



TEAM: SOMA MINERS

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This work is dedicated to the coal miners in Soma in Turkey most of who died in the big accident on 13rd of May 2014.

1. Introduction

Sustainability is defined as meeting the current needs without compromising the ability of future generations to meet their own needs. The fundamental physical needs of human includes food, water and accommodation. In other words, it is crucial to be conscious and take care about sustainability for the goodness of our own and future generations.

Sustainability has three aspects: environmental, economic and social. These aspects are related to each other so it is impossible to develop only one aspect independently and to reach sustainability towards that way. For instance, development in the environmental aspect requires economic balance and social attention as well.

Regarding the current environmental issues such as climate change, air pollution and water access; the environmental aspects has recently taken significant attention from researchers, media and society. On the other hand, people also argue that individual efforts are negligible since either they underestimate the impacts of daily life actions or they claim that only very few people take care and action. Thus, they start also not caring even though they have the will to help sustainability.

The purpose of this work is to attract public attention and to indicate the importance of collective efforts of individuals, to emphasize the significance of even small actions in daily life. The application is a game of a quiz about some sustainability related topics, after which a score is assigned and some individual actions are proposed if the user want to commit and help the situation. The social attention is to be attracted by publishing the results and the number of committed people on social media to illustrate the collective effort of the public.

2. The Application: “Green Game”

The main target of this application is the average people in society who are not experts on the related technical fields. This target group consists of people who has the will but lack of motivation due to being unsure about the potential contributions. In addition, the game consists of simple illustrations to make it understandable for many more people who are not technical experts.

The “Green Game” application includes statistical questions about sustainability related subjects, such as the percent energy used in residential and public places or the distribution of water usage to the sectors. This aims at addressing to illustrate the potential contributions of collective efforts in reducing the unnecessary consumption and having more “green” approach.

The user is challenged to answer these questions through a visual interface. After completing the quiz, the application displays the actual answers and assigns a score out of 100 based on the accuracy of the answers. This aims at providing more awareness to the user. Afterwards, the application asks whether the user wants to commit and proposes some daily-life related actions. In addition, the application has the feature of sharing the user’s result so that the committed users can share it on social media (such as facebook). The result provided by application includes also the number of committed people as well, in order to increase the user’s care and motivation. In

this way, the quiz can become a hot topic in social media through shares and comments so that it can be seen by high amount of people.

The application can be improved easily as a future aspect. More questions can be added to make it even more informative, provided that the quiz does not take too long time. In addition, the users can give feedback as well. As an open application, the user can create his/her own questions and challenge with friends. This can facilitate the application's being hot topic on social media and increase the knowledge associated with the application.

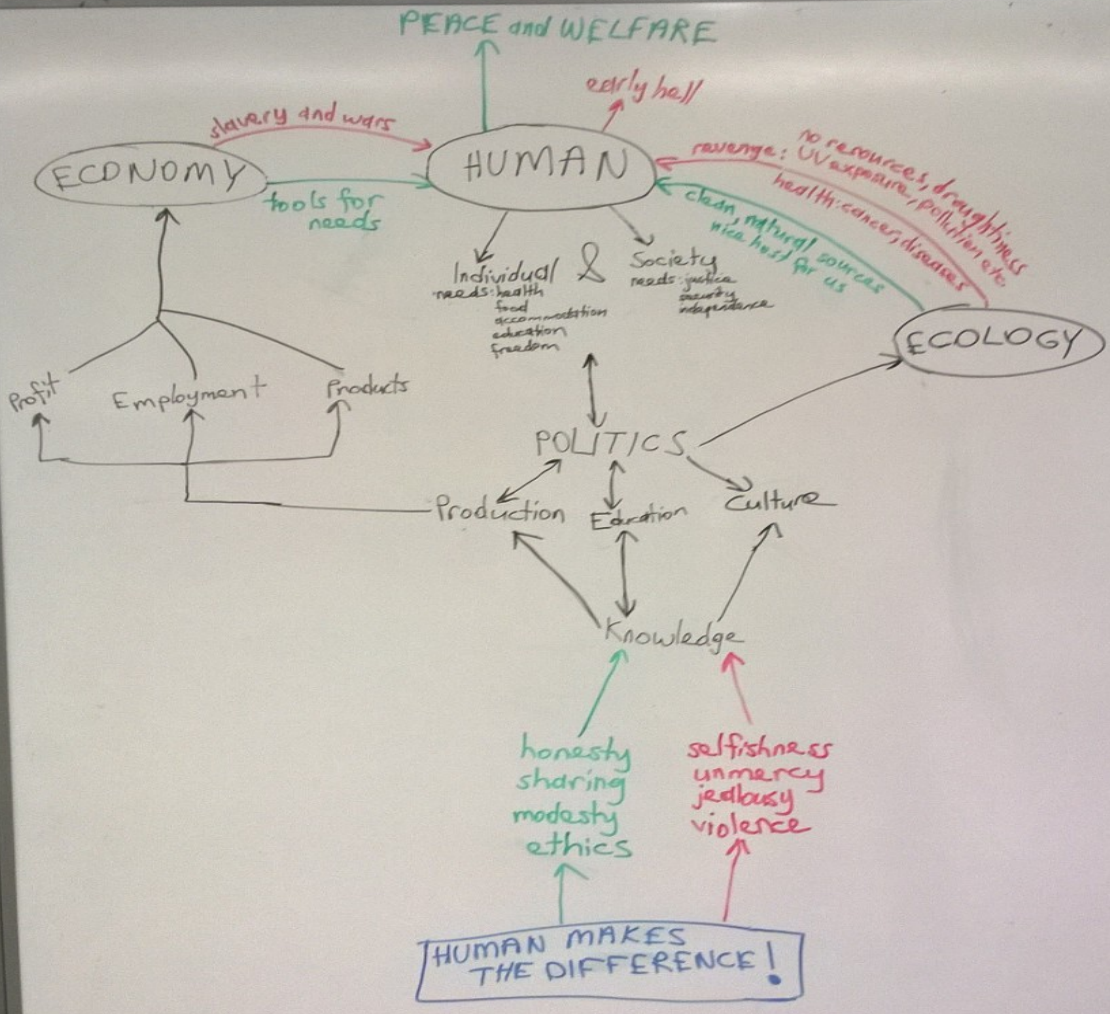
3. Conclusion: Human makes the difference

Among the sustainability aspects, this work emphasizes indicates the importance of collective individual efforts in the environmental aspect. The purpose is to get public attention and commit people through a simple game application. "Green Game" provides basic information about the relevant topics, such as water usage and energy usage, and proposes easy-to-implement actions to the committed users.

Furthermore, the awareness is addressed in joyful way by first asking the questions to the user then assigning a score based on the accuracy of the answers. The application is to be spread by sharings and comments on the social media. The results of committed users and the number of committed people will be shared in order to increase the motivation and to illustrate the scale of savings. In addition, the users can add their own questions and challenge their friends, which would provide more information and more visibility.

It can be concluded from the sustainability-related statistics in the application that human attitude plays the key role in the life situation. To respond the people who underestimate the human impact or does not care, the figure below shows the inter-relations of sustainability aspects and the role of human attitude. Human attitude is the input from bottom and the figure illustrates what returns to human from economy and ecology aspects, depending on the attitude.

To sum up, "Human makes the difference!"



—DEDICATED TO SOMA COAL MINERS—