

Michael Dawe - Contemporary Challenges - Presentation Slides

by Michael Dawe

Submission date: 03-May-2023 06:55PM (UTC+0100)

Submission ID: 204565244

File name: 41415_Michael_Dawe_Michael_Dawe_-_Contemporary_Challenges_-_Presentation_Slides_500404_1752179956.pdf (728.26K)

Word count: 880

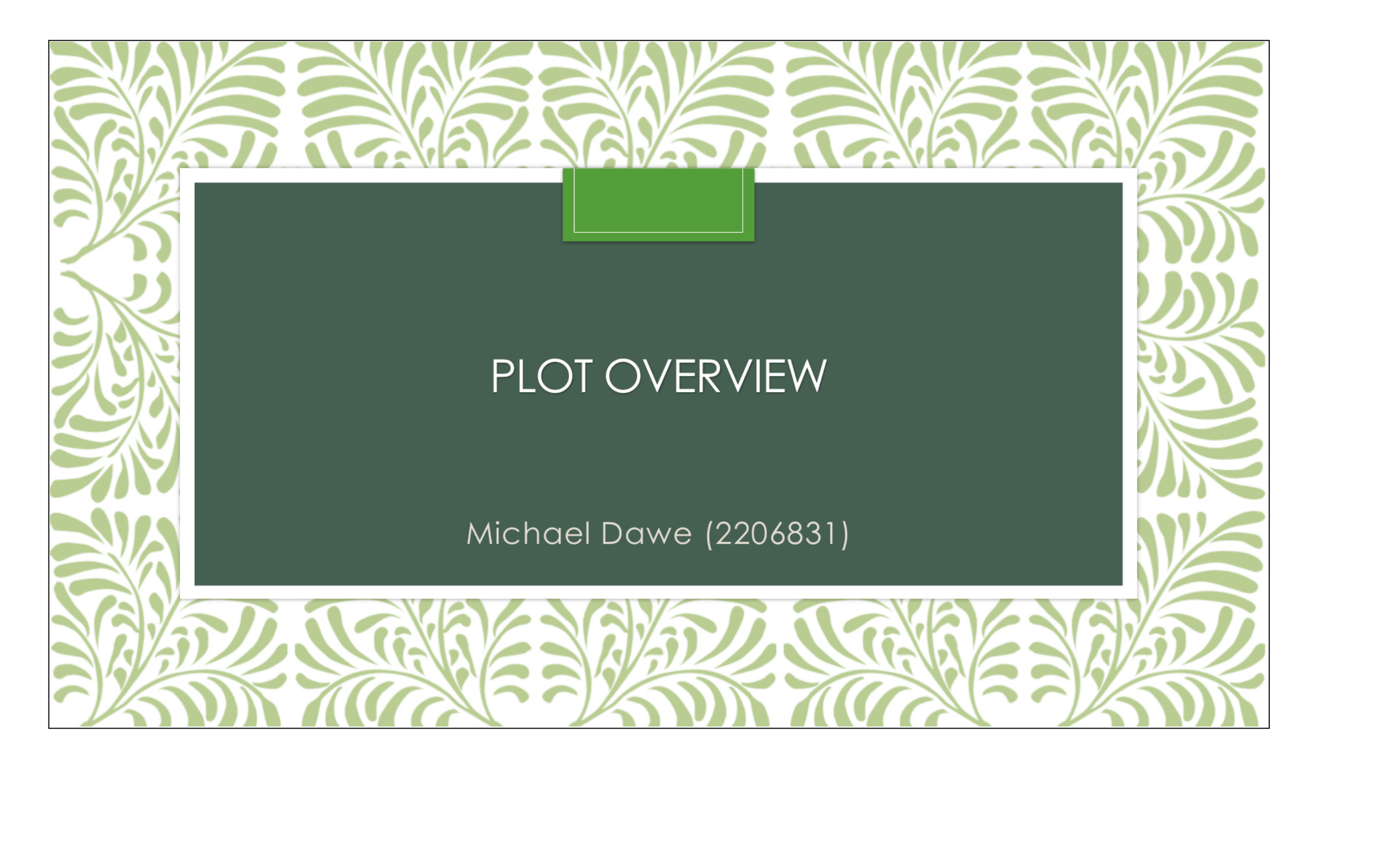
Character count: 5612

The background of the slide is a repeating pattern of stylized green leaves and branches on a white background. A dark green rectangular box is centered on the slide, containing the text. A small, solid green rectangle is positioned at the top center of the dark green box.

