

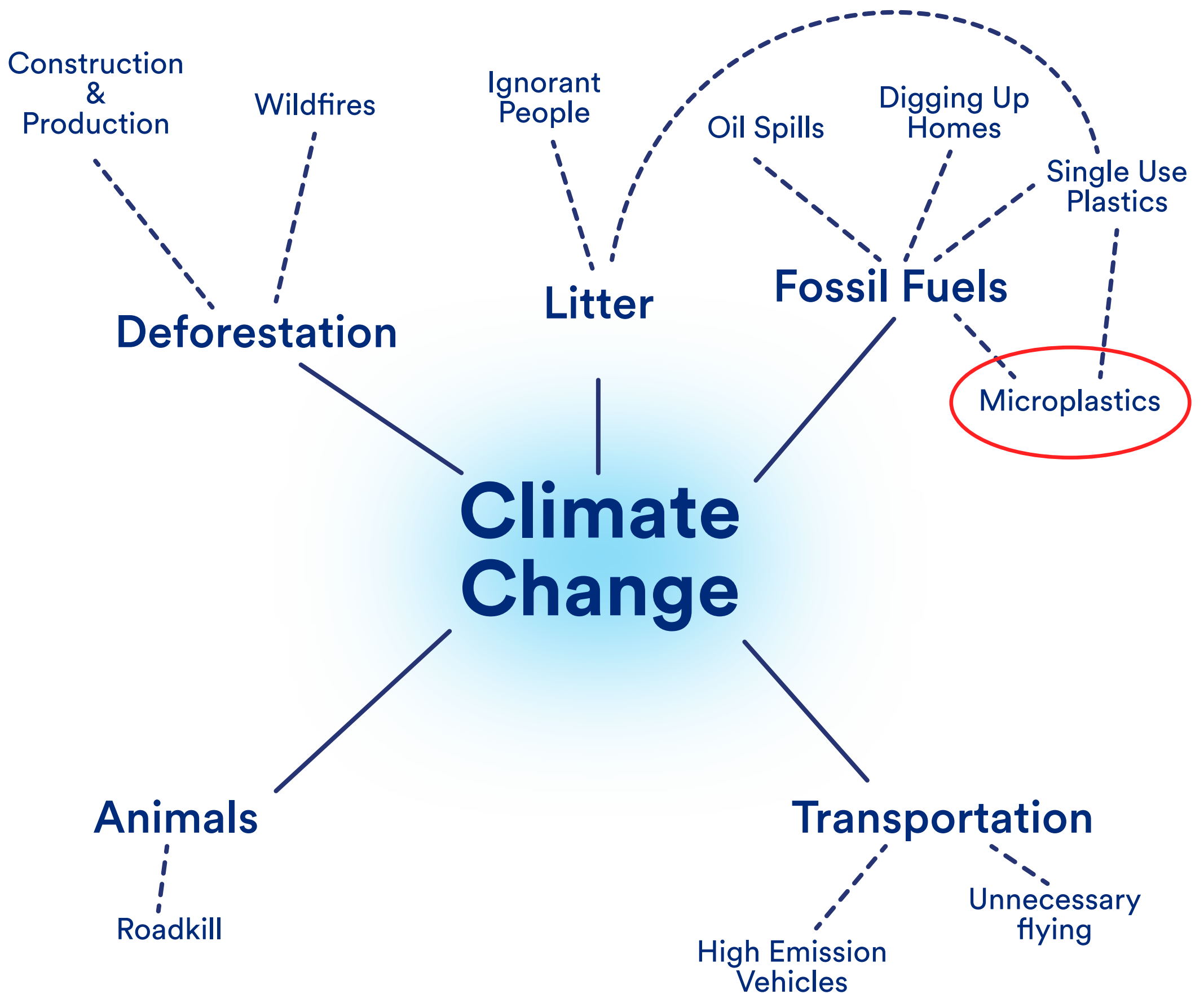
GET ON WITH IT



Higher Creative Thinking

Research:

Initial Research



After briefly researching each of the topics above, the one that stood out to me the most and made me feel it could be the focus of this project is microplastics. This is because of the hidden impact they have on both our health and the environment.

Research:

Reasons Research

Why (impacts on us and or environment):

Marine Life fish, animals and birds can consume or get entangled in plastic debris causing injury or death.

Climate Change - Production and disposal of plastics contributes greatly to greenhouse gas emissions

Microplastics - small plastic fragments can enter the human body via food and water potentially causing health issues and traces have the brain

Chemical Exposure - Plastics may contain harmful chemicals like PFOA which can increase the chance of liver cancer

What (are we apply to do something):

Reduce the amount of single use plastics by and either reusing them multiple times or better switching to more sustainable materials.

