

Design Fiction Proposal

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The theme of our design is about bringing knowledge to people, but providing it in an interactive and thought provoking way. The knowledge we are providing is the frequency of earthquakes (when they occur), the location of the epicenters (the points on the earth directly above the focus of the quake), the magnitude of the earthquakes, and the individuals distance from the epicenter.

We will provide this knowledge via a mobile game. So far we have decided that a closer proximity to the epicenter would result in a higher score in the game. Earthquakes of higher magnitudes would also result in a higher score. Players who have the game on their device will be notified when an earthquake occurs. From here, the player must complete a task, either in game or in real life, to receive points. We have not yet decided what challenges to provide to players.

We are attempting to stress the severity of earthquakes by drawing players into a state of self reflection. From our research we noticed that many people do not take earthquake preparedness seriously. By designing a game around real life earthquakes we are making light of something that is quite serious. We hope players will question why we did this, and in turn also question whether they take it seriously or not. The game also relies on the occurrences of earthquakes and according to the U.S. Geological Survey, over seven million earthquakes occur annually. We speculate that this knowledge is not commonly known and can therefore stimulate thoughts such as "If earthquakes happen so often then maybe a big one could hit sometime soon".

We want to design for people as playful creatures hence our decision for targeting mobile gamers. According to a study conducted by InMobi on over 1,200 mobile gamers, the majority of mobile gamers in America are between the ages of 15-18 and 45-54. Since we are designing for Vancouver Canada we will most likely be targeting this age group, whereas if we were planning to deploy our game in China we would target the ages of 25-34.

We chose this theme because during our research we discovered multiple websites that live tracked earthquakes. Most websites were updated daily and we were surprised by how often and how close earthquakes were occurring even though most were equal to or less than a rating of four on the Richter scale. We wanted to utilize this information and the emotion it caused in us to persuade people to take earthquake preparedness seriously.

<http://www.inmobi.com/insights/download/whitepapers/mobile-gaming-cross-market-analysis/>

<http://earthquake.usgs.gov/earthquakes/eqarchives/year/eqstats.php>

<http://www.earthquakescanada.nrcan.gc.ca/index-eng.php>