Exposing the dark matter of global production & consumption

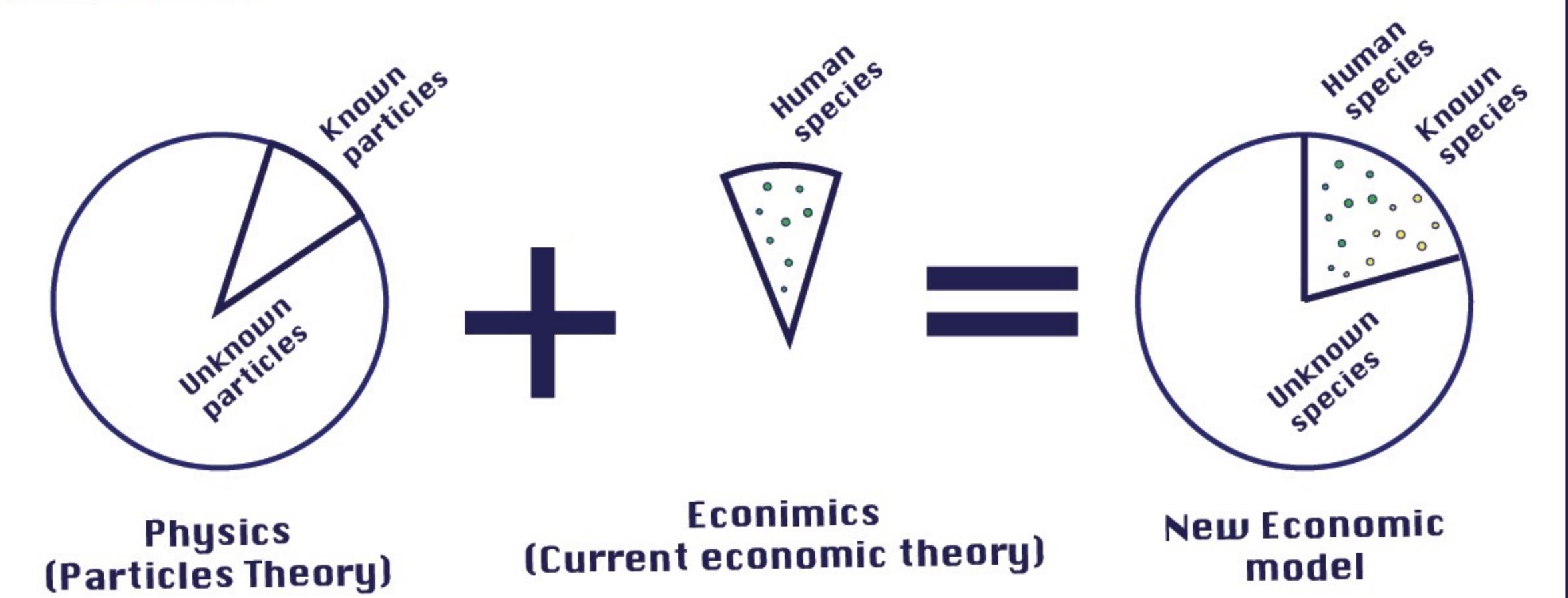
Thanyawan Eamsonthi Becky Miller

INSPIRATION

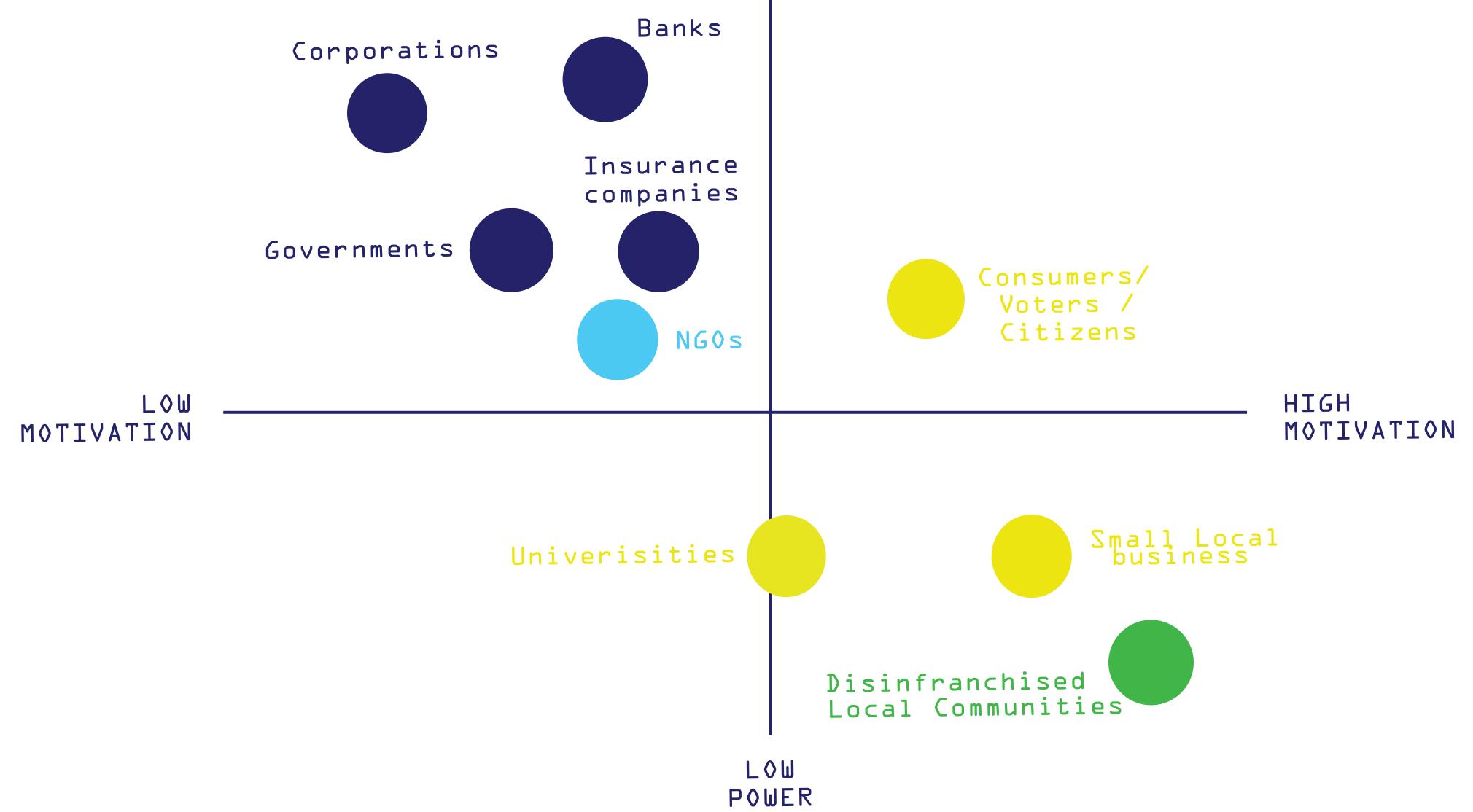


ATLAS CONTROL ROOM, CERN

PARARELL DISCIPLINES



HIGHLEUEL ECONOMIC SYSTEM ANALYSIS



HIGH

POWER

OPPORTUNITY STATEMENT

HOW MIGHT WE USE COMPUTER GAMES
TO INCREASE THE NEGOTIATION POWER
OF DISINFRANCHISED INDIGENOUS COMMUNITIES
WITH THE BIG POWERS OF GOVERNMENTS
& GLOBAL CORPORATIONS?

SO THAT THEY MIGHT BETTER PROTECT THEIR THEIR OWN LIVELIHOOD, LAND AND ITS INHERENT BIODIVERSITY?





