

Technology configuration inventory

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Community (UN SD goal): 14 - Life Below Water

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Instructions

It is useful to inventory the current technology configuration of the community, i.e., the current technology that the people working, learning, advancing knowledge (etc.) in the specific area you are engineering software for are using, as a way to understand the community better and what matters to them better. If yours is a new community, it may not have any specific technology yet, but even for brand new communities, the current configuration may not be empty, for instance if general tools like email or phone are going to be used. You can use a version of the table on the next page to inventory and analyze the current configuration of your community:

1. Get the big picture. Research the area and make a list of all the platforms and stand-alone tools in your community's configuration as best you can
2. For each platform, list the tools and check the ones that are being used. Why are some not being used? Are there duplicates? Are there issues around integration between tools?
3. To the left, make a note of which community activities/orientations the tools currently support in your community
4. To the right, identify the key features of tools. Are some of these features commonly or rarely used? What are the reasons for that?
5. Assess actual tool use if you can. Identify which are dominant and which are only used by smaller groups and individuals.

NOTE: Add new rows as needed below. Please know your search should be as exhaustive as possible given the area you are researching

Platform	Insteading.com "Insteading helps people on their journey to live a more positive life—positive for themselves, for their neighbors, and for the world around them." <ul style="list-style-type: none"> • Meaningful, not disposable • Nourishing, not neglectful • Sustainable, not harmful • Community-driven, not selfish 		
Supported activities	Tools	Key features	Usage notes
Browse advice articles & guides	Article authoring and reading options Blogging tools	Provides a community-driven blog for sustainable development. It is mainly directed towards homeowners.	Writers must apply to make posts These courses do not outright mention SDG goals - but some articles are meant for education on similar topics -Articles point to many learning games that no longer work



Courses	Enroll options webinars	Costs money curated	Courses are tailored and differentiate from the free guides
Redirect to other platforms	Many “top” 10 lists that point to further reading material on other platforms		
Search function	User may search for certain activities/tools/articles.	Typical search functionality	

Platform	https://www3.epa.gov/recyclecity/index.htm EPA platform		
Supported activities	Tools	Key features	Usage notes
Articles	Articles on various EPA values, campaigns and agendas.	Provides a knowledge hub for users	EPA has been generally known to have some extreme opinions which may not all be grounded in fact.
Search function	Search for articles /activities /knowledge	Typical search functionality	
Kids learning games	Recycle City Dumpton WaterSense for Kids	Large library Low production value WaterSense is a pacman like game with quizzes included	Some games no longer work. Water sense mixed quizzes in its gameplay (i like this concept)

Stand-alone tool	https://gamingfortheoceans.org/		
Supported activities	Tool	Key features	Usage notes
Sea-waste cleanup game	Hard to define as a tool or a platform, the game itself is actually a collection of mini-games.	Play through several mini games, answer quizzes.	Game breaks on web browsers and cannot be played beyond the first level

Share options	new/article feed associated with the game to draw attention	Similar to my proposed goal. Articles of greater value are placed between games to encourage real change (not just gaming)	
Community polls	Quiz results are polled to show community values	Answered questions are displayed for users to see what others value	I like this idea and would like to implement it in my project (either in future, or as a class mvp)

Platform	https://climatekids.nasa.gov/		
Supported activities	Tools	Key features	Usage notes
Interactive reading game	Articles/units presented in the form of games	Children click through units and interact between reading	Generally like a visual novel. More reading than gaming. I would like to do this as a supplemental feature.
Additional games	Coral Bleaching Climate Time Machine Go With the Flow	Coral bleaching allows users to steadily bleach and pollute Climate Time Machine is an interactive tour of different climate conditions. Go with the flow is a fun game about ocean currents	Coral bleaching is not “fun” - but more of an interactive activity. There is no draw to return Climate Time machine has no gameplay loop and is closer to a visual novel Go with the flow has a solid gameplay loop but no learning (learning is done out of the game) Adobe Flash ending has killed the majority of this library's games.
Extra resources/reading	Articles Videos Hands-on crafts/activities	Additional reading and interaction to spur learning	Ideally what my platform would also do (but I aim to make use of existing resources first - not all home brewed.
Community polls	Quiz results are polled to show community values	Answered questions are displayed for users to see what others value	I like this idea and would like to implement it in my

			project (either in future, or as a class mvp)
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Platform	https://www.koikiwi.com/		
Supported activities	Tools	Key features	Usage notes
Ecological games	Multiple games	Some include trivia	A decent number do not include any actual learning