CONTEMPORARY CHALLENGES: MAKING A DIFFERENCE (ACCA4027)

Group Presentation (with supporting material)

"Arctic.co"

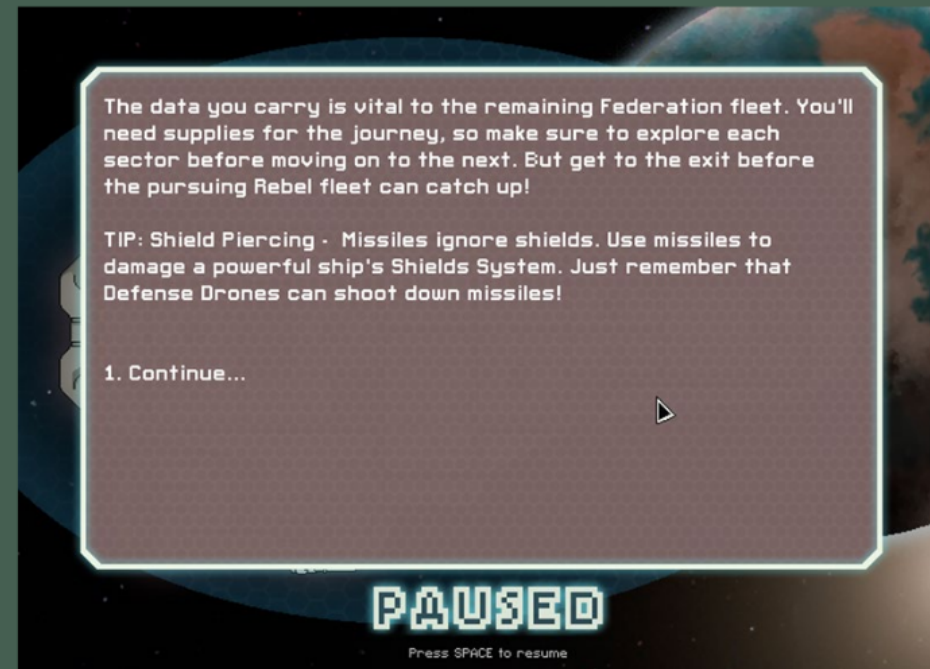
The background of the slide is a repeating pattern of stylized green leaves and branches on a white background. A dark green rectangular box is centered on the slide, containing the title and author information. A small, solid green rectangle is positioned at the top center of the dark green box.

PLOT OVERVIEW

Michael Dawe (2206831)

The plot will be revealed as the game progresses, with multiple endings depending on the player's choices.

The player will get an introduction to the character in the form of a couple of paragraphs of backstory, this format was inspired by FTL: Faster Than Light[1]



Cropped screenshot from FTL: Faster Than Light, showing the introduction.[1]