Current State









NATIONAL LOTTERY FUNDED













iii crowd**cube**

Inspiring Investment





online campaigning communities

change.org

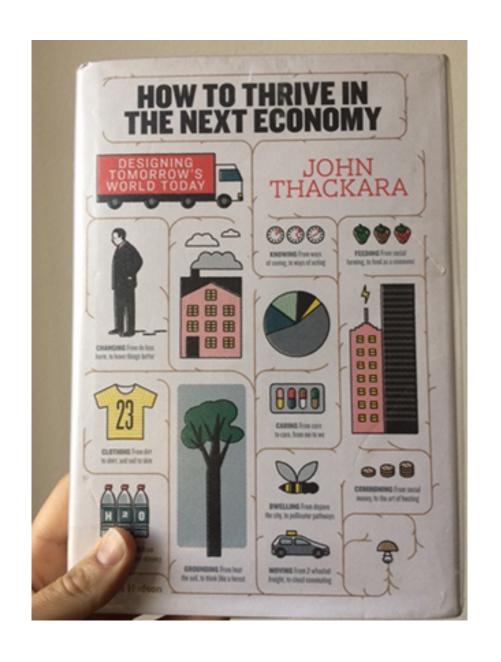
charities

media

ethical finance

micro & direct finance

INSIGHTS



"...Emitting messages is ineffective
(however evocative) without some kind of
follow upaction - the actions we need to
take are those that reconnect us
- viscerally and emotionally - with the
living systems we've lost touch with."

