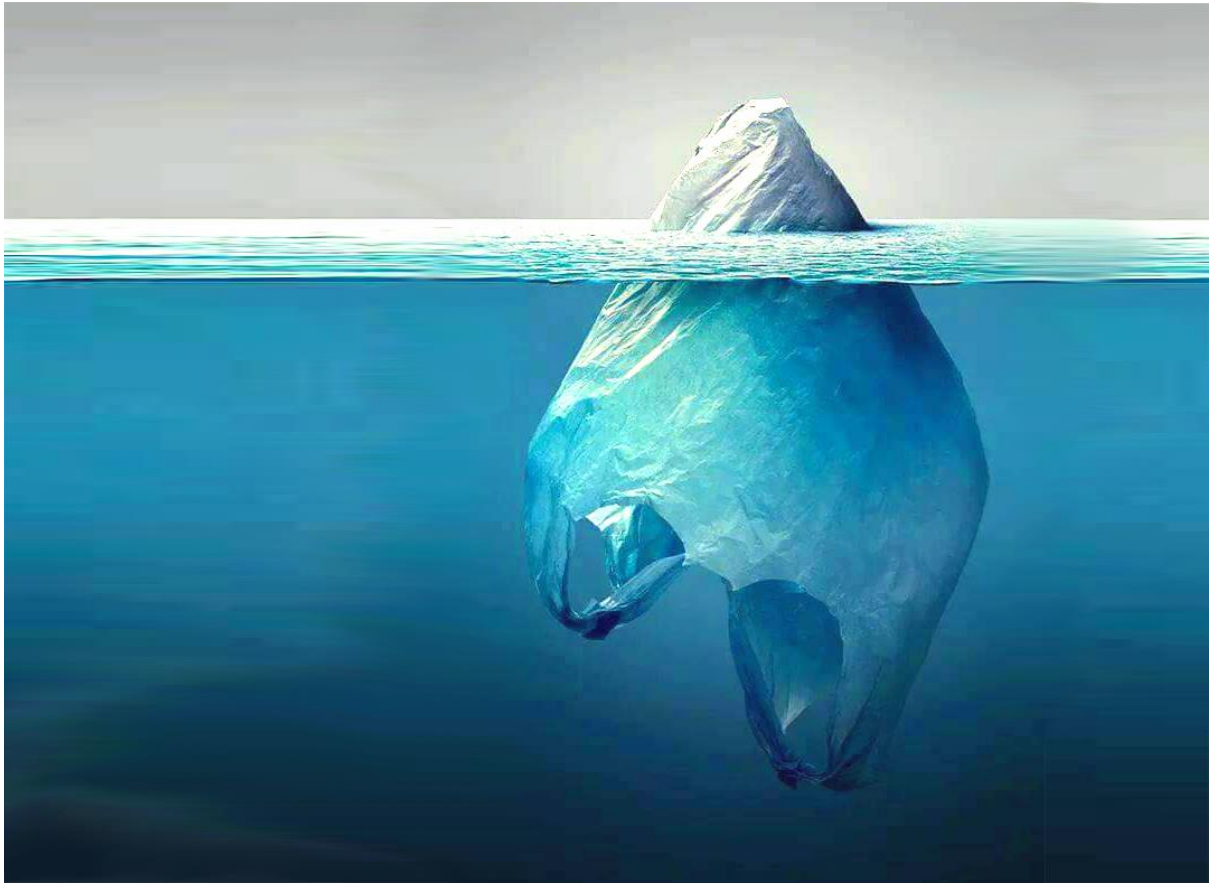# PROYECTO

Fundamentos de Diseño Interactivo

PROPOSAL

Integrantes:
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Introduction:

As a team, we started thinking about some problems that could affect our surroundings, one of the first ideas that came to our minds was pollution, then we thought about the problem we have in our oceans, and to specify about it even more we decided that we should do something in order to try to help solving the problem of the big "waste islands" on the Pacific.

During the development of the projects, we as a team will elaborate a web page with the following information:

-Academic research

-Benchmark

-Projects

-Social impact

-People

-Our solution

The academic research will have information on what is the problem we are facing, where it is happening, characteristics of the problem and the opinion of some expert in marine pollution.

Benchmark and the projects contain information about other initiatives, as well as works that are currently in action to solve the problem of marine pollution (additionally the links to the main pages of each of the projects and the different solutions).

In the social impact we demonstrate the different consequences that marine pollution generates for the environment (this includes fauna and flora) and for us (in our health, economy and industries).

The people we will approach mainly will be adults and additionally children, with two solutions for each age range.

