

# Group 13

Ari Hammond

Noah Graff

Case Dinkla

Caden Terrell

Sowmiyan Vijayakumar

## Culture and Society

Our chosen topic is culture and society, as well as how infrastructure plays into their development. We want to explore how a society focused around education that prioritizes its citizens would function.

# Our World

- **People First:** critical thought and ethics in education, basic needs provided by government, multigenerational households and communities
- Prioritizing people in fundamental parts of society will greatly contribute to **more human-centered design and technology** approaches.

**Sustainable:** economic and political decisions will be made by people with an **educational background in critical thought** and **societal upbringing rooted in access to basic needs**.

# Economy

Full universal basic income, in addition to any income from employment

Employment income taxes fund free/subsidized public grocery stores, housing, and services

- Income only needs to go towards luxuries/wants
- An informal barter system + cottage economy for clothing and housewares, aided by 21st century technology

**Poverty, Hunger, and Economic Development**

# Societal Structures and Cultural Norms

## Education

- Postmodernist arts-based education
- Fully funded post-secondary and vocational studies

## Religion/Social Groups

- All world religions are maintained, but their influence is significantly limited in world governments
- People are encouraged to explore various faiths during their lifetime

## Family Structure

- Global emphasis on multigenerational family structures, to maintain community and connection despite declining birth rates

## Rituals and Milestones

- More or less the same

## Quality Education as a Cultural Focus

# p5.js Plan

## Society Building Game:

- Focus on creating/choosing the government, schools, laws
- Create infrastructure
- Have a set of goals to fulfill that are based on our society proposals
- Let you play as a person in the finished society maybe
  - Brief video/animation of playthrough in society
- Find solutions to conflicts (random events that can occur anytime throughout the game)