- John Thakara, How to Thrive in the Next Economy

FURTHER RESEARCH



ост 19

Environmental Futures:
Architecture & Green
Technologies in the
Lithium Tri...

by RCA School of Architecture

Free





Around the world, people have lost their lives for protecting a wide range of environmental values ranging from the exposing of waste-dumping, illegal deforestation, land grabs, to opposing the construction of polutting coal plant, mined, and other extractive industries.

Deforestation rates are significantly LOWER where communities have legal rights to the forest.

Hanessing "technology" expose illegal deforestation or land use can help seek remedy and justice

Insights from the community



"We want to speak up on what's happening in our community. But, we have no efficient tools. We use facebook but we need to pay to reach more people. Even the individual journalist these days are influenced by sponsorship money from big corporation."

"Community people
don't know a lot about law.
The local governmentis not on our side.
We need to create network with
other community to share
knowledge among ourselves."

Kruem Tadi

- Karen Hilltriben Elementary school teachern Huay Nam Nak communityn TaknThailand



DO YOU KNOW wq?

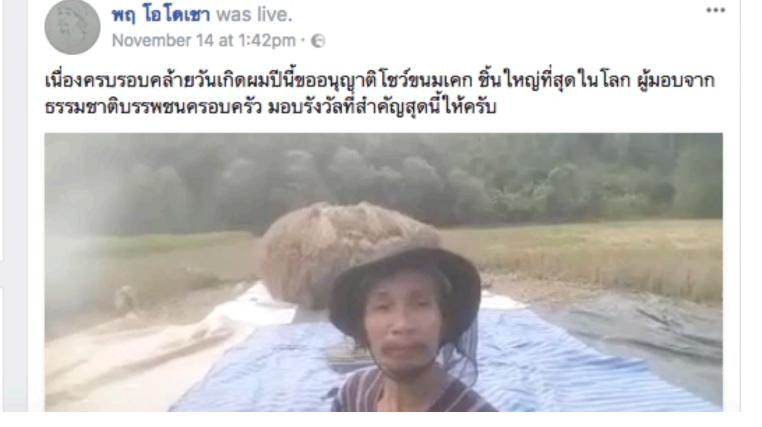
To see what he shares with friends, send him a friend request.

2 Add Friend





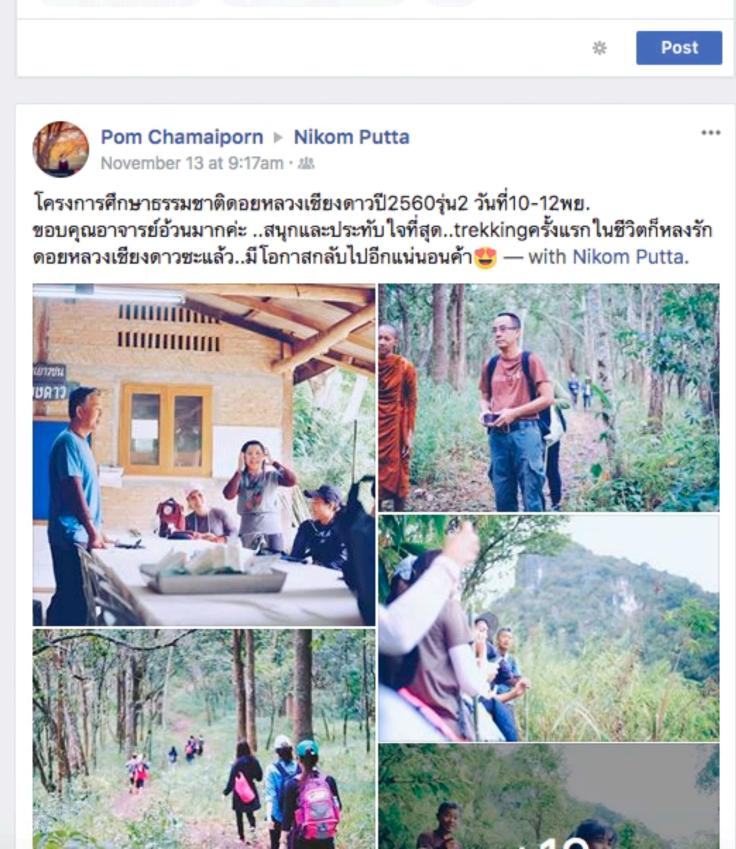






Nikom Putta | Timeline ▼ | Recent ▼

Pnoto/video



Insights from the NGOs



"I learn that in every conflicts, there are no one such devil and angle. It's all about making compromise between the community and the big corporation or the government."

"I think the most essential part
of working with the community is finding
the real need in the community.

Maybe the even community doesn't know that,
but understanding the community context
before designing anything for them
is very important."