Platform	Kahoot		
Supported activities (many, only including relevant)	Tools	Key features	Usage notes
Competitive Trivia games	Custom trivia game creator/holder	Some groups have made trivia games on ocean plastics https://www.nationalgeographic.org/interactive/test-your-knowledge-ocean-plastics/	Decent way to get your facts across without the needed infrastructure or game development. Hard to find these special quizzes.

Platform	https://www.bbcchannels.com/cbbc		
Supported activities (many, only including relevant)	Tools	Key features	Usage notes
Games do not work unless you are in the UK	Games do not work unless you are in the UK	Games do not work unless you are in the UK	Games do not work unless you are in the UK

Platform	https://bowseat.org/about/our-story/		
Supported activities	Tools	Key features	Usage notes
Creating arts through waste	Articles available for users to engage in art with waste	Interesting way to promote recycling and reuse Educate others about SDG issues with art	Fun community driven platform Allows sharing and collaboration. I like this COP
Resources for students and teachers	Resources to get students and teachers up and running, participating, etc.	More articles	



Games*	No longer hosting games	There used to be children's games	There are no games.
Programs and contests	Articles for programs people may sing up for		
Donate/Store options	Donation to charity Store merchandise (also for charity). Store shopping cart catalogue checkout system	Donate sums of money Buy goods	I like this system, which allows non-participants to still participate financially. I can be a part of the community with or without artistic talent or interest. My game would (in the future) include these means.

Platform	https://kids.nationalgeographic.com/games/action-adventure/article/recycle-roundup-new		
Supported activities	Tools	Key features	Usage notes
Games	Many games Quizzes	Most games have decent production quality.	Games do not “teach” Quizzes do teach No teaching game on ocean waste
Videos	Learning videos hosted on site	Children may watch for education instead of reading	
Explore	Tools for additional learning and reading	Allows children to go beyond the game components	
Subscribe	Redirect to buy national geographic magazines	Lets children buy magazine	Kind of weird.
Animals	Articles for various animals	Provides reading material	

Sites that are no longer hosted correctly

<https://www.kidsbegreen.org/game/>

<https://www.calrecycle.ca.gov/RecycleRex/Activities/canIt.swf#gsc.tab=0>

<http://cleanup.noco2.com.au/>

https://www.nationwideeducation.co.uk/sustainability-education/students/07-11_sustainable-houses/int_sort-n-recycle.php

http://www.gamesgames.com/game/go_recycle

<https://www.pbs.org/independentlens/garbage-dreams/game.html>

<http://www.olliesworld.com/club/games/sort/gamesort.htm>



https://ecokids.ca/PUB/games_activities/waste/index.cfm

<https://www.ytv.com/>

http://www.recycleroom.org/GameServer.aspx?gameId=4&swf=Uploads/2059287696recycleWhackCan2_rev_1.swf

http://www.recycleroom.org/GameServer.aspx?gameId=5&swf=Uploads/1157378189scooterRide5_mark_rev2.swf

<http://www.recycleroom.org/GameServer.aspx?gameId=6&swf=Uploads/1458694164ShowWhatYouKnow-4-12-2013.swf>

<http://www.recycleroom.org/GameServer.aspx?gameId=7&swf=Uploads/505868909DumpTruckCollector-4-12-2013.swf>

<http://www.recycleroom.org/GameServer.aspx?gameId=8&swf=Uploads/1894889988LandfillHero-4-12-2013.swf>

https://play.google.com/store/apps/details?id=com.vg.RecycleDumpTruck_parking

<https://play.google.com/store/apps/details?id=com.aidem.android.toss>

<https://play.google.com/store/apps/details?id=com.recyclenow>

<https://play.google.com/store/apps/details?id=com.tapinator.truck.garbage.recycling>