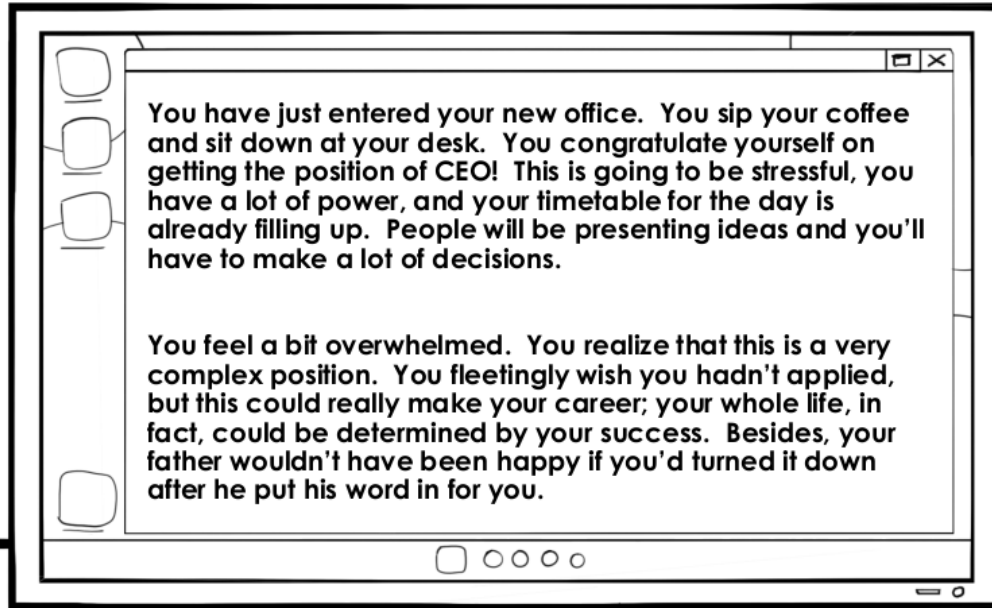


Illustration by Ellis featuring the introduction I wrote.

Here is an illustration by Ellis showing how the story will be introduced to the player.

Its intentionally short, as the player will have a lot of control over how the story progresses.

NPCs will pitch ideas to the player, who will accept or decline them based on factors such as price, demand, environmental impact, etc.

There will also be recurring non-business interactions between the player and NPCs, for example the player's father and partner.

The father has good intentions, but he doesn't believe climate change is a serious matter and wants the player to make as much money as they can.

The partner takes climate change seriously and sees the player's position of power as an opportunity to do good, they will support the player's decisions but will be disappointed if the player doesn't try to make a difference.

PE/PET Plastic Supplier:

Price: \$1.50 / kg.

Biodegradable: No, ~450 years with toxic residue.

CO₂ released: ~6kg / kg.

Source: Fossil reserves.

Accept this option

PLA Bioplastic Supplier:

Price: \$4.00 / kg.

Biodegradable: Yes, ~120 days.

CO₂ released: ~75% less than PE/PET Plastics.

Source: Plant starches.

Accept this option

Wait for more options

Example of an in-game choice created using Lucidchart[2] and statistics from multiple sources.[3][4][5][6]

The "Bad" ending – The player does nothing to help the planet, resulting in a cautionary tale in which the player struggles through a climate crisis:

The player's character will end up out of their position. They will wish that they had done more when they could, and will try to help those directly around them, however they don't have the power they once did. They will become unhappy and despondent.



Sample image / end screen illustration made using Invoke AI[7].

The "Good" ending – The hardest ending to achieve, a delicate balance between keeping the company financially stable and operating as environmentally as possible.

The player benefits the world and sets an example that other companies follow, and innovates new methods of production etc.

The world remains beautiful, the player has earned themselves a name in history as a hero, and they have a happy life and successful career.



Sample image / end screen illustration made using Invoke AI[7].

There could also be an in-between ending, in which a crisis is avoided but the player wasn't at the forefront of innovation, in this case the player is happy but not regarded as a hero.

I'll now hand over to Abigail to talk about the character design.

References – Plot Overview (Michael Dawe):

[1] FTL: Faster Than Light, [Software], Washington: Subset Games, 2012.

[2] "lucid.app," *Lucid*. [Online]. Available: <https://lucid.app/>. [Accessed: 13-Apr-2023].

[3] Juerg, "Plastic bags and plastic bottles - CO2 emissions during their lifetime," *Time for Change*. [Online]. Available: <https://timeforchange.org/plastic-bags-and-plastic-bottles-co2-emissions-during-their-lifetime/>. [Accessed: 30-Apr-2023].

[4] E. Gammage, "How long does it take for plastic to Biodegrade?," *SaveMoneyCutCarbon*. [Online]. Available: <https://www.savemoneycutcarbon.com/learn-save/how-long-does-it-take-for-plastic-to-biodegrade/>. [Accessed: 30-Apr-2023].

[5] BioPak Team, "What is Pla?," *BioPak*, Aug-2022. [Online]. Available: <https://www.biopak.com/uk/resources/what-is-pla>. [Accessed: 30-Apr-2023].