Chawanad Luansang

- Community Architecta Community Architecture Network (CAN)a Ashoka Fellowa Thailand

PRIMARY RESEARCH



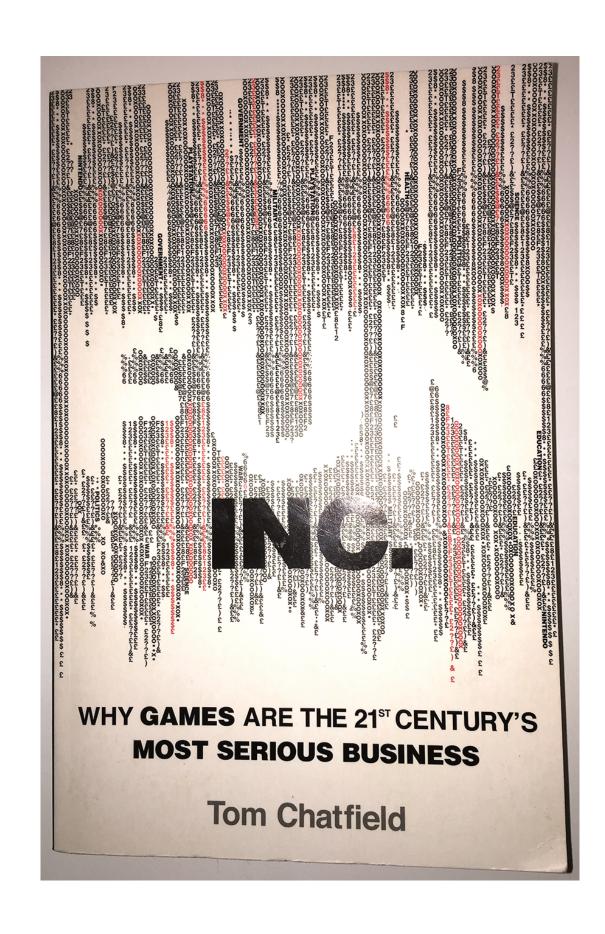
IMPERIAL COLLEGE GAMING SOCIETY

"...they can gain the perspective of being someone else and to be in a place of other's imagination."

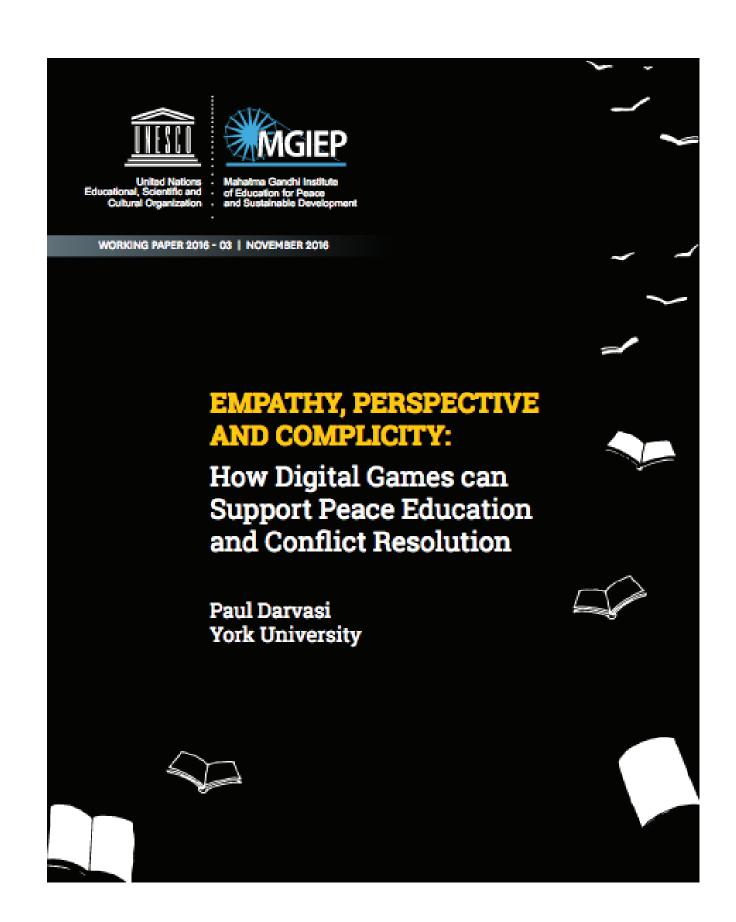
"I don't play a game to change the world"

"Its like reading a book; you come away with memories of places you have been and things you have done."

