

PLOUTON-THE PLANET

Key Drivers

Mastery of a beginner's mind - child-like belief in what is possible

Dominating or Defining Relationships

Children are considered wise and are cherished

Region's Vision

Equality across age groups, without any discrimination; with a focus on innovation for all

Coping with Violence

Rare since the region is governed by kids. They have ways of defusing violence through child like reasoning - games and fun.

Unique Physical Capabilities

Bright skin, wide eyes, physically fit through the games they play.

Special Abilities

To come up with sensible, fun solutions to problems without over-complicating or intellectualising it.

Behaviour Drivers

Cherishing others and having fun. Region wide Vices Simplistic approaches to complex problems don't always work. They may ignore some areas that need to be addressed

Settlements

Bright, big and bold - making most use of nature and fun like slides within the house, beds like animals or doll's house)

Defining Geographic

Features

Nature Based: Vivid and colorful - everything is larger than life

Dark Past

They don't know what a dark past would be - they have heard about other regions but have not experienced here.

PLOUTON:

The younger you are, the more you are revered

- Everyone follows the principles set by the children under 14
- Old'uns get priority time with the young'uns
- Telepathic and gifted - LEARNJOYMENT
- An energy source to rival a sun
- A region of constant creativity and innovation

Community/Societal

1. Describe the concept of community for this region

Community in this region is much like a large group of friends. There is a large emphasis on emotional intelligence, and less so on IQ. It's important for every member to treat others with respect - that is the key driving factor of the community. The guiding goal of the community is to learn from each other and have fun.

- Reimagining the basics

2. What are the societal and physical townships like? Describe them in detail.

- Buildings with a lot of paintings, scribbles, handprints. Major use of vibrant and loud colors. Every home will have sand pits in the backyard, dog houses.

- Interesting shapes of the buildings like: Igloos, chocolate houses. Every community or a housing society will have a community hall for recreational activities, team building and games or other sort of sports.

3. What is the schooling system like?

No system of formal education, learning what they are interested in, bunch of people doing the brainstorming or discussions in a room as and when the need arises.

· A school for parents would exist to teach them on providing guidance and good parenting skills.

4. Money – as a medium of exchange. Does it exist? Is there an alternative? What is the underlying framework?

- Bottomline: Socialism and top line: Capitalism
- As a region driven by innovation, it follows top line capitalism. However, the community recognizes that not everyone can be a part of the
- Mix of Universal Basic Necessity for essential needs and money as an exchange for luxuries or fun.

5. How is the institution of marriage viewed, if at all? What are the familial relationships like in the region? How do they differ from the ones we know of?

- Marriage as an institution wouldn't exist .
- Relationships with parents would be based on the principle of providing guidance and mentorship.

Individual characteristics/preferences:

6. What is the individual's role within the framework of the region's vision?

To create and build relationships, infrastructure and the planet as a whole, abide by the rules and values of the community to stand united always. Drive growth, promote creativity and innovation, motivate others as well as be a valuable contributor to society.

7. What excites the people? What do they look forward to? (This could include some of their underlying motivations or driving factors, at a more personal level)

· Sports, creativity, group activities or group games.

8. What makes them angry/mad?

- · Forms of discrimination
- · Overcomplicating of things

9. What is 'Me' time for them?

· Old ones spending time with younger ones but majorly all time is their time as the major focus is on community building and welfare.

Economy/Government

10. What are the main economic activities of the region? What products and services would be of the highest value here?

- The government on this planet employs people to grow crops and manufacture food items for the planet. The food and construction remains in the hands of the government. The fund for the same comes from the taxes that are paid by the people (10% of the income(in plout cards) and donations of a few plout cards by the people of the communities. The accumulated funds are used for the purpose of building everyone's house and supplying food and manufacturing of processed foods and other necessities. Manufacturing of chocolates, toys, candies and building Amusement parks with young ideators, adult implementers, setting up of knowledge banks, sports complexes and community halls will be of the highest value.

11. What does the governance system look like? How does leadership work?

As a community they would resolve problems and would be able to approach Leadership boards consisting of highly expert people who run schools for parents in case of any unresolved issues and challenges.