[6] "Biodegradable plastics market size & forecast," *MarketsandMarkets*, 25-Apr-2023. [Online]. Available: <https://www.marketsandmarkets.com/Market-Reports/biodegradable-plastics-93.html>. [Accessed: 30-Apr-2023].

[7] InvokeAI, Version 2.3.4.post1, [Software], Github, 2023. Available: <https://github.com/invoke-ai/InvokeAI>. [Accessed: 03-May-2023]

Bibliography - Plot Overview (Michael Dawe):

- B. Sampath, "Script writing for animated videos- A beginner's guide," *Video Making and Marketing Blog*, 22-Mar-2014. [Online]. Available: <https://www.animaker.com/blog/beginner-guide-script-writing-animated-video/>. [Accessed: 26-Apr-2023].
- "Ecology," *Ecology : Lifelong Learning*, Aberystwyth University, 30-Jan-2023. [Online]. Available: <https://www.aber.ac.uk/en/lifelong-learning/ecology/>. [Accessed: 23-Mar-2023].
- S. Machkovech, "Papers, please review: Paper trail of tears," *Ars Technica*, 08-Aug-2013. [Online]. Available: <https://arstechnica.com/gaming/2013/08/papers-please-review-paper-trail-of-tears>. [Accessed: 27-Mar-2023].
- "Our carbon footprint," *Amazon*. [Online]. Available: <https://sustainability.aboutamazon.co.uk/environment/carbon-footprint>. [Accessed: 26-Apr-2023].
- jacksepticeye, "Get in line! | papers, please #1," *YouTube*, 18-Dec-2015. [Online]. Available: <https://www.youtube.com/watch?v=z1c0w5cYm18&list=PLMBY1cH3smRyq8QeLOBjXtvjBldTDf4Zx>. [Accessed: 26-Apr-2023].
- RTGame, "Yes, your grace: A medieval monarchy nightmare sim," *YouTube*, 17-Feb-2023. [Online]. Available: https://youtu.be/hYLIOMGn_4Y. [Accessed: 26-Apr-2023].
- Papers, Please. [Software], 3909 LLC, 2013.
- "Biodegradable plastic," *Wikipedia*, 01-Mar-2023. [Online]. Available: https://en.wikipedia.org/wiki/Biodegradable_plastic. [Accessed: 30-Apr-2023].
- N. Singal, "This startup is developing a low-cost, compostable alternative to single-use plastic," *Business Today*, 19-Aug-2022. [Online]. Available: <https://www.businesstoday.in/latest/corporate/story/this-startup-is-developing-a-low-cost-compostable-alternative-to-single-use-plastic-345050-2022-08-19>. [Accessed: 30-Apr-2023].
- "Global polystyrene price 2022," *Statista*, 24-Mar-2023. [Online]. Available: <https://www.statista.com/statistics/1171105/price-polystyrene-forecast-globally/>. [Accessed: 30-Apr-2023].

Michael Dawe - Contemporary Challenges - Presentation Slides

GRADEMARK REPORT

FINAL GRADE

65 / 100

GENERAL COMMENTS

Instructor

Marks Breakdown

- 1. Engagement With Literature Skills (70%)
- 2. Knowledge & Understanding Skills (64%)
- 3.Cognitive & Intellectual Skills (66%)
- 4.Practical Application Skills (62%)
- 5.Transferrable Skills for Life and Professional Practice (65%)

Overall Mark: 65%

Tutor's Feedback:

Faster Than Light has been used as research and inspiration, evidencing engagement with research content outside of class.

IEEE referencing has been used in the presented work.

A good example of fictional/story elements has been proposed. This has also been tied in well with the underlying theme of the group project work.

A choice based approach to the game has been proposed, with good and bad endings based on different outcomes and decisions. This demonstrates critical thinking in determining what would lead to a good or bad outcome.

An introduction to your role has been given as part of the presentation, which is always good to include as this helps assessment staff who have not been involved with the module on a weekly basis.

The presentation slides are clear and consistent and have been delivered confidently and clearly. Good work.

