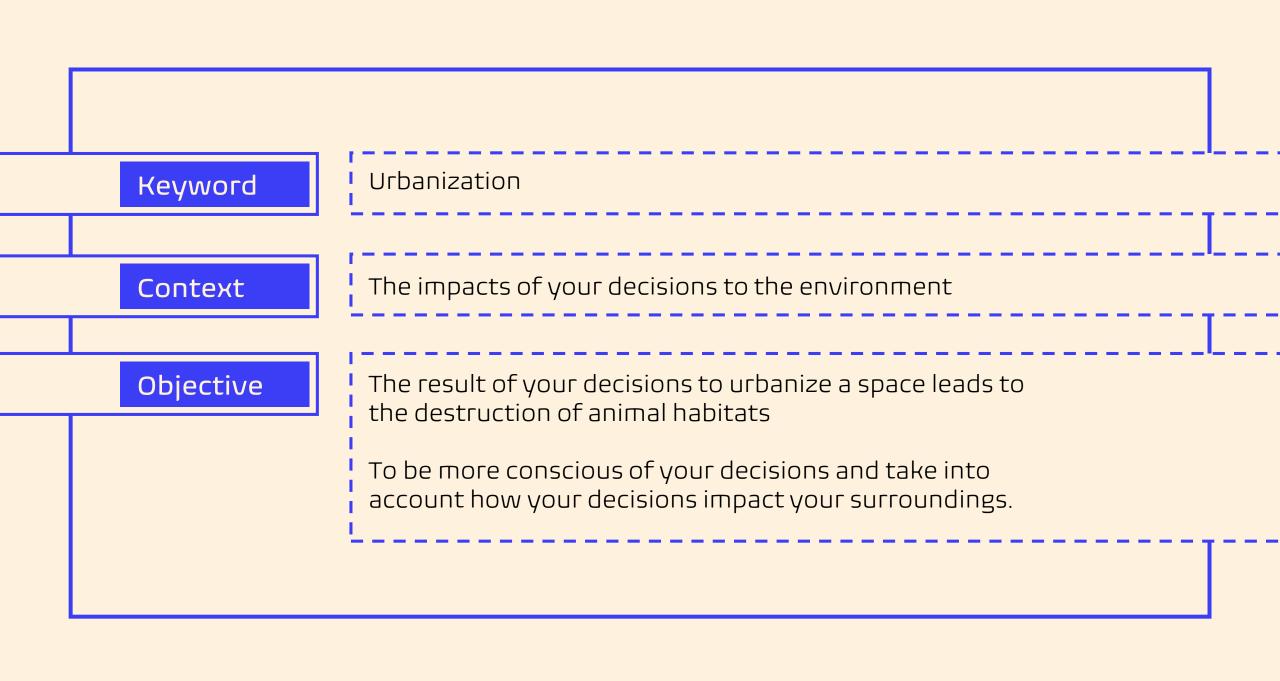# Endangered animals

Problem Statement

Loss of biodiversity through urbanization

TO

Endangerment cause by urbanization of habitats

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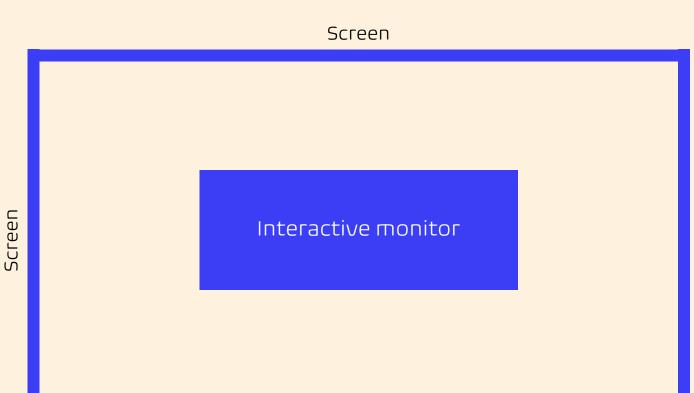
Loss of biodiversity through urbanization

TO

Endangerment cause by **urbanization** of habitats

Keyword	Urbanization
Context	The impacts of your decisions to the environment
Objective	The result of your decisions to urbanize a space leads to the destruction of animal habitats To be more conscious of your decisions and take into account how your decisions impact your surroundings.

