Revised Project Evolo

Team Azeroth

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Recap:

Evolo is a project helps people to learn earthquake reaction and protection knowledge in real life. Evolo provides real earthquake experience to the participants with mechanical controlled shaking rooms and other technology. Participants will be invited to the rooms with or without the notice and learn the knowledge in the earthquake experiences. We also provide feedback and record to the participants to encourage them review the knowledge and share their experience with other people.

Development:

After we presented Evolo in class, we found that there are few things need to improve in our design, so in the revised version we developed 5 updates below.

1. Different mode

In the revised project Evolo, we want our game have different modes for people to play, so they will keep coming back, even they already learned before.

The first one is Cooperation Mode. There is only one person can using Evolo at time which is very inefficiency, so we will embed the cooperation mode, which allow multiple players cooperate together to "survive" in the game. Then, there will be Earthquake Kit preparation Mode. In this mode we will let the players to prepare the earthquake kit before the shaking, in order to build their knowledge of quick picking useful items. Last, we will create different scenarios for each room, and players will choose which one to

2. Video Sharing

We want to extend the learning process even after people played. So we will not only show the CCTV video to them, but also encourage them to share their video on social media to let their friends learn from their experience. In this way, people will still learn from the "real" experience video even they haven't played Evolo before.

Also, we offer live steam so that other peoples can see how the games are going online. The purpose of live steam is to attract more and more people come to participant in Evolo and learn the experience from others.

3. Complete Experience

Earthquake is not just about during the shaking, it's about before, during and after. We want to give players real earthquake experience, so we will continue the game after the shaking. When players walk out the room, we will show them the damage building after earthquake, so they can learn how to avoid the potential danger in the building.

4. Founding

The biggest problem we have is the cost. However we can cooperate with other companies such as PNE to reduce the cost. We could build this room in PNE so families can visit and learn together. Also, we can put this idea to auction house to attract people to invest on us. We believe Evolo has the ability and potential to earn profits,

How to make it happen:

Because this a design fiction, so we go a little bit forward than reality. However, we can still make it happen in nowadays' technology.

1. Visual effects

We could use special lighting effects to simulate power outage or thunder. Also we could use sound effects to make the building sound crushing outside, ground shaking and screaming of panic people. We can also use smoke generator to simulate fire hazard in the earthquake. Because fire hazard is one of the biggest threaten in the earthquake.

2. Shaking Objects

We could manually shake the objects and furniture without being seen, for example, using string to tie on chest and pull it.

3. Projector Video Mapping

If we cannot make it happen in physically, we will use projector to project video on the wall and combine with other effects above to simulate the earthquake.