

Title:

Reducing the SPACE between you, me, and the planet: tackling climate change together

Background statement

Climate change is affecting individuals, communities, and societies around the world. This wicked and often invisible problem has deep roots, involves multiple actors, and transcends all spaces occupied by living creatures on planet Earth. However, it is easy to discount these effects because it seems to be far away, either in time or space. Ironically, in order to solve this wicked problem, cooperation is essential, which means that even those of us who are not currently seeing the impacts must also advocate for and participate in climate change solutions.

Challenge statement

Your job is to create an interactive product that will reduce the SPACE between individuals and the topic of climate change. SPACE can relate to geographic distance, but it can also relate to differences between cultures, livelihoods, or beliefs. It can also relate to distance in time: the perceived SPACE between the present and the future. This creative endeavor should reduce the physical and psychological distance between people, and encourage cooperation to address the specific climate change issue you chose.

Some ways that we know that we can reduce the SPACE between individuals or communities are:

1. Understanding the cascading impacts of your behaviors and choices
2. Generating empathy for those who live differently than you do
3. Communicating scientific information in a way that doesn't water it down, but can be understood
4. Understanding the local impacts and benefits of different choices and potential solutions.

Solution goals: Identify the choice or action to address climate change that your project focuses on (some examples are environmental conservation or reducing use on fossil fuels. A good list of possible actions is here). Show how your solution will address this problem. Remember,

demonstrating and telling a story will connect best to your audience (and your judges!). Your solution should include: a visual demonstration of your output, a description of how your solution works, and finally a clear articulation of how your product serves to reduce SPACE.

As a team, you have creative liberty to design your project. Here are some broad ideas of types of engaging outputs that could be fruitful in reducing this SPACE: Games, interactive phone apps, social media challenges, decision trees, etc.

It is also very powerful to include the element of *choice* in your solution. What choices can you provide in your solution? .