CM523 Design and Interactive Experiences

Surging Seas:Project Proposal

Kayleigh & Yumin

Purpose:

To educate people on the dangers of rising sea levels in the Boston area. Although some people may be aware of the issue of sea level rise itself, there is a significant knowledge gap concerning the causes of sea level rise and its effect. Through our project, we aim to educate our users on the risk of sea level rise and offer ways to prevent it.

Audience:

Activists including environmentalists or sealife conservationists. This activity could be used in an environmental science classroom as an introduction to the problem of sea level rise and how individuals can contribute to a solution.

Technology (JavaScript libraries, CSS/HTML frameworks, etc.):

HTML, CSS, Java Scripts, Jquery

Members/Roles:

Kayleigh Schweiker: Research, Art Direction, HTML, CSS, JS
Yumin Wu: Research, Art Direction, HTML, CSS, JS

Challenges/Risks & Contingency Plan:

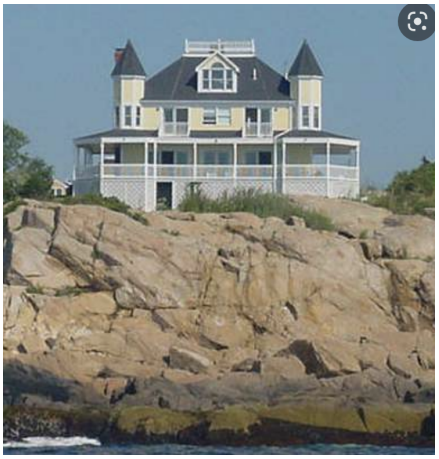
Interaction: Similarly to the Forest App, which awards the user the opportunity to plant a tree each time the user completes a productive task in real life, we want to incorporate a series of interactive activities that allows the user to add water to a basin (that aesthetically resembles the Boston coast) each time they complete a task (that, if completed in real life, would reverse the act of sea level rise in some minute way). The act of creating a few interactive games in one platform could definitely prove difficult.

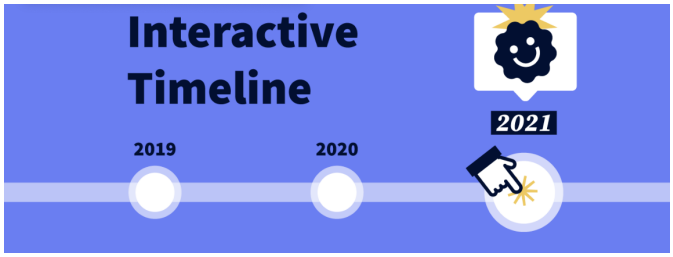
- To solve this, we can improve our understanding of JavaScript and simplify our activities to make them do-able.
- We can also study how other websites have utilized JavaScript to make their pages interactive.

Layout:

Home/Main page: Introduction and Overview

- Displays a snapshot of one area of the Boston coast with a timeline across the y-axis → when the user's mouse hovers over different dates across the timeline, the sea level will rise/fall, reflecting the sea level during that time period in that area
    - Navigation at the top (ie; "Prevent Sea Level Rise", which would lead the user to our games, "Learn More", which would lead the user to our research, and "Proposal", which would direct to our project proposal)
    - Underwater/rain sound effects, animated fish swimming across the screen, realistic underwater graphics that can be adjusted based on user interactivity





*****timeline will be across y-axis*

Story pages:

- Dangers of sea level rise and its influence on our daily life.
    - Scroll bar that users can interact with to understand how quickly our local sea is rising
    - Explanations regarding how sea level rise threatens the existence of both various underwater ecosystems and above-ground, man-made structures/agriculture

- Tutorials of cool and accessible tricks that can educate users on the problem
    - Users will complete a simple, interactive task or answer a question correctly to fill a basin (that resembles the Boston-area coast) with water
    - Activities may include:
        - Choosing public transportation over vehicles
        - Preserving sand dunes
        - Knowing flood zone areas
        - Obeying “no-wake” zones
        - Reducing energy use (ie; turning off lights/appliances when leaving a room)
        - Contributing to a bio-retention garden
        - Signing an online petition to support local wetland restoration

Art Style & Inspiration:

- PBS Amazon Rainforest Interactive Experience
- Squarespace: Fashion Blog
- Everest Basecamp Project
- Forest App
- Parallax effect