

Stakeholder analysis

Name: Mason Lane

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

Date: 03/10/2021

Project Name		aeS		
Name	Project Role	Power	Interest	Level of Support
School System	<p>May use platform to educate children and direct to other learning resources</p> <p>Platform may be a daily activity during homeroom, etc. It does not take up excessive time.</p> <p>Could be used as a fun SDG week unit in conjunction with other SDG games, platforms, etc.</p> <p>aeS aims to be a resource individuals may breakout from for independent learning</p> <p>May be directed to donation/charity options for larger organizations</p>	High	Med	Neutral
Children	<p>May find useful resources made available by the platform. Tools will offer light reading/activities which will raise awareness</p> <p>Games and activities favor children in particular, aiming to maintain retention. Game will be a daily activity to encourage frequent visits which then drives home SDG goals</p> <p>Namely, helping children understand the volumes of waste</p> <p>for charity options, we will need to work out ethical ways to enable participation without taking advantage of parent's income.</p> <p>Allowing children to endorse certain funds through their school may be a fair alternative.</p>	Low	<p>Variable</p> <p>(depends on our ability to capture children's interest with games)</p>	Neutral

Advanced charity options for children
may be out-of-scope

(Still want to provide charity resources
for other age demographics)

Mason Lane	Developer/Designer	High	High	Supportive
Tim Maciag	Professor/Mentor	High	Med-High	Supportive

Adults (YA)	<p>May find useful resources made available by the platform. Tools will offer light reading/activities which will raise awareness</p> <p>aeS aims to be a resource individuals may breakout from for independent learning</p> <p>May be directed to donation/charity options</p>	Med	Med	Neutral
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Students	<p>May find useful resources made available by the platform. Tools will offer light reading/activities which will raise awareness</p> <p>Age will limit what we can show, as it may be unfair to advertise charity options to certain age groups</p>	Low	Med	Neutral
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Community leaders	<p>May direct to platform to raise neighborhood awareness during community events/fundraisers</p> <p>one-click garbage game will provide quick visualization for the scope of waste and show communities the large difference a community can make (even with individual contributions).</p> <p>Application may be a useful intro or intermission activity for children/adults to enjoy during community events or fundraisers.</p>	Med	High	Neutral
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