The solution for the adults is partly our web page and a reclining machine on the beaches. For the solution of the children is a game for the computer.

Problem:

The problem we want to explore is marine pollution in the Pacific Ocean.

Pollution is the introduction of harmful pollutants that are not common in each ecosystem. Some of the most common pollutants derived from human activity are pesticides, herbicides, chemical fertilizers, detergents, hydrocarbons, wastewater, plastics and other solids. Many of these pollutants accumulate in the depths of the ocean, where they are ingested by small marine organisms through which they enter the global food chain.

Solid waste such as bags, foam and other waste dumped into the oceans from land or from ships at sea end up being frequently the food of marine mammals, fish and birds that confuse them with food, with often disastrous consequences. The abandoned fishing nets remain adrift for years, and many fish and mammals end up entangled in them. In some regions, ocean currents drag trillions of decaying plastic objects and other debris into gigantic eddies of garbage.

One of them, located in the North Pacific and known as the Great Patch of Garbage of the Pacific, has an extension that according to the estimations carried out doubles the one of the states of Texas. In early 2010, another giant garbage island was discovered in the Atlantic Ocean.

Strategic Goal:

Our goals range from:

- Spread a culture of commitment and respect for the environment.
- Know the consequences of our problem.
- Show other projects of importance and interest developed by other companies and organizations.
- Create a content of interest and depth of the topic.
- Create different possible solutions for our problem.
- Consult our ideas with an expert of the topic.

Methodology:

Create a web page using HTML, not through a template, in order to demonstrate our knowledge (regarding the purpose of the class).

The general objective of the website is to generate a space with all the appropriate information about the problem that we want to address.

Use the Tinker Cad tool to make the 3D model of our first prototype, which corresponds to the machine called "Bottles and More".

Use the Game Maker tool to create our prototype of the game that would be designed for children

Implementation plan:

Date	Action	Person in charge
17/08/18	Learn to use the tools that we will use throughout the project, such as Materialize, HTML programming language, Java Script, Tinker Cad, Game Maker Studio 2.	Nicole Carrillo Capristán Luis Eduardo Núñez Oscar Roberto Castro Ruiz
31/08/18	Carry out an extensive research on the different problems that are experienced today in order to determine as a team the problem that we want to address.	Nicole Carrillo Capristán Luis Eduardo Núñez Oscar Roberto Castro Ruiz
1/09/18	Conduct the research on marine pollution, which	Oscar Roberto Castro Ruiz

	includes: most affected areas, major pollutants, consequences, causes, related projects, experts in the topic, etc.	
2/09/18	Make the design of the web page: the elements that we will place, the information distribution, how interactive is each page, etc.	Nicole Carrillo Capristán Luis Eduardo Núñez
11/09/18	Test that the page does not take a long time to load, check that the colors are correct, try with different users what they think of the page, etc.	Nicole Carrillo Capristán Luis Eduardo Núñez Oscar Roberto Castro Ruiz
05/10/18	Write the proposal of our work, the cost, the methodology to be used and the implementation plan	Luis Eduardo Núñez Oscar Roberto Castro Ruiz
15/10/18	Based on the results of the tests, make all the corresponding corrections	Nicole Carrillo Capristán
23/11/18	Deliver the project to our client	Nicole Carrillo Capristán Luis Eduardo Núñez Oscar Roberto Castro Ruiz

Cost:

Elementos	Unidades/Hora	Costo/Unitario/Hora		Subtotal		% del total
1. Gestion del proyecto						20%
- Investigador del proyecto	50 hr	$	40.00	$	2,000.00	
- Disenadores de la pagina web	150 hr	$	60.00	$	9,000.00	
2. Hardware						5%
-Dispositivos	4 unidades	$	10.00	$	40.00	
-Servidores	1 unidad	$	200.00	$	200.00	
3. Software						40%
- Software licenciado	1 unidad	$	1,200.00	$	1,200.00	
-Desarrollo del software	/	/		$	6,000.00	
4. Testing	1 hr	$	10.00	$	10.00	5%
3% del costo total del software y hardware	/	/		$	2,232.00	
5. Entrenamiento y soporte						14%
-Costo de la adquision de conocimientos	24	$	100.00	$	2,400.00	
-Costo del mantenimiento del equipo	1	$	100.00	$	100.00	
6. Subtotal	/	/		$	23,182.00	
7. IVA	/	/		$	3,709.12	16%
8. Costo final				$	26,891.12	100%

Considerations:

- It is a very big problem and with multiple solutions that are currently in action

- We seek awareness for our public

- The resources we have are limited but we can make a good project through the laws of simplicity

- We will use GITHUB to store our information