Market Insights



FUN INC - Why Games are the 21st Century's Most Serious Business - Tom Chatfield



Empathy Perspective & Complicity:
How Digital Games can support Peace
Education and Conflict Resolution
- Paul Darvasi York University

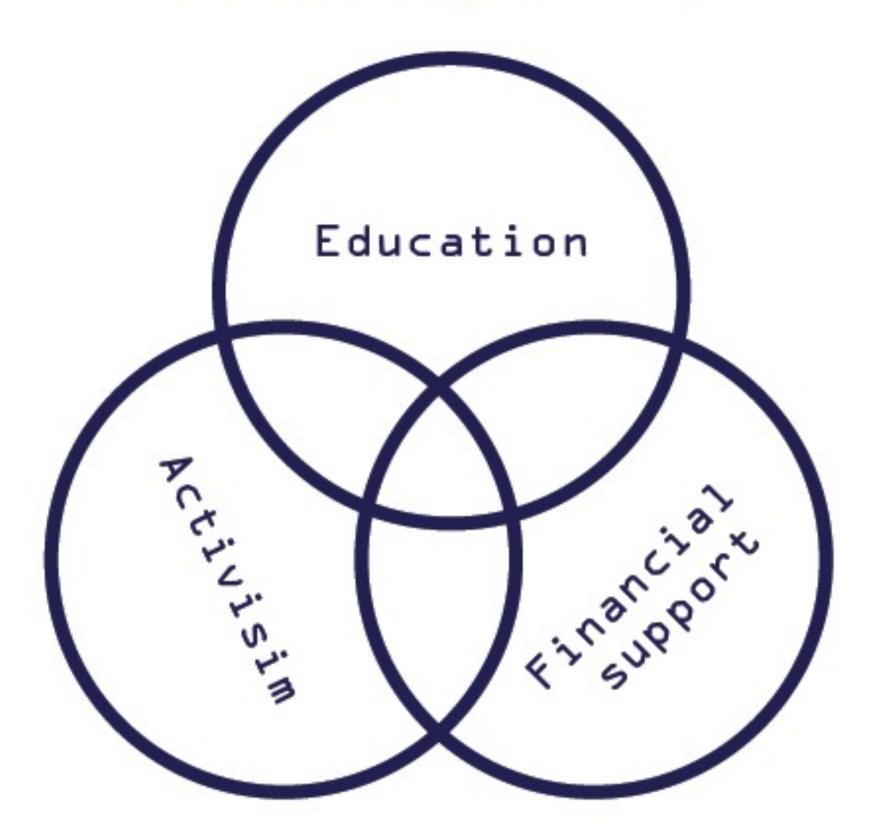
"Virtual Worlds may also be the future of e-commerce and perhaps the internet itself."

"Economically the global video game market is expected to generate over \$100 billion dollars by 2017 outpacing both film and music and in the USA revenue from video games has surpassed film and music combined."



