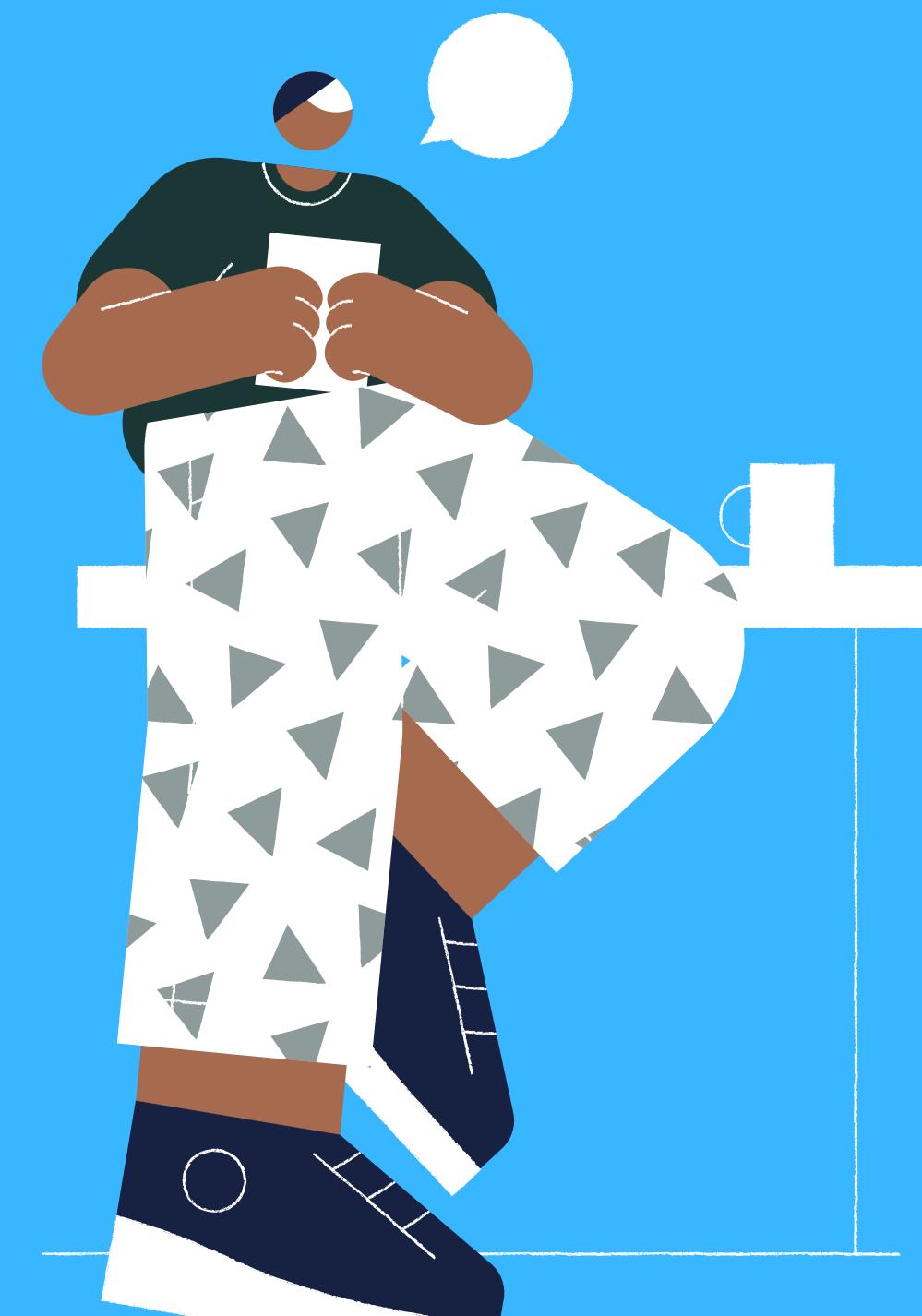


Project Unbalance : Plouton

BY SRINATH, SALONI, ANURAG





Plouton

Welcome to

KEN Lore

Koti/CASA



AMUZO



Midden



Plouton



Welcome to Plouton, a small planet located in a extropia galaxy.