Additional:

- Life Expectancy: Around 65 years
- Brain capacity or the knowing or knowledge would deteriorate as they age. Kids below 14 years will be considered the wisest. Iterative tasks would appear complicated to them
- Guiding value of this planet would be : Fulfilling your Curiosity.
- Small planet with approx population of 50,000 - 100,000

VALUES OF THE PLANET (In the sheet)

SIX GUIDING PRINCIPLES

Equality across age groups, without any discrimination; with a focus on innovation for all.

Question the status quo using creative and innovative ideas(There is no fixed way to do something-Monotony is boring!)

Learn new things while doing tasks that you enjoy (LEARNJOYMENT)

GAMIFICATION of things

Everyone is a part of the group (Collaboration,shared purpose)

No restrictions

Responsible towards the Environment/Utmost care for nature.

TWO PERSONAS:In the respective sheet

D. How are allegations of injustice, broken commitments, and unlawfulness settled and dealt with on your planet?

The justice system works on the principle of Occam's razor where the problem is solved using the simplest option available. Simple explanations of things are to be chosen and is necessary.

- In case of any injustice or broken commitments, people choose to talk within themselves and sort it out as the whole planet believes in the principle of trust and communication. They can sort out any sort of breach of trust performed by communicating. A second
- chance should be given to solve or undo the mistake or fulfil the due commitment. Isolation would serve as the resort in case of multiple offenses within the community.
- In case of any unlawfulness,payment of their plout cards or restricting their entries to a particular game zone or to not be able to play a particular game should be done.
- For even bigger crimes: A room full of books wherein they have to read and write topics irrespective of what they are interested in,concept of exams and the necessity to pass,cancelling their playdates for the possible longest time,making them do chores of the house like cleaning up the clutter etc. Giving tedious or iterative tasks like Constructions,farming etc.
- The confinements would look like: Dull color rooms full of books and no people in it.

Product / Service for Earth

(NOTE: This is a product that originates from the region you are working on but will be useful on Earth as it will be solving a certain problem)

Region Name:

Group Members:

Describe your product in 1-2 lines:	ENGAGIO is an online platform which gives the children a chance to learn from the professionals. The platform enables kids to book weekly slots (3-5 hours) to go and learn from the professionals by integrating the schedules of both parties online.
What problem does this product solve and how?	It solves the gap between learning and implementation and helps children learn how various jobs work. It helps them understand the world around them with better detail, and helps them to get hands-on work experience.
Who is it targeted towards?	Children aged between 10 – 14 years.
Give a detailed explanation of your product / service.	This online platform gives kids multiple options in terms of industry and profession they want to learn from. The available slots of each expert/profession are put on the site and the kids can book from the available slots as per convenience and then go to the facility and learn how to use each and every tool or the functioning of the industry or workspace as such.
What is the Pricing Model?	The kids need to pay 2 plout cards/student for a week of a professional's time.

What is the product / service's USP?	The USP of the product is that it makes learning objective based. For eg. A student learns how to use a spanner, because he/she wants to open a car engine at the mechanic's shop, not because they should. It makes learning faster, by setting a reference point of success, and motivates students from the inside, to try to explore new areas of knowledge and decide what's good for them and what they are really interested in.
How does the product's USP align with the home region's values, vision and guiding principles?	The product lets kids try whatever they want, whenever they want to and makes learning fun and easy. It helps kids be up to date with the bleeding edge of technology and innovation, since they learn from practitioners. The region's value or principle of fulfilling everyone's curiosity to learn and know things is fulfilled through this product.
What is the intended marketing strategy for this product?	<p>On earth – highlighting unemployment rates and targeting parents doing jobs they don't like with a message:</p> <p>"Earlier you explore, the wiser will be your choice"</p> <p>"Want no regrets later?,then partner/book your slots(with experts)/with us now!"</p> <p>"What if you knew what you were signing up for at 16? Would you still be here?"</p> <p>"Let your child understand what they are signing up for"</p> <p>"Your child is going to spend 8 hours a day for the rest of their lives on a job, shouldn't they be sure that they really love it?"</p>
How does one purchase / avail this product / service?	This service can be availed by just downloading the app or booking the slot on the website.Children can find a professional in the industry they like and can book a week and go to their office to learn and explore. Payments are made through the virtual device that collects plout cards.