Value proposition

Interactive & Real time local journalism and knowledge sharing

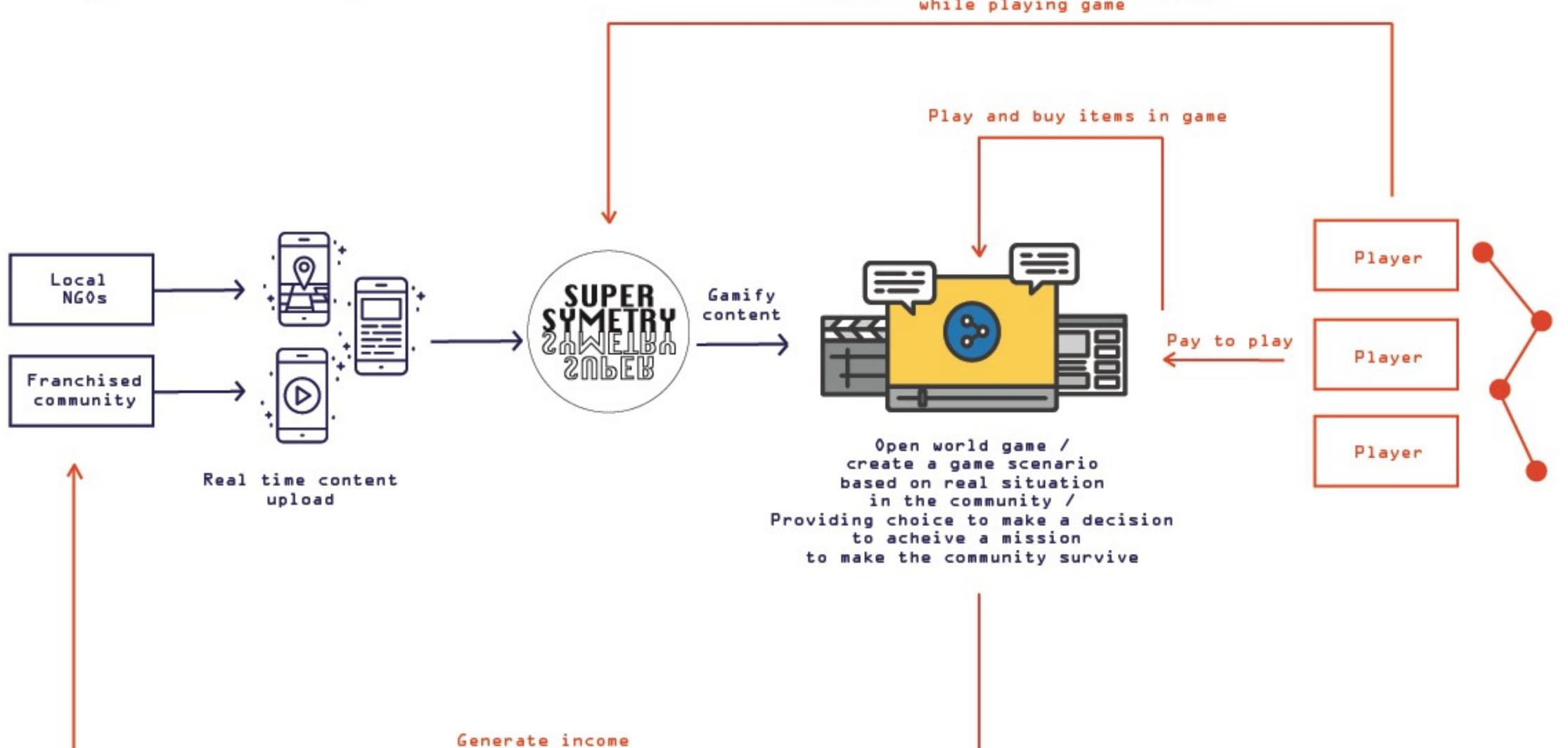


Immersive experience based on real activisim in the far-reached local areas

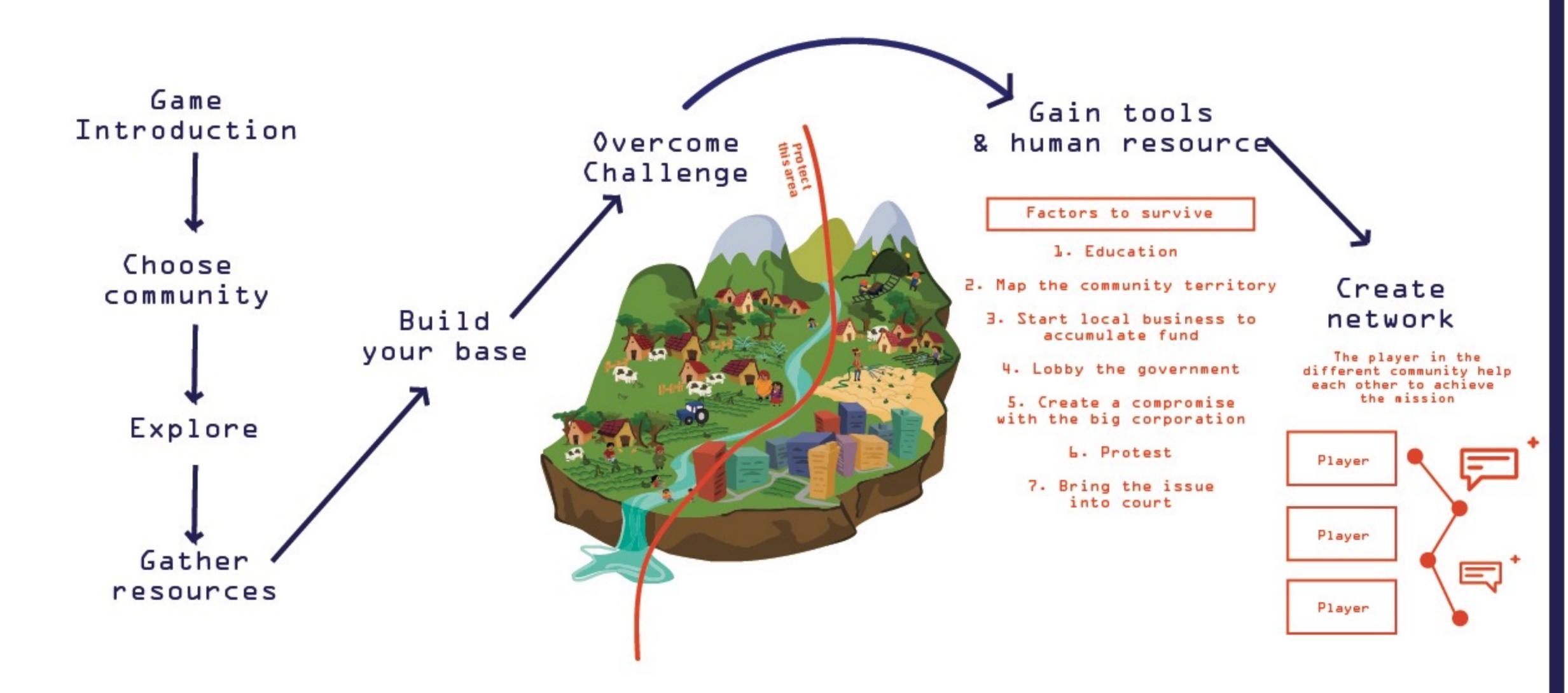
Generate income for the local community

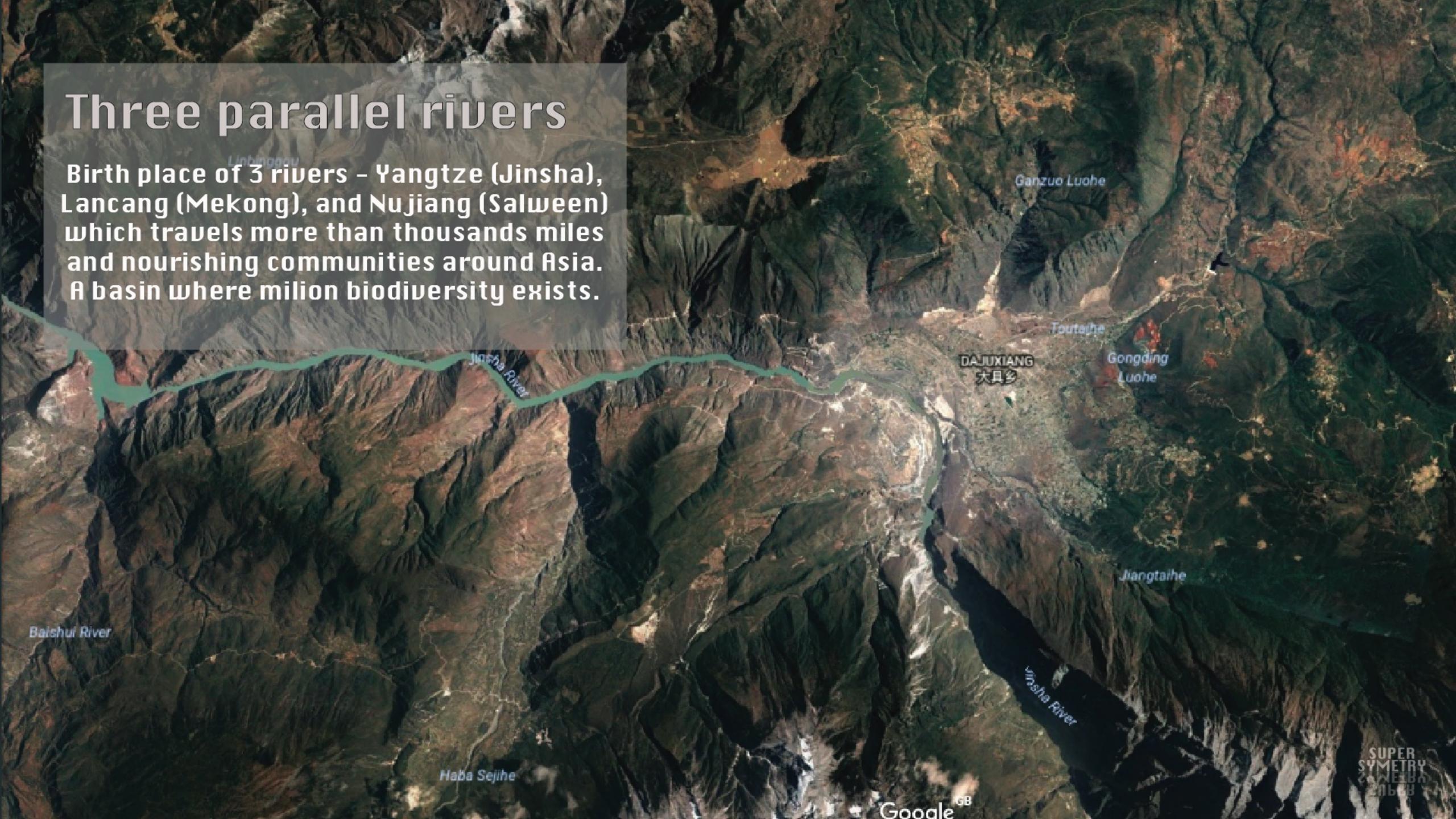
System map

