

Muddy Water Dispenser

Our design is a water dispenser designed for the public that will be located in different locations with the twist that the water dispensers will give people muddy water instead of clear water. Empty water bottles will be provided to the general public beside the dispenser so anyone can come up and get water filled in. The label on the bottle will tell users that the water is “the cleanest water in the city”, creating a strong contrast with the color of water. A receipt will come out after the participant finish filling the water. The receipt provides information to users about price for the amount of water they got and how much time does this amount of water can support their living. The water will be overpriced to emphasise the boost in price for water after an earthquake due to the broken water lines. At the back of the receipt there will be information teaching the public how much water they should store to service for the golden 72 hours and how they should prepare in case of earthquake.

The theme of our project is earthquake preparedness that educate the public about the importance of storing bottle water in case of natural disaster. We discovered that earthquake does not happen frequently in Canada compare to other countries. Since earthquake in Canada does not happen frequently so people do not have the awareness to prepare for it. For example, compare Japan to Canada, Japan has earthquake drills that take place every month. Therefore, every schoolchild will be familiar with the survival skills such like retreat themselves under the desks to shelter from falling debris. Crucially, all offices and houses in Japan have an earthquake emergency kits, including dry rations, drinking water, basic medical supplies. As what we observed from people around us, it seemed like people feel unnecessary to store supplies. The rationale behind the project is to bring up the awareness of how valuable drinking water is to them when earthquake hits the city. We aim to create an emotional impact when users discover that the water is muddy because there is a preexisting bias that the public unknowingly assuming that the water coming out from the dispenser will be clean. We also want to emphasize the fact that people might only have rainwater to drink after an earthquake because of damage water lines, making it impossible to deliver clean water to the citizens.

The benefit for this design is to educate how much water a person will need in order to be more sustainable after an earthquake. Water is a lifeline that is necessary for us to survive, but yet it really interesting to know that there are different ways a person can purify water to make it drinkable. Therefore, here will be information such as some of the ways that a person can purify water so they know what to do if they are running low on their own storage water. A person can also understand what type of containers they should use to store water with that will not causes any health issues to the participants. Lastly, the question that we have for City of Vancouver staff is knowing the amount of water dispensers that is located in the public at this point and also having an idea of how after do the public use the water dispenser provided by the city.