Mandate to justify this product/service:

Adults from various professions are mandated to be teachers for their various professions to children across the community above age 10. For instance, a mechanic must reserve 1 – 3 hours a day for students who want to learn how a car engine is fixed and more about the field.

Children can visit various workplaces within these hours and learn and implement the jobs, any day of the week. Every professional can take up to three kids at a time.

3. PLAYING CARDS:

Number of Cards: 8 for each player

Animal Cards and their power numbers : Dolphins-200PSI(),Horses-500PSI(),Goats 50PSI(),Mice 30PSI(),Sheep10 PSI(),Turkeys 300 PSI(),Tiger 160 PSI(),Gorilla 1300 PSI(),Wolf 1200 PSI()

Color Scheme: Bright colors animals

How to play: The pack of cards consists of animals printed on them each having a power number against them. The cards are distributed among the players and each player gets 8 cards. The players randomly throw cards with the numbers written on them in accordance to the colors or in match to the numbers written on the previously thrown cards by other players. Each animal is allocated a power number against them depending on their bite force which is measured in PSI. Each card will have the unique traits of animals written on them which will depict their corresponding special characteristics or unknown features and facts.

Characteristics of each Animal to be put up on the cards are as follows:

DOLPHINS:Dolphins are known to show altruism. They have performed such heroic tasks as protecting humans from sharks and guiding a sperm whale and her calf out of shallow water to safety. Each dolphin has a uniquely identifying signature whistle, much like an individual name.

Mice are remarkably adaptable to almost any environment, making them one of the most successful mammals living on Earth today.

Goats are inquisitive, intelligent and readily revert to the wild (become feral) if given the opportunity, which is rare for domesticated animals.

Sheep are known to self-medicate when they are ill, eating specific plants that can cure them. Sheep have very good memories. They remember up to 50 sheep and human faces for up to two years, and they do this by using a similar neural process and part of the brain that humans use to remember.

Rats like playing collectively and love to sleep curled up together. They often share parenting responsibilities and take care of any injured or sick rats in their group.

Free-living turkeys can adapt to virtually any dense native plant community as long as openings (such as a meadow) are present.

This game of solitaire teaches the lesson that *nonhuman animals are not “lesser than” us. They are just different. When we look at our fellow animals’ unique evolutionary adaptations it is often with wonder and awe. Their physical and intuitive abilities regularly surpass our own in terms of speed, strength, sight, smell, sense of direction, and at times, group/family unity. Through this game of cards and by telling them about these characteristics, the motive is to remind the people on the planet or to remind them to use their power wisely be it be upon any animal, small or big, fluffy or non-fluffy. Also, this portrays the characteristics we as human beings should also try to adapt and live upto.*



**Angry
Gorilla**

7

POWER
POINTS



**Sassy
tiger**

8

POWER
POINTS



HOW WILL OUR PLANET LOOK AND ITS REGION?

Various regions of Plouton:

- One purely residential area- Koti/Casa
- The manufacturing island (factories and offices)- ERO
- Fun Island (Amusement parks,community centres,sports complexes fairs, malls etc) - AMUZO
- Government offices and School for Parents - KEN/LORE
- Waste disposal and recycling - MIDDEN

The planet PLOUTON has multiple regions majorly 5 where 5 different functions are performed or built for various different purposes divided by water bodies safe for swimming and water related fun activities for the people on the planet.

The residential area where different communities live is called KOTI. This region has interestingly shaped buildings like the Igloos,their favorite cartoon characters with vibrant

color that symbolises energy(yellow or orange),trust,compassion and belongingness(Blue,purple and brown).

KEN- This island will have a color scheme of grey,dark blue and black as black symbolises elegance and spirituality and dark blue is symbolic of knowledge,power and integrity.

LORE-the manufacturing island will have industrial buildings (grey,ivory,dark green). The industries will be properly spaced and have a good supply chain to transport things within the ecosystem and outside of it to other islands.

AMUZO- This island will be mostly open spaces, forests,parks and few buildings for Sports complexes and community halls still having a lot of influence of nature and green in theme. The color scheme on this island will be mostly orange,red,green.

MIDDEN- The planet where there will be dumpyards, a system for recycling,reusing and managing waste will be completely open space with one for administration or no office or infrastructural buildings.