Ruled by kids with a population of 50,000-1,00,000

Community strives to live by equality and is driven by creative ideas and innovation.

Kids below the age of 14 are the wisest and intelligence deteriorates as they age.

No formal education system for children and technology based telepathy

Major Economic activities: Toys, candies and chocolates manufacturing, Amusement parks,technology and Research.

Necessities are managed by the Government..

Three core values

contribution

curiosity

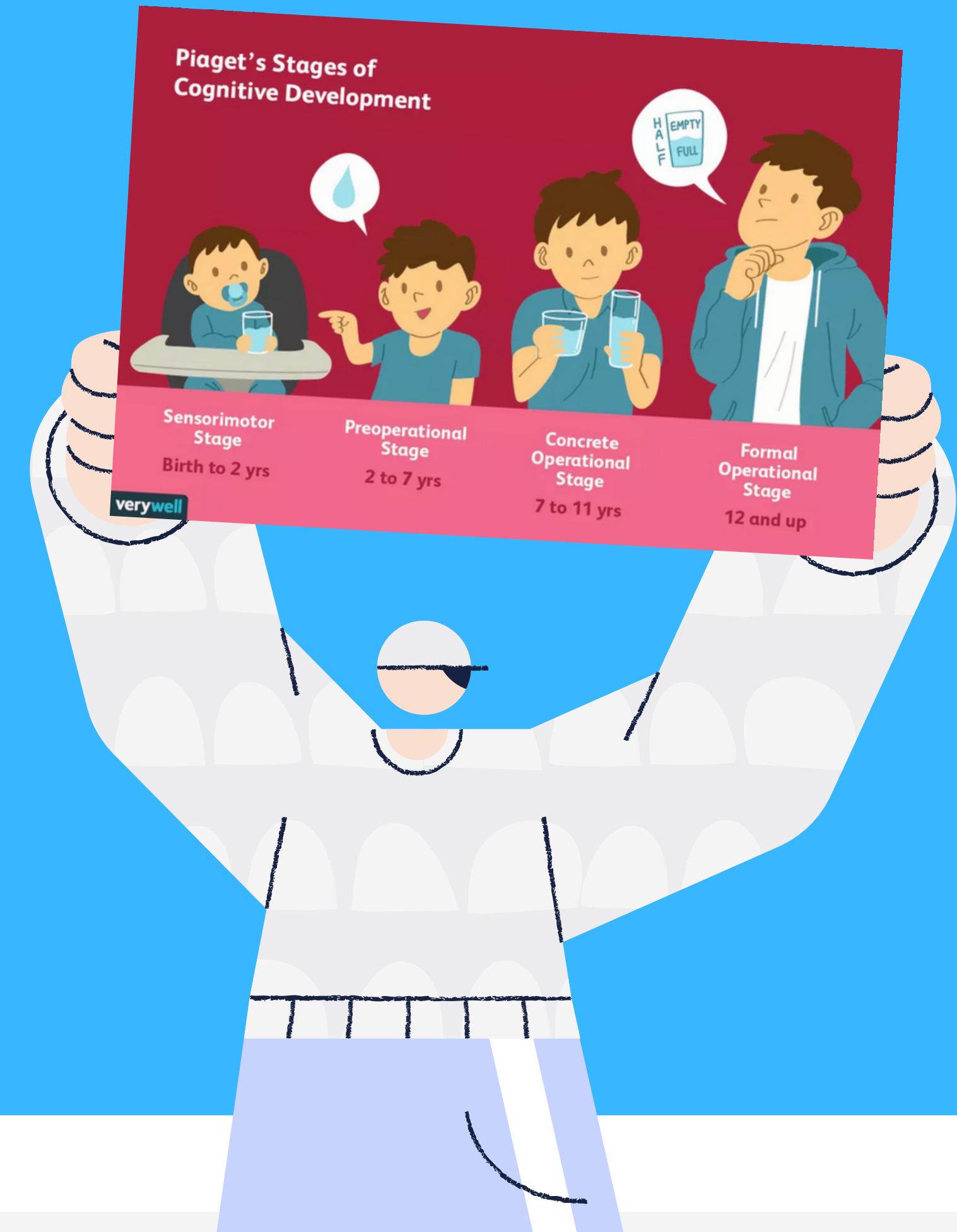
belonging

Why a school for parents?

