



Drafting an emerging picture

Name:	Muhammad Zaman
Community & UN SDG(s):	Life on Land (SDG 15)
Date:	October 16, 2023

Instructions:

Using your researched information fill out the flowing comparing the current state of the art with what you think new (software) innovations could bring to the community

Covering the orientations

Compare the left-hand column of the document "Technology configuration inventory" table with the right-hand column of the document "Community characteristics & orientation" table. What do you notice about the match (or mismatch) between your dominant community orientations and the current configuration of tools?

How well does the technology inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues' notes

The following technology is favored towards web, and mobile games, according to the research done. Most of the younger generation are on their phones for a large period of the day. But we also must factor in how low spec laptops and computers they have, allowing the game to be optimized, will allow for all users to enjoy the experience whilst not hindering the experience due to specifications.

There are few desktop games that focus on life on land, but even fewer are multiplayer, but rightfully so, majority of single player games targeted towards sharing knowledge would not benefit much with a multiplayer feature, possibly a leaderboard to encourage competitiveness.

Majority of users are not very tech savvy, which is why this game should be easy to download, and easy to setup, therefor allowing for minimum technological knowledge.

- ☐ Are you almost there?
- □ Are there big gaps?

There are little to no computer games covering life on land, and the games that are out there, do not cater to community experience, rather they focus on profit and attention span.

What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction? There are little to no requirements for needed for playing the game itself, although it will take small amounts of knowledge to install the game. The platform aims to be an entertaining game, which focuses on giving more exposure on the SDG 15, being life on land.

Achieving integration

Look at all the pieces of your configuration

What level of integration and interoperability has been achieved?

According to research that I have done, most of the platforms that have been made, are not maintained, and have been left stranded, some outdated information. Some games ran on flash player, and as we know, that is no longer





	running, flash player has majority of these games	been discontinued since the end of 2020, rendering	
Where are there big gaps Dead games from flash p		layer are useless as they are unplayable. Which leaves us play games which are focused on life on land. This leaves	
us to rely on the educato		ors in classrooms to teach the younger generation ving multiple forms of teaching.	
Balancing the polarities (Current state)			
How is the configuration balanced with respect to each polarity?			
Synchronous >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<<<<< Asynchronous	
Synchronous tools?		Asynchronous tools?	
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<<<<<< Reification	
Participation tools?		Reification tools?	
Group >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<<<<<<< d>Individual	
Group tools?		Individual tools?	
How well does this balance fit your community?			
Solution seeking			
In the new configuration, do you want your choice of tools to affect the polarities of your community in ways that differ from the current configuration? Which way?			
Synchronous >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<<<<< Asynchronous	
New synchronous tools?		New asynchronous tools?	
Participation >>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<<<<<< Reification	
New participation tools?		New reification tools?	
Group >>>>>X>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>>		<<<<<<<< d>Individual	
New group tools?		New individual tools?	
MVP notes			

With this MVP I would like to advertise Life on land, by spreading more exposure to the SDG, by having my target audience being the younger generation, it will allow for the future generation to improve life on land, which will directly improve their quality of life.