

## **Debriefing – Tom Revill**

### **Objective:**

To create a Ubiquitous Game that teaches the user about carbon emissions and global warming in the Wellington area built around a scavenger hunt idea.

This game is a multiplayer game with audio clues on how close to the object or information.

These objects will eventually culminate in a dynamic message about carbon emissions and global warming.

The fastest person to get the message wins.

### **Technical production possibilities:**

- Ability to direct a user to a particular spot in Wellington.
- Ability to communicate with other users.
- Mutable locations.
- Non linear.
- Solve puzzles.
- Group puzzles.
- Dynamic audio effects.

### **Special significance for the Wellington region.**

- The Wellington City Council has put in place a strategy which will make Wellington the first city to be carbon neutral.
- One of the only cities to have an electric bus system.

### **Initial research:**

Websites - (accessed: July 09, 2008).

- <http://dictionary.reference.com/browse/Sustainability>
- <http://dictionary.reference.com/browse/ecology>
- <http://en.wikipedia.org/wiki/Ecology>
- <http://en.wikipedia.org/wiki/Sustainability>
- [http://en.wikipedia.org/wiki/Carbon\\_neutral](http://en.wikipedia.org/wiki/Carbon_neutral)
- <http://www.wellington.govt.nz/news/display-item.php?id=2933>
- <http://www.wellington.govt.nz/services/environment/climate/carbon.html>
- <http://www.wellington.govt.nz/news/display-item.php?id=3228>
- <http://www.sustainability.govt.nz/wed>
- <http://www.youtube.com/watch?v=Z34lYJgHsug>
- <http://www.youtube.com/watch?v=FHrFe-uF18U>

### **Target Audience:**

- Wellington City Council.
- School Children.