<https://play.google.com/store/apps/details?id=air.com.digicrafts.RecycleRanger>

<https://play.google.com/store/apps/details?id=com.HighTouch.IRecycle>

<https://play.google.com/store/apps/details?id=air.com.snakeheadgames.recycletime>

Stand-alone tool	https://play.google.com/store/apps/details?id=com.plowdigital.recycleloss		
Supported activities	Tool	Key features	Usage notes
Recycling minigame	Typical mobile “basketball” game	Toss recyclables into a can	No education

Stand-alone tool	https://play.google.com/store/apps/details?id=com.codeblink.idleoceancleaner		
Supported activities	Tool	Key features	Usage notes
Idle ocean clicker game	Idle clicker Upgrades Score system	Fun gameplay, tried loop	While it encourages the action of recycling, it does not really “educate” nor teach the true impact of ocean waste.

Stand-alone tool	https://play.google.com/store/apps/details?id=com.wastemgmt		
Supported activities	Tool	Key features	Usage notes
Quiz game	series of quizzes	Sorting quizzes	Simple, limited levels, not exactly “fun”. Values learning and memorization

Stand-alone tool	https://play.google.com/store/apps/details?id=com.ox.savetheocean		
Supported activities	Tool	Key features	Usage notes
Trash cleanup game	Minigame	Like most fishing games (see club penguin fishing), but for trash.	Very little education aspect.

Stand-alone tool	https://play.google.com/store/apps/details?id=com.funcell.oceancleanup		
Supported activities	Tool	Key features	Usage notes
Trash cleanup game	Minigame	Sail a boat Upgrade boat Cleanup trash (earn money)	Does not educate, but does encourage action. 2/5

Stand-alone tool	https://play.google.com/store/apps/details?id=com.bunnyandgnome.mullag		
Supported activities	Tool	Key features	Usage notes
Trash cleanup game	Mobile Game	Series of games Broken by education/trivia	This is the best mobile example of an independent gaming+learning experience I could find. Shame it cannot reach students with desktop devices

Stand-alone tool	https://apps.apple.com/us/app/recycling-truck/id433645198		
Supported activities	Tool	Key features	Usage notes
Recycling collection and storing game	Mobile Game	collect recycling Sort recycling	Simple loop - little progression Teaches by sorting. Simple education.

interesting platforms but of different community

<https://play.google.com/store/apps/details?id=com.oceantg.learning>

<https://play.google.com/store/apps/details?id=mobi.recyclecoach.worldster.pack>

<https://play.google.com/store/apps/details?id=org.oceanconservancy.cleanswell>

<https://play.google.com/store/apps/details?id=com.rbc.ventures.garbagebay>

<https://play.google.com/store/apps/details?id=com.opp.cem.members.app>

<https://play.google.com/store/apps/details?id=com.theoceancleanup.surveyapp>

<https://play.google.com/store/apps/details?id=com.oceanhero.search>

<https://play.google.com/store/apps/details?id=com.oceanheroes.app>

<https://play.google.com/store/apps/details?id=slot1.mySlotGame.com.slotwinnermachine>

<https://play.google.com/store/apps/details?id=edu.uga.engr.geolog.marinedebristrack> (close to a game). I do not consider this in our community, but it DOES encourage similar action as my game. Instead of a community participating digitally - this enables users to compete with their real-world contributions. This is an interesting twist and ultimately something my game should prop up.



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Generally, it seems like most education apps follow a very familiar trope. Pickup x, sort into y, etc. Other games are hardly games and fail to be “fun” in their desire to favor education.

Most mobile games seem to be fun-oriented, but offer little learning. Furthermore, they do not direct to other resources

Most web games focus on other SDG issues, or are poor quality and dated. Others no longer exist, having been made in flash.

I believe there is a place for my game as it is a unique gameplay loop, focuses on an area few games exclusively teach about (most games opt for recycling, not sea waste), and can satisfy a larger audience being web-based.