You play as an urban planner designing a city upon a "blank canvas".

On the canvas, you can place various infrastructures and facilities such as roads, houses, schools, MRTs, etc. to build your dream city.

Upon submitting your work, the screen around the space will reveal the consequences of your design which is the destruction of animal habitats.

Screen

Screen

Screen

Interactive monitor

But wait...

But wait...

I really don't like this idea.

Low key hate it, to be completely honest

Reasons: Focused too much on "solving a problem"
that I felt that I lost my own essence in the project

So... What do I want?

First up:

Do I really want continue with this topic?

So overdone that I feel pressured to create
something unique and out of the norm

It is almost impossible to come up with an idea

But I'm in way too deep to turn back now.

I need to press on and find answers.

Next

What do I wanna produce?

Issa *(Graduated 2018)*
Cabinet of Ludicrosity

Bao *(Graduated 2019)*
Museum of Marine Life

Jiaman *(Graduated 2020)*
Encounter

How can I protect these animals?

- **Educate**
- Recycle and use sustainable products
- Grow native plants
- Reduce your water consumption
- Reduce your personal footprint
- Do not buy plastic products
- Volunteer your time

- **Learn about endangered species in your area**
- Create a backyard wildlife habitat
- Minimize use of herbicides and pesticides
- Reduce your use of water in your home
- Place decals on windows to deter bird collisions
- Recycle and buy sustainable products
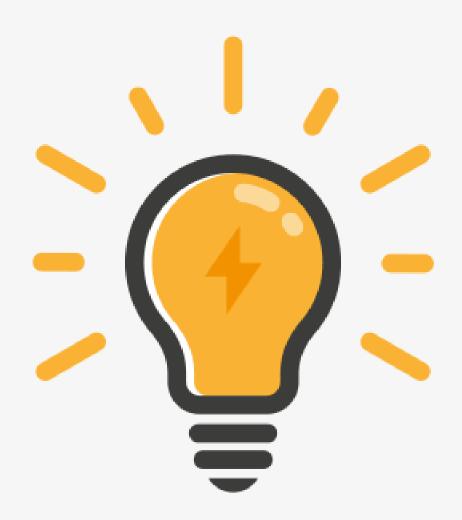- Don't litter/otherwise destroy sensitive habitats
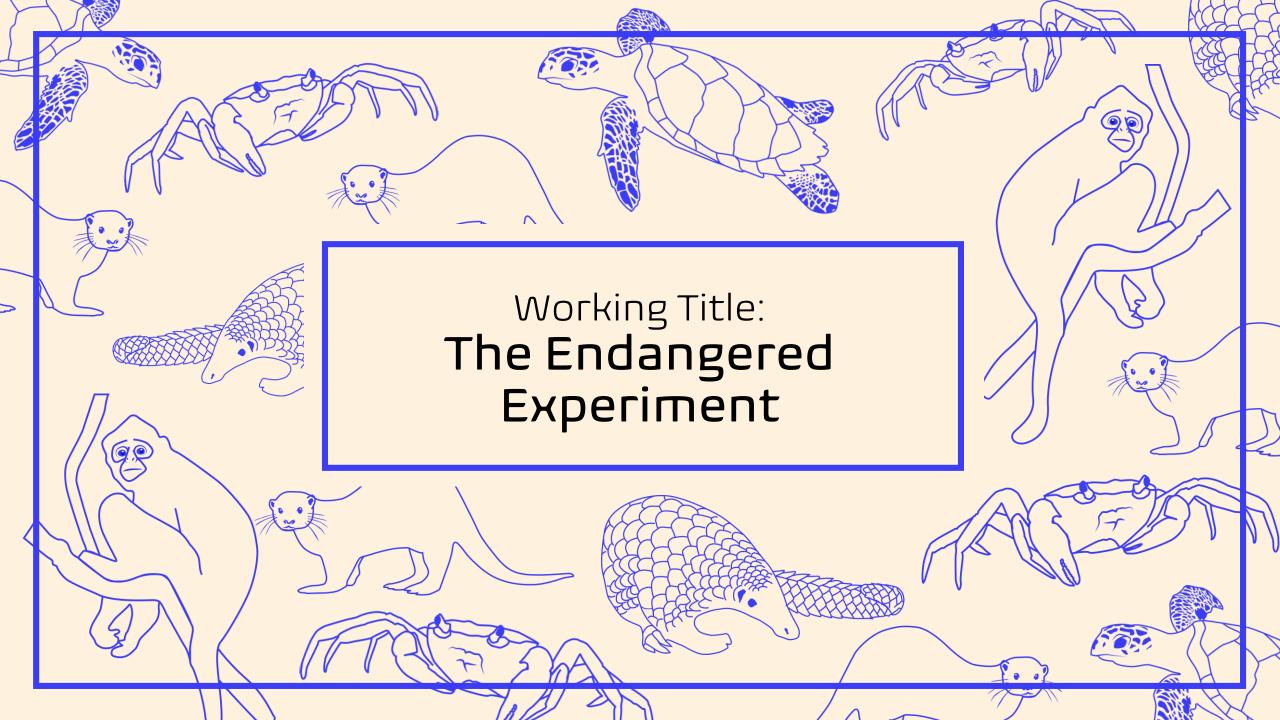
A **designed experience** with a **little story telling**