SCHOOL FOR PARENTS is essential because:

Proper growth of kids at various stages of life is crucial, if not done then kids could develop traits of guilt, shame, mistrust, inferiority and isolation. How to do the upbringing of a kid to grow a mentally strong kid will be taught there.

Parents of kids below the age of 11 will be taught in the school as that is when the real development of the kids happens.



Six guiding Principles

Collaboration and shared purpose

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

Learn new things while doing tasks that you enjoy

Freedom to do what you want and when you want to do it.

GAMIFICATION of things

Responsible towards the Environment/Utmost care for nature.

Persona 1

Meet JJ the athlete →

JJ is a 10 year old athlete born in Koti.

He is influenced by his father who works in MIDDEN.

JJ wants to bring Pluton's carbon footprint to zero in the next five years and wants to be the best athlete in pluton.

Has greater vision to create awareness about responsible waste disposal and needs support from the rest of the ecosystem for developing a better recycling or waste management system.

Helps his dad out in collecting and transporting waste from Koti to Midden and is constantly triggered by wastage and littering.

Faces difficulties as he has to constantly prove his smartness to his friends.



Persona 2

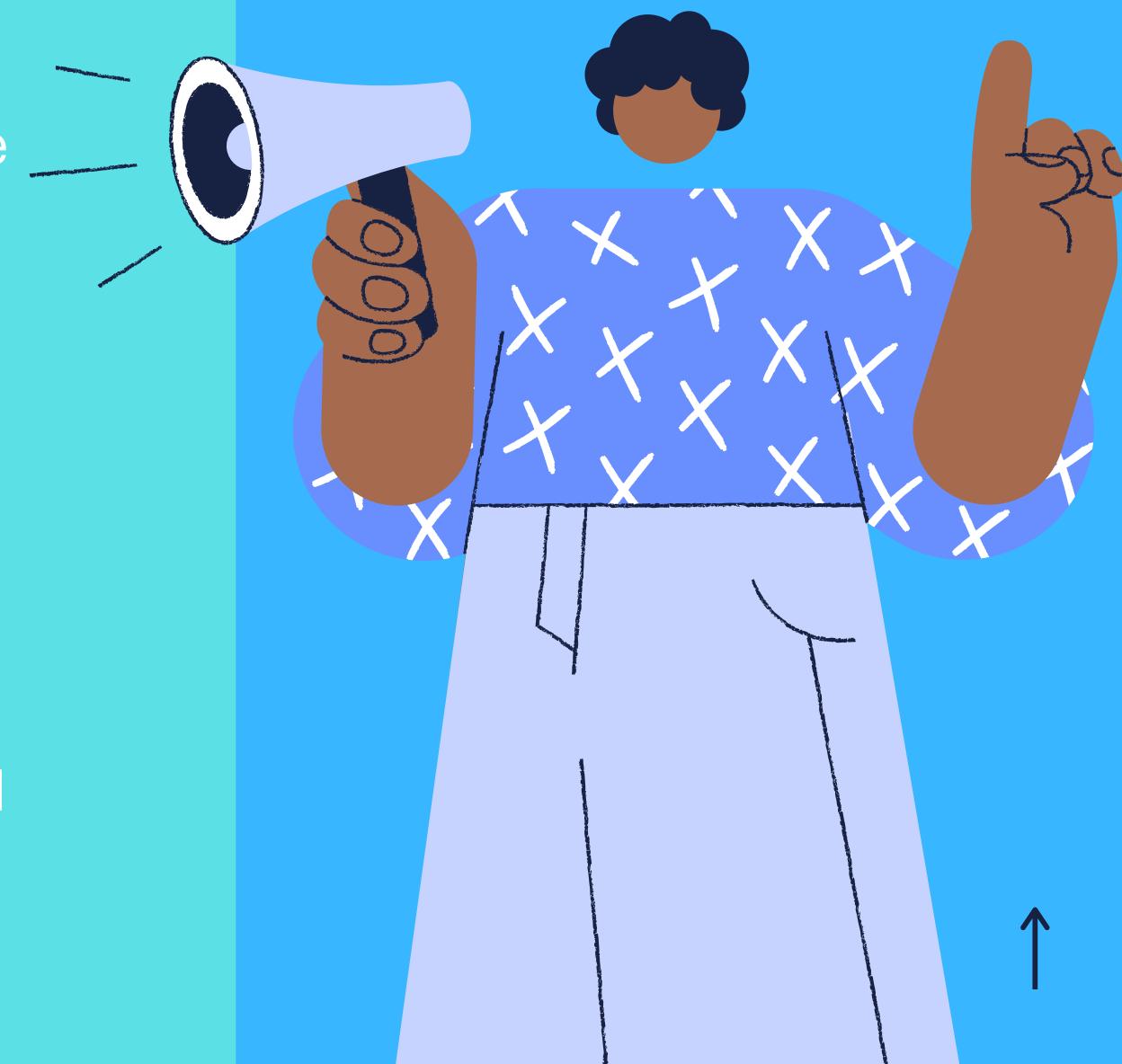
AZ is a 12 year old mediator/dispute resolver by profession.

