Sustainability & Environment

Team Mars

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Relationship To Studio Theme

Technology for our environment, mainly for raising awareness or to support better environment/sustainable behaviours.

Environment Problems

Globally

Global Warming

Climate Change

Water Scarcity

Natural Disaster

etc…...

Environmental awareness is about being aware of the environment.

Individually

Health issues

Cancer

Cardiovascular Disease

etc…...

Solution:
Environmental Education

Environmental education focused on the protection and improvement of our total environment, developing and conserving those components traditionally recognized as natural resources (soil, water, forest products)

Target User

Children can speak a new language easier and more naturally than an adult.
Child's Brain is like a sponge. It soaks up all the information it receives.

-- by Jesse Maleficio

Proposed Concept

Our initial idea is to provide a scenery of forest, containing the mountains, trees, bushes and a factory. The players could make profits through human activities, such as felling trees, then utilising these woods to produce the business merchandise. In the meantime, these activities might lead to some negative environmental issues.
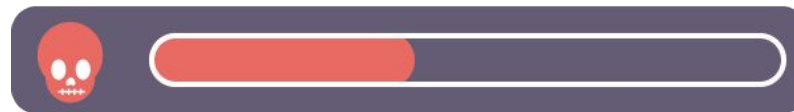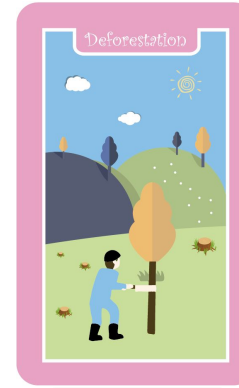
Game Rules

Profits
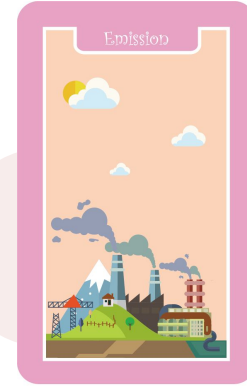
Resources
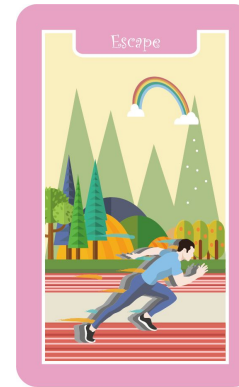
Degree of pollution

Functional Cards

Deforestation

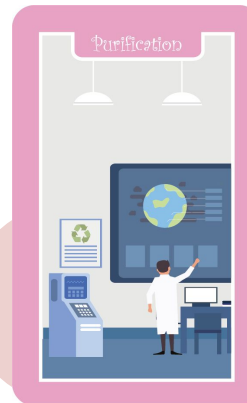Deforestation will lead to the land desertification

Emission

Smoke comes from the burning woods will trigger the air pollutions

Escape

Escape this round, resources will increase

Purification

Spend money on minimizing the damage from burning woods

Features Of Our Product

Identification

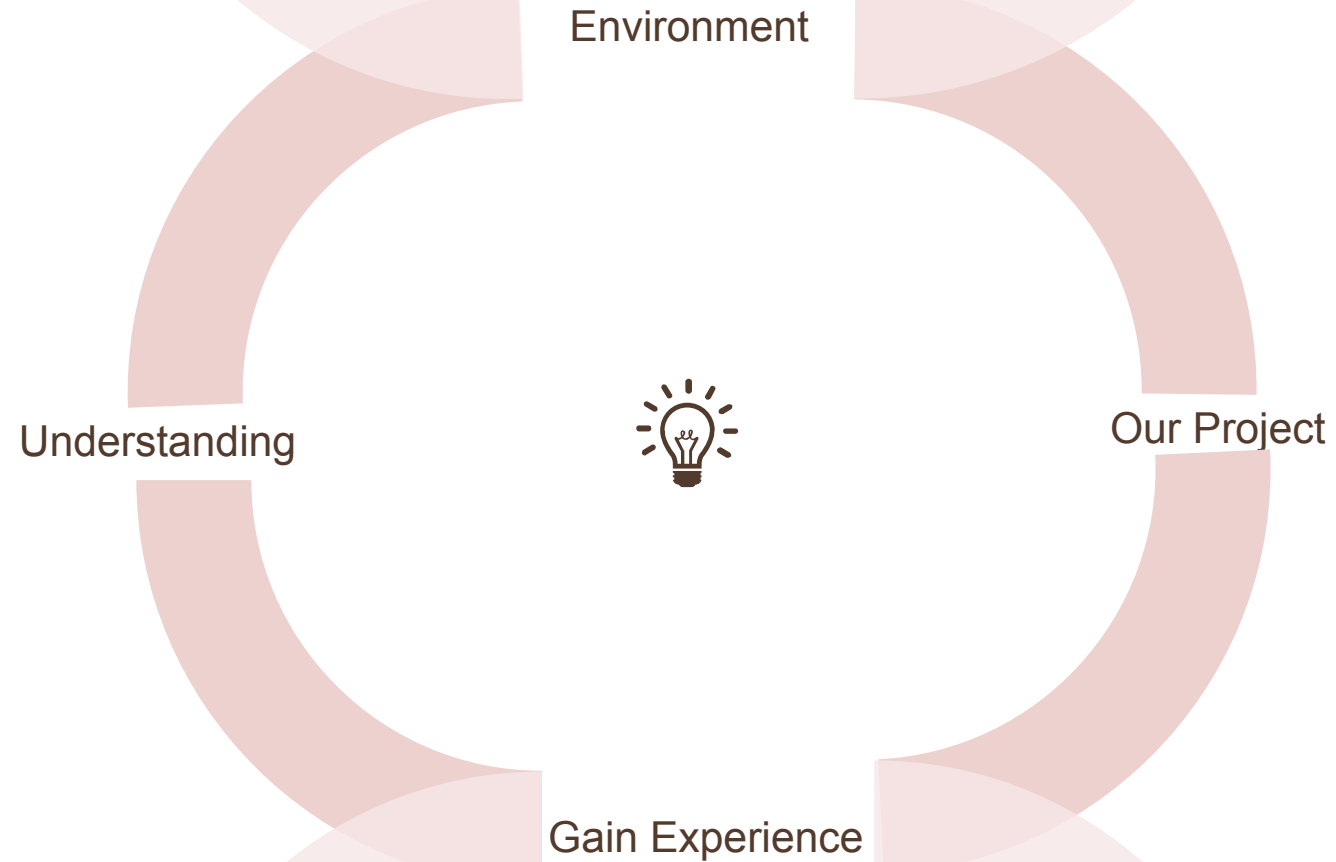Colour or QR code will be used to identify different card type

Projection

The game will be project on the wall

Single-Player

Game only allows one player to play at same time

Intended Experience

Environment

Understanding

Our Project

Gain Experience

Thanks

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