Matthew Kwong
03/10/22
Interaction Design

Speculative Technology Description:

The technology that I came up with for this project was a drone that could help rescue people from any dangerous situations that require immediate evacuation. Drones themselves are not capable of carrying lots of weight, so the idea for this technology was not for the drones to rescue people themselves, but rather to keep a person safe until firefighters or other personnel arrive. In order to do this, they would be equipped with basic first aid items such as oxygen/gas masks, fireproof blankets, spray-on bandages, and a built-in fire extinguisher. In addition, the drone would be able to determine the fastest and safest route for the rescue team to get to the person.

This technology doesn't really help one community more than another, since it's mainly for any person who finds themself in a dangerous situation. However, since the elderly or disabled community is more at risk during emergency situations, the argument could be made that it benefits them more than anyone else. As for negative side effects, one of them could be an increase in noise pollution, since drones tend to be fairly loud when they are in the air. Especially in more residential areas/neighborhoods, this could certainly be a nuisance. The counter argument is that these drones are only to be used in emergency situations, so they wouldn't be a disturbance all the time. Finally, one other side effect is that it could potentially compete with firefighters and potentially take away some of their jobs.

The Project:

Our goal with this project was to take this technology and think of the ways it could be integrated into a society. I chose the location of Los Angeles because of its large and diverse population, as well as the fact that it is relatively vulnerable to fires. For my players, I chose/created five people that I thought would best represent the communities who would be the most involved in or affected by this technology.

With these things in mind, we were tasked with making a web-based adventure game, where you can explore and decide on different stages of the integration process. One of the main ideas that I explored was the difference between public versus private funding. In particular, I had a lot of fun in coming up with ideas for the private route since I saw many ways that it could go wrong. The goal of the game/simulation that I came up with was to get to the end without triggering any of the bad endings. If you make it to the end, you are then presented with a score that represents how satisfied all of the players are with the ending.

Design Decisions:

For my project, I went with a very modern and tech-inspired aesthetic. I imagined this website as some sort of training program that employees might use at a business or tech company, and so I knew that I wanted to keep everything clean and simple. For my color palette, I chose a bright red since my technology was closely related to firefighters. After taking some inspiration from websites like Apple and Playstation, I chose a dark indigo for the background to add heavy contrast. I used some code-inspired fonts for the body text, and a tech-inspired font for the titles. In general, I just felt that this simplistic modern aesthetic fit the theme of my technology the best.