

Etude 4: StrangeDays

Soon, green energy would be more commonplace and thus, solar panels, wind turbines and nuclear power plants should be a common sight. More people are aware of the benefits of green spaces and so, the municipal governments build more parks and plant more trees. However, it is important not to neglect animals. Wild and domestic animals in the city, such as pigeons outside and cats and dogs inside, help bring life to the area. Most people are aware of pets and enjoy their company, but they do not extend this friendliness towards farm animals. Thus, to combat climate change and the suffering of animals in industrial farms, people should be encouraged to consume less meat and other animal products. Additionally, most people, especially younger ones, are not very aware of how farms work or how farm animals act, unless they have the chance to go on school trips to visit one. A great way to achieve these goals is with the following artifact: The FarmGate. It involves two parts: the human kiosk and the animal kiosk

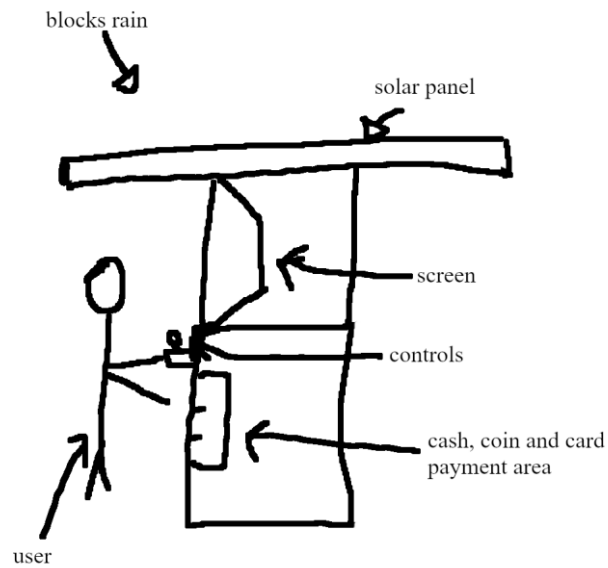
The human kiosk installation can be placed in the middle of municipal parks where people take walks and children play on the playgrounds. This kiosk has a large solar panel roof on top to power it and to protect its users from the rain and other elements, which encourages people to stand under it and thus to use it when seeking shelter in the park (boosts engagement). It has a screen, a camera, a speaker, a 'keyboard' with a joystick, a solar panel on the roof, wireless Internet connection to the local farm, and a payment area that accepts coins, cash, and card taps.

The animal kiosk is placed in the farm's room where a type of animal eats and sleep (like a pig pen) and it has a screen, a treat dispensary, a toy on a string, a microphone, a camera, and a speaker. It will be powered by a wire that connects to the farm's electrical power supply.

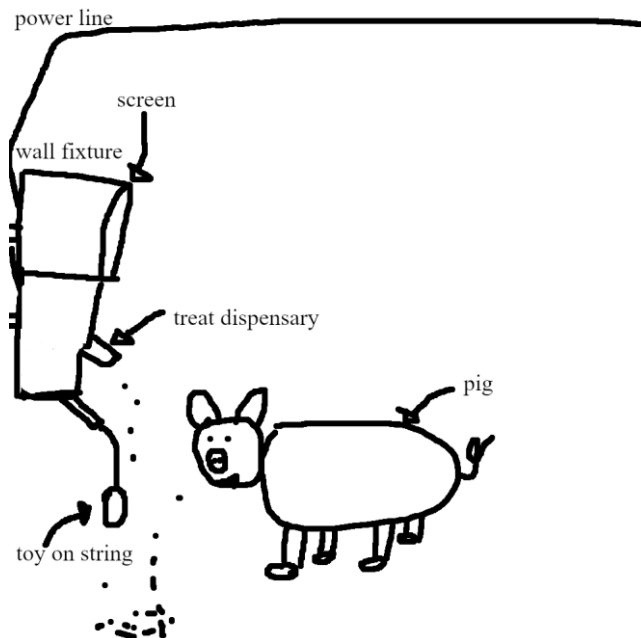
Human users will walk up to the human kiosk in the park, see the animals on the screen from a live feed from the farm room, and can hear the sounds the animals make. They could use the keyboard to see information about the names and origin of each of the animals in that room, the origin of the local farm itself, how that farm dedicates itself to treating its animals humanely and donate money to the farm's charity program which uses its money to help rescue more animals or into political action to regulate against animal cruelty. The user can pay money to give treats to the animals and play with the animals by moving the joystick, which moves the toy on a string of the animal kiosk if the farm allows these features. The government installs these human kiosks in the parks and encourage local farms to apply to receive an animal kiosk or more if they follow the requirements of humane animal treatment and sets up the charity program.

This installation will allow the users to get to interact and see and hear various farm animals from the cities, where these animals cannot be found. They serve as advertisement for local farms, which encourages users to buy local products that are healthier and, if they are animal products and meat, acquired

more ethically. By interacting with the farm animals, users can get to know that farm animals are just as alive as common pets like dogs and cats, which subtly pushes the users to consume less animal products.



Human kiosk sketch



Animal kiosk sketch