Born in a very affluent family with both parents working for the government. Grew up with four siblings in a house which is four trees wide. She is curious and very truthful by nature and wants to maintain peace in the society.

A vivid user of ENGAGIO and has vast industrial knowledge.

AZ faces challenges due to a lot of travel involved due to the separation of islands and inability to meet friends and acquaintances on a regular basis.

AZ is always busy because of her profession and is triggered by biases.



**MEET AZ THE
MEDIATOR**

Justice system – Plouton

Occam's Razor: Simplest options are chosen.

Conflict resolution

Most conflict resolution is resolved between people. In very severe cases, people can choose to work with a mediator. A neutral party of their choice

Breaking of laws lead to plut card fines for civil matters.

For criminal matters, the two most common judgements are social service, and isolation.

Onto the Facts

Judgements are made by the School Runner's tribunal.

Plouton has a small police force called the daks that protect people.

However, crimes rates on plouton are extremely low. This is because of the UBN policy.

“Want your child to have no regrets later? – book your slots with our experts today!”

Book at www.engagio.edu on your DIAnet today

“What if you knew what you were signing up for at 16? Would you still be here?”

Let your child be sure.

Book a slot at www.engagio.edu on your DIAnet today



What is Engagio?



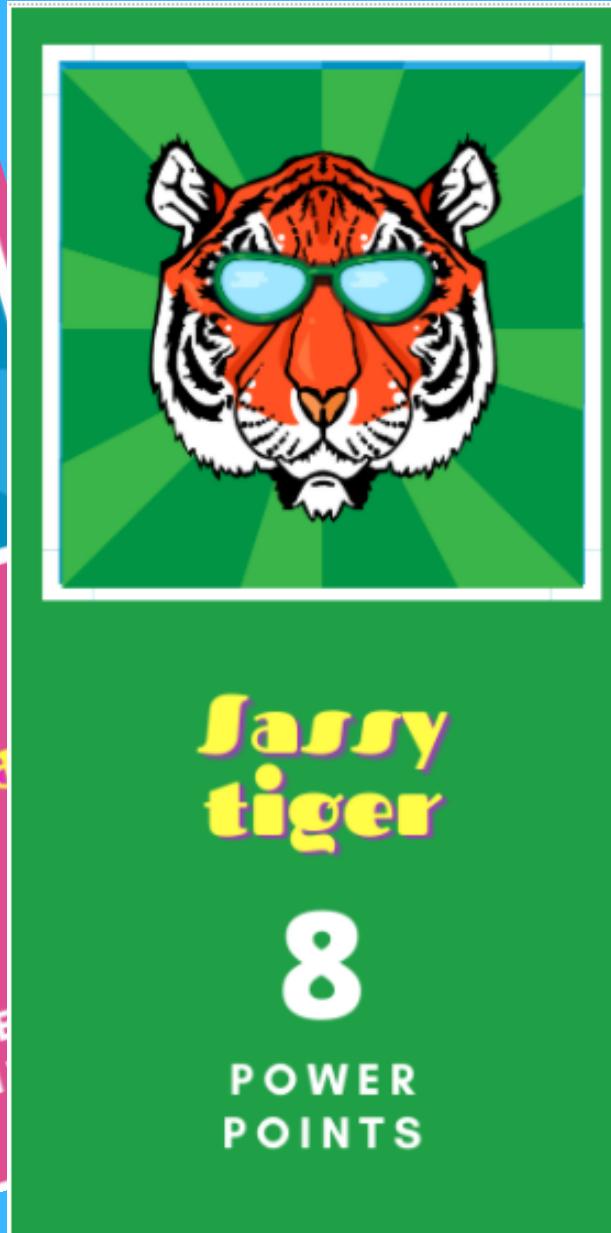
An online platform for kids aged 10–14 years which enables kids to book weekly slots(3–5 hours) to go and learn from the professionals by integrating the schedules of both parties online. This service can be availed by just downloading the app or booking the slot on the website. Payments are made through the virtual device that collects plout cards.

