

## **Team Shockwaves**

**Theme:** Neighbourhood Resilience

### **Target Audience:**

Residents that are living in a neighbourhood within a block. We will specifically target 12 - 16 houses in the neighbourhood.

### **Rationale**

According to Bethune (2014), more than 30% of Canadians feel disconnected from their neighbours. For generations, there has been a decline in socializing with neighbours and an incline for not knowing them. Solo households are also booming within the house segment marketplace. While more residents are living alone, they have the need to be more autonomous and private; therefore, having a neighbour in close proximity becomes uneasy. The modern definition of a good neighbour now is everyone who minds their own business. Though this may allow neighbours to live harmoniously, this way of living can be detrimental in times of emergency, as residents cannot efficiently and effectively respond to the crisis without knowing which neighbours need help and which neighbours may not be home.

### **Design description**

We plan to set up an installation in a neighbourhood. The shape of the installation should spark curiosity when people see it. The installation fosters a social game for the neighbours to talk to one another initially, and eventually get to know one another. This installation will have three levels of compartments that can only be opened one by one using unique keys. These unique keys are broken into separate components; each component is possessed by a different neighbour or groups of neighbours.

To begin, each resident will receive half of a unique key to unlock one of the first compartments. For example, Tom receives half a square and Jerry receives the other half of the square. Tom and Jerry would have to meet up and put their half-squares together to form the key to unlock compartment A. While Tom and Jerry had to unlock compartment A, Fred and George would have to meet up to put their half-circles together to form the key to unlock compartment B. Both compartments would have a prize for the residents, as well as another half key, which could be in the shape of half a triangle. The first level of compartments has now been opened. Now Tom and Jerry have a half-triangle, and Fred and George have a half-triangle. These pairs would then have to meet up to put their half-triangles to unlock compartment 1, which was behind the smaller compartments A and B. In compartment 1, there would be a bigger prize for the residents and another partial key, which could be the shape of a diamond. This is the second level of compartments. Now Tom, Jerry, Fred and George are a team with a partial-diamond key, and they then would need to meet up with the other teams to open the final compartment with the grand prize.

### **Benefits of design**

The main benefit of our design is that it provides an opportunity to start a conversation with one's neighbour, which hopefully allows the neighbours to ultimately develop a connection with one another. Moreover, the design is a physical, tangible object providing a visceral interaction that cannot be found through a digital solution.

# Sketches