Summary:

Plouton is a small colorful planet run by gifted children. It's a planet that strives to live by equality and wants to make everyone's life better using creative ideas and innovation. Children have no formalized education. They form groups based on proximity of their accommodation, with groups of 1000 - 5000 people living in clusters with the deep dense forests of Plouton.

They have colorful houses to help travellers navigate through the jungles at night. Plouton is extremely advanced technologically. As a land of innovation the first 14 years are meant to try new things. Kids want to try new things everyday, and the rest of the planet is built around helping kids explore new forms of work. The education system for kids will be based on learning skills they want to learn. Adults will have a schooling system for them where they will be taught on how to provide proper guidance, good parenting and be good mentors and knowledge on how to boost economic activities will also be taught. The adults on the leadership or advisory board majorly known as the SCHOOL RUNNERS will be the ones who will decide as to who

gets how many plout cards and the level of the expertise a person holds. The skills or capabilities will be tested by giving them games to play built for specific skillset and the rewards will be accordingly decided. The older adults are specialists in their field, and can get priority time with children. This normally happens on the 3rd day of the 9 day week.

Emotional intelligence plays a big role on this planet. IQ is of lesser importance.

Honesty, Extreme portrayal of emotions are few characteristics. The people on this planet are thirsty for knowledge and get work done faster. Little impatient and quick decisions maker. No room for isolation and nurtures all kinds of skills. Discrimination or any sort of injustice makes them really angry. Mix of UBN for necessities and money/plout cards as a medium of exchange for luxury goods/services will play a part in making of the economic activities of this community/planet as such. The political or governance system works on punishment and rewards basis with room for the leadership board/ mediators to decide finally. The currency on this planet would be measured with PLOUT CARDS- mostly an indicator of a person's expertise/ wisdom. They are virtual cards that could be exchanged to get any sort of luxuries they need and can also be earned by winning the sort of games they play. The more wins in the game, the more they earn (sort of an extra earnings like we have stock in here). No community on this planet can work alone due to the few specific skill sets each person possess. All the communities in some or the other way need to come together to get things done. Contribution of every single person or every community is essential on PLOUTON.

Humans fundamentally behave the same as they do on earth. They sleep for 6-8 hours a day, have survival instincts and are motivated by the same things as earthlings. They however recalibrate to be more like children as a means of making them better as a race. Their society and norms are different due to this recalibration.

Marriage on this planet is nothing mandatory (choice of individual) , it could eventually be open with no strings attached as there is no bounding of relationship here. Parents/Guardians here play the role of heading personal businesses like running amusement parks , having chocolate or ice cream factories , etc. The administration and the governing part here is being looked after by the community of kids, they are the whole and soul lawmaker. As such punishments out here would be like abending the child for playing games aur having chocolates for a week or a period of time , punishments here are not brutal but emotional from a child point of view , and breach done by an elder should have some harsh complications as per the mistake done . As it is a planet having a majority of kids they have a privilege over adults.

How would telepathy change the entire world

As a technologically advanced civilization, pluton's residents have telepathy as a result of high tech implants in their skulls. It's closest to Neuralink's DIAnet device used for medical purposes, but it's augmented with Internet-like capabilities and allows for interfacing without speaking. So that makes the members of Pluton telepathic. This also helps them work more efficiently. Learning is also much more robust. Any person can transmit something to a group of people without loss of information, so

visualisation is easy. The devices are owned by a private company but is heavy regulated by the School Runners.

Better explain plut cards and how they are awarded

The school runners also run a subcommittee that awards stars to various people from various industries. Every star becomes harder to get than the previous star and any person can get a maximum of 30 stars. Income is allocated based on the number of stars awarded,.

Major ways of earning plout cards would be :

- Playing digital games or games on the game machines(The one in playzone and all where you get tickets out of it after the game and is equal to money)
- Manufacturing or providing goods and services at large.
- Trading of toys,candies or entries to amusement parks will be a source of revenue as well
- Whereas the government would earn through taxes, SCHOOL FOR PARENTS and by providing water transportation to connect the islands.

Describe the types of games

The games played by the people will be dominantly non-competitive:

Arcade machine based games like Minecraft, Animal Crossing, Destiny and so on.