Makes learning objective based. Makes learning faster by giving it a direction. Lets children explore what they want to do and what their interest lies in.

The region's value or principle of fulfilling everyone's curiosity to learn and know things is fulfilled through this product.



GAME OF VALUES: VALUTAIRE



BE LIKE THE HAPPY HORSE
NEVER TAKE YOUR TIME FOR
GRANTED... IN YOUR OWN LIFE, OR
YOUR TIME WITH OTHERS.

VALUING TIME AND RELATIONSHIP IS THE KEY

BE LIKE THE SASSY TIGER
**THE TIGER KNOWS
WHAT HIS
RESPONSIBILITIES
ARE.**

BELIEVE IN UPLIFTING OTHERS WHO
ARE IN NEED AND BELOW YOU.

BE LIKE THE PLAYFUL DOLPHIN
Known to show altruism.
Performs Heroic tasks and have the
strongest social bonds

PROTECT PEOPLE AT THE COST OF YOUR OWN
LIVES OR AT LEAST IN THE BEST WAY POSSIBLE!

BE LIKE THE INSIGHTFUL RAT
PLAYING COLLECTIVELY AND LOVE IT!
SLEEP CURLED UP TOGETHER. THEY
OFTEN SHARE PARENTING
RESPONSIBILITIES

DONT RUN AWAY FROM RESPONSIBILITIES.
SHARE CHORES AND RESPONSIBILITIES
RESPECTIVE OF YOUR GENDERS OR DEFINE
ROLES.

BE LIKE THE ANGRY GORILLA
WE ARE ALMOST THERE AND ALL THE
SAME!

THERE IS SCOPE BUT YOU HAVE WON!

BE LIKE THE WOOLY SHEEP
SELF-MEDICATE WHEN THEY ARE ILL,
EATING SPECIFIC PLANTS THAT CAN
CURE THEM. SHEEP HAVE VERY GOOD
MEMORIES.

BELIEVE IN NATURE AND ALWAYS REMEMBER
THE PEOPLE WHO PLAYED A PART EVER IN YOUR
LIFE. MAKE YOUR NEURAL CONNECTIONS
STRONGER.