Sign to support advocative campaign while playing game

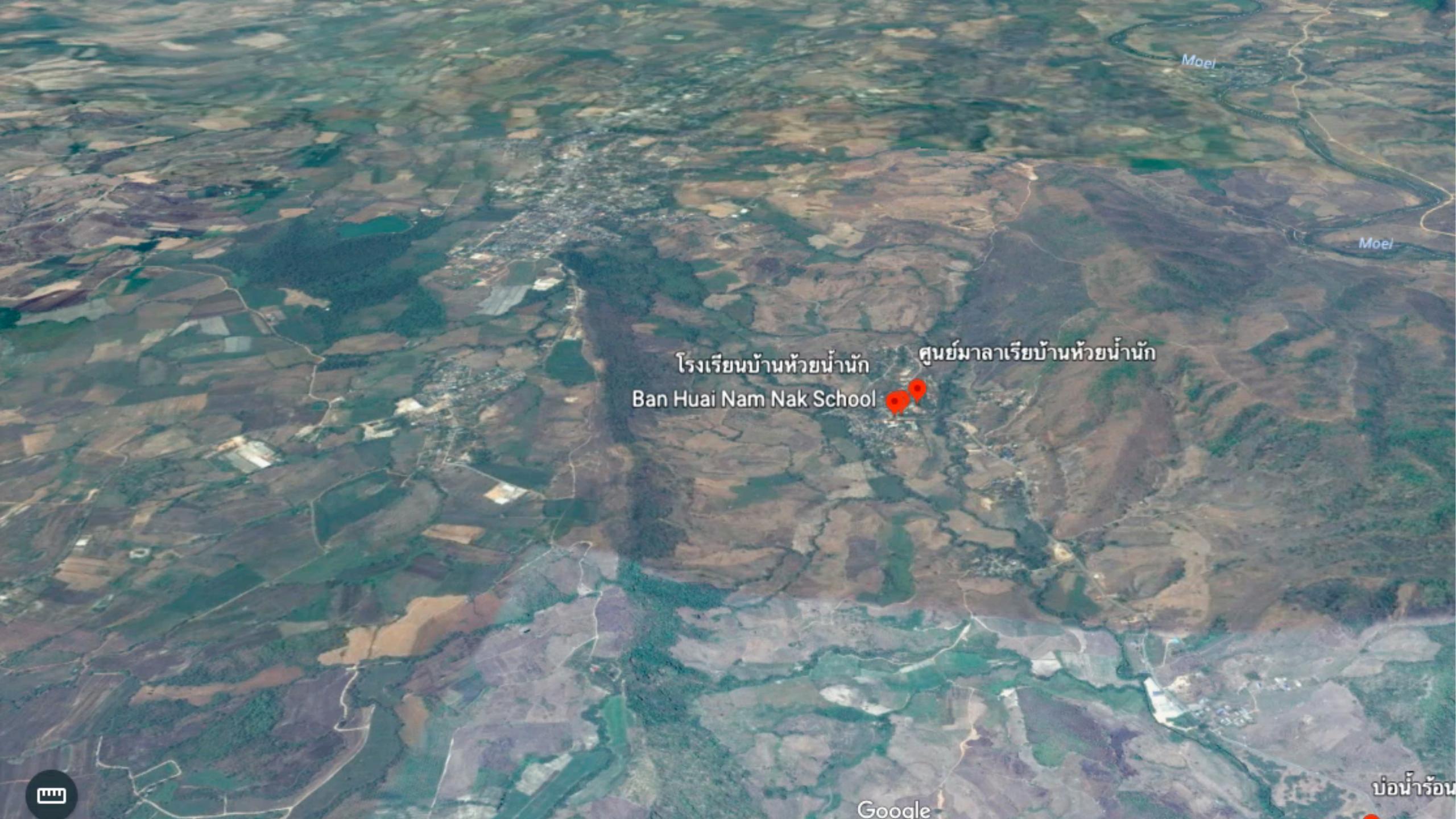


Mission: Make the community survive













THREAT info

Latest update: 15 Nov 2017 18:57 UTC

SOURCE: SSuser0035

Description:

A frozen food processing factory is proposed for an area of the <u>Common Land</u> on the north edge of the village.

Size:

32.4 hectares

Threat origin:

KRAFT Foods Inc., Opera Boulevard, New Town, Bankok

Status:

Planning permission is being sought by KRAFT Food Inc. by directly approaching the local people who have the rights to the land.

your MISSION >>



Credits 591 Collaborators 32 Territory visited 92 km sq Local threats 4