+

Approach the topic more **scientifically and poetically**

Uhoh...

Maybe, lets break away from urbanization

Narrative:

You enter the lab of a **scientist** that is laden with findings of his experiments. You notice that he is researching on a group of **endangered species** and conducting various experiments to figure out how to **protect them**.

As you venture through his lab, you see experiments indicating **why** these animals are going extinct and **how human impact triggered** it. In the end, the Scientist reveals possible ways of how to protect them.

Main questions

What is the cause of the decrease in their population?

AND

How do you combat these factors?

He researches into the five endangered animals of Singapore:

1   Singapore Freshwater Crab – habitat acidification

2   Raffles-banded Langur – habitat loss

3   Hawksbill Turtle – fishing nets and plastic pollution

4   Sunda Pangolin – poaching and habitat loss

5   Smooth-coated Otter – pollution, habitat loss and illegal pet trade

Hawksbill Turtle

Why do they mistake plastics for jellyfish?

What if we make plastics edible?

Sunda Pangolin

Why are their scales so prized?

But aren't they the same as our fingernails?

Singapore Freshwater Crab

Where is the acid coming from?

Add alkali and bam, you neutralize the stream

Irony of all his experiments is that eliminating the root cause would have just easily solve the problem.

For example, DON'T THROW PLASTIC INTO THE OCEAN

The space is designed to bring you into his mind and his thought process

Interaction:

- **Interactive science lab experiments for each animal**
- Where you can press buttons to trigger a reaction to the experiment
- For example, pressing the button, will drop acid into a stream (displayed on a monitor)
- Physical objects that you can interact with and screens that display some of the outcomes

Outcome:
- Satire approach, that is more light-hearted and engaging
- Something fun that I'll enjoy making
- Not as solemn and hopefully gets people coming back
- Different way of approaching this overdone topic

So what now?

How now brown cow?

Next steps

- Through research, decide on a concrete plan of what section will compose of

- Plan how audience can interact with each experiment

- By the end of recess week, I should have a rough idea of how the stations will look like and what is needed for production

- And hopefully after recess week, I can begin prototyping

- I might be a little behind but I'm gonna take it slow and steady and not rush through this very crucial part of the entire project