**Problem/Topic & Purpose:**

In this class project, we had to create a product or an art piece based on a social justice topic that assisted or educated people about the topic. Our group decided to build create and design a product that would help with elderly living by themselves. We found that there hasn't been any real technologies being developed that targets only the elderly and solve their biggest issues that they face in their everyday life. Our group decided that we wanted to find a way to help solve their problem.

**Features:**

* Wearable & Easy To Use Device
* A.I. to Monitor Health & Surroundings
* Connect to Pre-existing Smart Devices
* App Pairing to Create Reminders and Tasks

**My Roles:**

Group Manager, Lead App Developer, and Designer

**Project Date:**

January 2018 – March 2018

**Research:**

This project requirement was to make a product that was social justice oriented combined with speculative design and technology. The four of us explored social justice issues, and after doing a little bit of research on three different ones by ourselves, we came together to share before deciding our topic would be focused around elderly care.

About 21% of the United States population will be over the age of 65 by 2050. Having a technology that could assist this growing minority is a cool idea and could possibly see actual use in the future. We also found out that less than 50% of them currently use smartphones and that the elderly typically doesn’t want to learn how to use new technologies. Finding a solution that could help them but not force them to learn how to use new technologies was the main idea we had to build this product around.

We also found the major problems that elders face are loneliness, lack of independence, and not wanting to go to a nursing home. We wanted to create an idea that could help fix these problems and investigated different technologies that already exist that could be changed to help our idea.

A technology that already assist that assisted the elderly when they were in trouble was LifeAlert. We studied what LifeAlert had that made it successful and what made it unsuccessful and the changes that were made since its release.

### Ideation/Concepts:

We had several ideas before settling onto the idea an artificial intelligence to help assist in the normal everyday life of senior citizens. An original idea was to create a Virtual Reality world for them to interact with other people online in the safety of their own homes. We figured this would help build an online community to combat loneliness often found with our targeted audience. This idea however didn’t help solve the problem with many of the elderly wanting to be independent.

We quickly changed our idea from entertainment and social to have be an assistant for the user. We went through several ideas such as a whole AI living as new smart house that monitors health, possibly having a hologram person talking back to them. We however wanted a device to be able to monitor them wherever they are instead of just near their house, so we changed it so that the AI would be on a watch so that it could keep track of their health wherever.

Here are some concept sketches that I made for a possible watch and ring design.

In the last few iterations of ideation, we decided that including too many functionalities into a watch would take away from the experience and make our original intended audience have a more difficult time using out product. After receiving feedback from the class, we decided to simplify the watch into just a regular wristband that would connect to smart homes and devices as well as only monitoring health. We also decided to include a phone app that would allow caretakers to be able to make sure that the user is taking care of themselves properly as well as receive notifications in case an emergency occurs.

### App

The app we used in the video was made in XCode but doesn't fully function the way it is supposed to. The App prototype that we created was to be used in the video and to show how it functioned. The app is supposed to be used by the caretaker of the user of VEDA AI to create tasks/reminders and monitor them. The left shows the task/reminder list and below is the app storyboard.

## **TAMATRASHI**

"You are now the caretaker of your own Tamatrashi: a digital pet that you can access on your computer! They love your attention! However, it turns out your beloved pet is actually kind of a brat and is very touchy. Make them happy! You’ve got to, you’re their parent! Who said this would be easy...or even plausible. You’ll soon find that raising your very own Tamatrashi isn’t as fun as you thought it would be."

Tamatrashi is a basic pet caring game. The players must keep their pet’s statistics high while managing their money at the same time. This game was made so that the player cannot win. We studied the philosophical idea of absurdism and was tasked with making an absurd game.

March 2018 - June 2018

My role was the developer and graphic artist

## **ABSURDISM & IDEATION**

Absurdism is a philosophical idea that refers to the conflict between a goal and the inability to reach said goal. Sisyphus is a man who has been condemned to push a boulder up a hill but have it roll back to the bottom again. Albert Camus wrote *The Myth of Sisyphus* and introduces his philosophy of the absurd and argues that Sisyphus is happy even if he is condemned to repeat the same meaningless task, never to accomplish it.

In terms of making a game absurd, we had to look at games we thought allowed the players to enjoy the game but is impossible to accomplish the given goal. Some games we explored was Saved the Date and Tickets Please. These games are both unique because no matter what the player does, they will always lose, and they don’t find out that they can’t win until they play for a while.

[Save the Date](http://paperdino.com/save-the-date/) is played like a graphic novel where a story is written out and the player chooses different options. In this game, the player is initially given the task to go out on a date but later finds out that he needs to save them from bizarre happenings.

[Papers, Please](http://papersplea.se/) places the player in the role of an immigration inspector. You inspect documents provided by the immigrants and allow them to legally pass, turn them down, or allow them to pass with consequences to your paycheck that goes towards caring for your family. As the game progresses, the player is given more restrictions for documents and less money per immigrant while bills increase.

We wanted to draw some inspiration from other genres of game besides survival. We eventually came to a game that several of us played in the past, Tomogatchi games from Bandai. We wanted to put a lot of different ideas to make the game in depth but had to cut back because of time restraints and unnecessary features.

## **DESIGN DECISIONS**

Pixel art was the main style of the game. These are the assets that I made for the game. We wanted to eventually make the pet’s statistics bars fill or empty as the numbers changed but didn’t have time to implement it in. Everything was made in Adobe Photoshop, Adobe Illustrator and Unity. We used online tutorials to help code the things we needed.

When first playing the game, players should notice that there is no tutorial – you either play the game or mess with the limited settings. The reason for this was so that the player can learn and figure things out themselves. Since the gameplay is limited in Tamatrashi because it is based around absurdism, we wanted to have the player to fail and learn from playing.

## **Reflection**

I believe the game was a success overall. We were able to complete a playable version of the game and met our initial design goals. If I were given more time to add more onto this game, I would make more interactions between the player and the pet as well as have different rooms. I would also like to add more depth into the game, such as a story or more narrative surrounding the animal.  
<https://docs.google.com/document/d/1g5Dd3DA4PObzep8joYr07w9n66ulQxklPsLNeolwH-c/edit?usp=sharing>

Anti-establishment – page 1

Anti-Establishment Project - Classified Files

**What is this game? What was the point?**

Anti-Establishment was a class project where we were to design an alternate reality game that covers the social justice problem of environmental impact.

**Links to the important website**

<http://anti-establishment.dx.am/>

**Dates and role**

March – June 2018

My role was website designer and developer as well as prop design and creation

Anti-establishment – page 2

**What I worked on:**

Show PDFs of the wireframe and documentation design. Print version too.

Websites, documents, etc

Anti-establishment – page 3

**My role during the presentation:**

I was the video camera person and recorded the footage used in the final production video. I followed the guy around. I need to get the youtube video and insert it in

<https://www.youtube.com/watch?v=2yOEXXb2rrk&feature=youtu.be>

Anti-establishment – page 4

**Reflection**

One of the main things that people learn early on is that we need to learn to do things ourselves. The roles that I was given in this project helped expand my knowledge in small yet crucial things to make the best product we could. I did a lot of research and looked at a lot of official forms online before making the autopsy report and environmental audit forms.

VEDA AI

* Add a new tab for ideation. Or add onto research page… ideation and research
* Divide Drafts & prototypes up to two different things

Tamatrashi

* Add more onto reflection and development
  + Fix Development page and make it look better

Everything with SendHelp and the other