International Project

Common Grounds

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Context

The first week of this semester was a special one where we were divided into random groups of 16 people along with other students from semesters 2, 4 and 6. With these unknown people, we had to come up with a concept for another planet called Kepler-452B within a week.

Research Methods

Literature Study

Find contextual information, guidance and best practices.

Ideation

Generate and develop new ideas.

Storytelling

Make abstract concepts concrete and strengthen the empathy for the user in your team by using storytelling.

Pitch

Get a grasp on your unique selling points and practice concise communication about them.

(CMD Methods et al., 2015)

Results

We started the first day by getting to know each other and getting a clear picture of the assignment. The assignment was to come up with a solution for another planet. Our planet was Kepler-245B. From here we looked for some background information about our planet. Here we found out that it consists largely of water and the pieces of land are very rocky. Little else was known, leaving us to fill in the details as we saw fit. From this, we threw together ideas of what we wanted the problem to be on our planet. The end result was that the creatures that live there (called Keppies) live underwater and cannot find or produce food there.

Before we had to start coming up with a solution, we had to make a travel poster to get a visual image of the planet. Since we had limited time, I used Bing's AI image generator to generate a poster.

As this image was too small, I used Adobe Generative fill to expand the image.

In the end, the group was divided into 4 different 'departments' and I ended up in the technology department together with 4 other students. Together, we used ideation techniques to come up with different ideas to tackle the planet's problem using technology.

Since I was the only person in our group from semester 6, I mainly took the lead and helped the other students where they needed help. Together, we produced the following result:

Background story

As the Keppie's population grew, so did their need for resources and shelter. They embarked on a journey of technological innovation driven by necessity. Their remarkable advancements paved the way for not only survival but also the creation of a thriving underwater civilization.
Their cities are constructed from advanced, pressure-resistant materials that allow them to thrive at various depths, even in the planet's deepest trenches. These structures provide a safe and stable environment for them to live and work in.
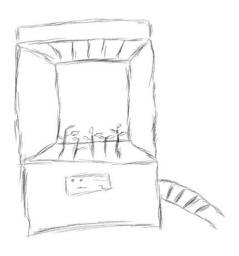
Problem of the Planet:

"Full planet empty plates". In the distant cosmos, nestled within the vast expanse of the Milky Way galaxy, lies a planet of extraordinary significance - Kepler-452 B.Kepler-452 B, often referred to as "Elysium" by its inhabitants. The inhabitants are called keppies and are all informed of food scarcity. Food scarcity often leads to competition for limited resources, changes in behavior, and potential population declines.

Solution:

Creating a plant growth booster for another planet involves a combination of advanced technology, biological science, and sustainable resource management. Such a prototype would need to address the unique challenges of extraterrestrial farming, including harsh environmental conditions, limited resources, and isolation from Earth.
The plant booster will be called AstroGrow Pro and it will facilitate sustainable plant growth by providing essential nutrients, regulating environmental conditions, and optimizing resource usage.

Since we had to pitch the idea at the end of the week, I used AI to generate a realistic version of our concept by using the right prompt. Out of this came the following image.

We used this image in the video pitch, which was allowed to last a maximum of 45 seconds. In this, I took on the task of editing this video. Click here to watch the video.

Conclusion

We were placed in a group (planet) of 16 during the 'Common Grounds' project. This group was divided into four departments, where I joined the technology department. Together with three other students, we came up with a backstory, logo, poster, problem and solution. I took on the task of coming up with the concept of the logo, creating the poster using AI, brainstorming about a problem and visualizing a solution. I spent most of my time visualizing the artefact we came up with in a 45-second video.

What made this project difficult was creating a problem for a non-existent target group. Working in a large group with new people made it difficult to work together.

During this project, I learned how to create realistic digital prototypes in a short time using the right AI tools.

Learning Outcomes

Learning outcome 6: Personal leadership
By reflecting on my own work and taking on the leadership role within the department group.

Learning outcome 7: Goal-oriented interaction
By participating in an international assignment and communicating with different people.

Literature

CMD Methods, Van Turnhout, K., Jacobs, M., Kamp, I., Mulholland, C., Neuman,
A., Rouwhorst, S., & Van Vlies, L. (2015). *CMD methods*. Accessed January 18, 2024, from https://cmdmethods.nl/