BE LIKE THE SMART WOLF
KEEP YOUR EARS OPEN AND BELIEVE
IN THE WISDOM OF THE PACK

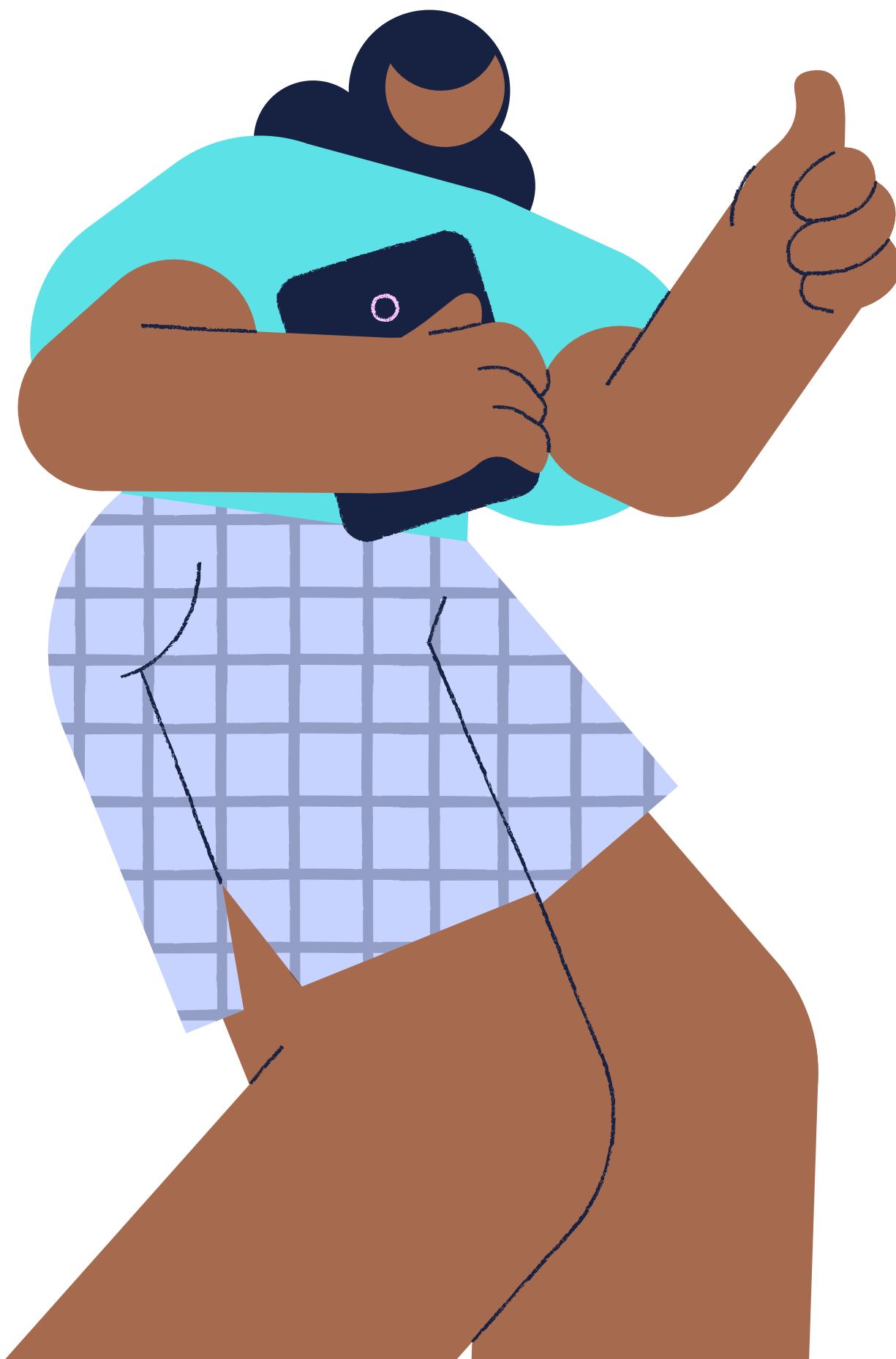
TRUST FAMILY, FRIENDS AND TEACHERS AS
NAVIGATE THE WILDERNESS OF LIFE

BE LIKE THE TINY LITTLE MOUSE
ADAPTABLE TO ALMOST ANY
ENVIRONMENT, MAKING THEM ONE OF
THE MOST SUCCESSFUL MAMMALS
LIVING ON EARTH TODAY.

THE MORE ADAPTABLE YOU ARE, THE MORE
SUCCESSFUL YOU WILL BE!

BE LIKE THE AWESOME GOAT
**INQUISITIVE, INTELLIGENT AND
READILY REVERT TO THE WILD**

ALL THE QUALITIES IN ONE MAKES YOU RARE!
DOMESTICATED YET INQUISITIVE AND
INTELLIGENT.



Questions?

Ask away!