If we correctly recycle plastics rather than making completely new plastics it will help us to reduce our impact.

Stricter regulations would stop any of these truly dangerous habits from larger companies like production/pollution of PFOA and PEAS into our environment.

Sources:

- [VSC.org](https://www.vsc.org)
- [birmingham.ac.uk](https://www.birmingham.ac.uk)
- [filtsep.com](https://www.filtsep.com)

Research:

Market Research

Ideas:

- Art+ Science installations - immersive public exhibit
- Citizen Science-local water sampling kit to test for microplastics

Past Events:

- UK wide survey - 80% of UK adults are concerned about microplastics effecting there health and environment
- 2022 - UK banned single use plastics cutlery, plates, and polystyrene food containers

Possible Effects:

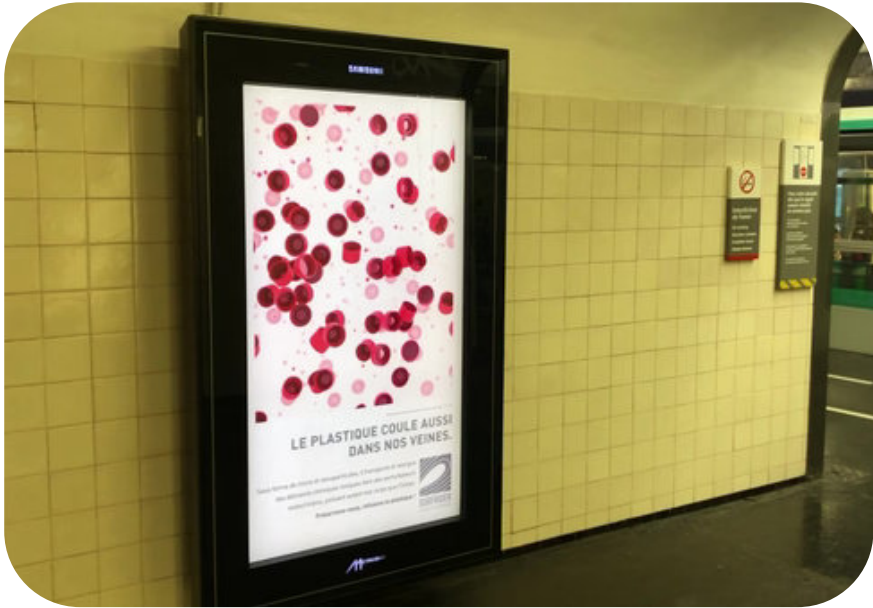
- Systematic reviews indicate suspected effects on digestion, fertility and lung function
- Neurological Risk - In mice microplastics caused cerebral thrombosis by lodging particles in brain capillaries
- Found in breast milk meaning newborns are exposed at early development stages.

Sources:

- [pmc.ncbi.nlm.gov](https://pubmed.ncbi.nlm.nih.gov/)
- york.ac.uk

Research:

What Worked?



“Plastic Blood”

What worked: They had striking visual campaign with posters showing plastic fragments which gained social media vitality.

They made the effects on human health more personalised by saying “it’s in YOU now”.

They also used lots of studies to build on there cause.



#StopOceanThreads

What worked: They focused on one specific solution which was mandating microfiber filters by 2025 making it easy for people to see what they are looking to achieve.

They used science to back there cause. Frances 2025 microfiber law gave there campaign more credibility and urgency.



Greenpeace UK River Plastic Testing

What worked: They got lots of citizens as volunteers to help test there local rivers including everyone.

They uses compelling photos and local data to make the cause feel more urgent



APPG on Microplastics

What worked: It was more than just environmentalists it was MPs but from multiple different parties.

They used brand new health evidence about plastics found in various different places around the body such as in: placentas, lungs and testicles which shocked the media.

Research: Facts & Figures

Where they end up in the body:

Microplastics have been detected in 77-80% of human blood samples including PET and other polymers

A 2025 study comparing samples from 2016 to 2024 found microplastics increased ~50% with brain levels 7-30x higher than liver/kidneys and even higher in individuals with dementia.

Tiny fragments (<1 µm) were found embedded in brain tissue, notably around blood vessels and inside inflammatory cells

Sources:

- [nationalgeographic.com](https://www.nationalgeographic.com)
- [the-scientist.com](https://www.the-scientist.com)
- [people.com](https://www.people.com)
- [wikipedia.org](https://www.wikipedia.org)
- [foodandwine.com](https://www.foodandwine.com)
- [researchgate.net](https://www.researchgate.net)

Potential health impacts:

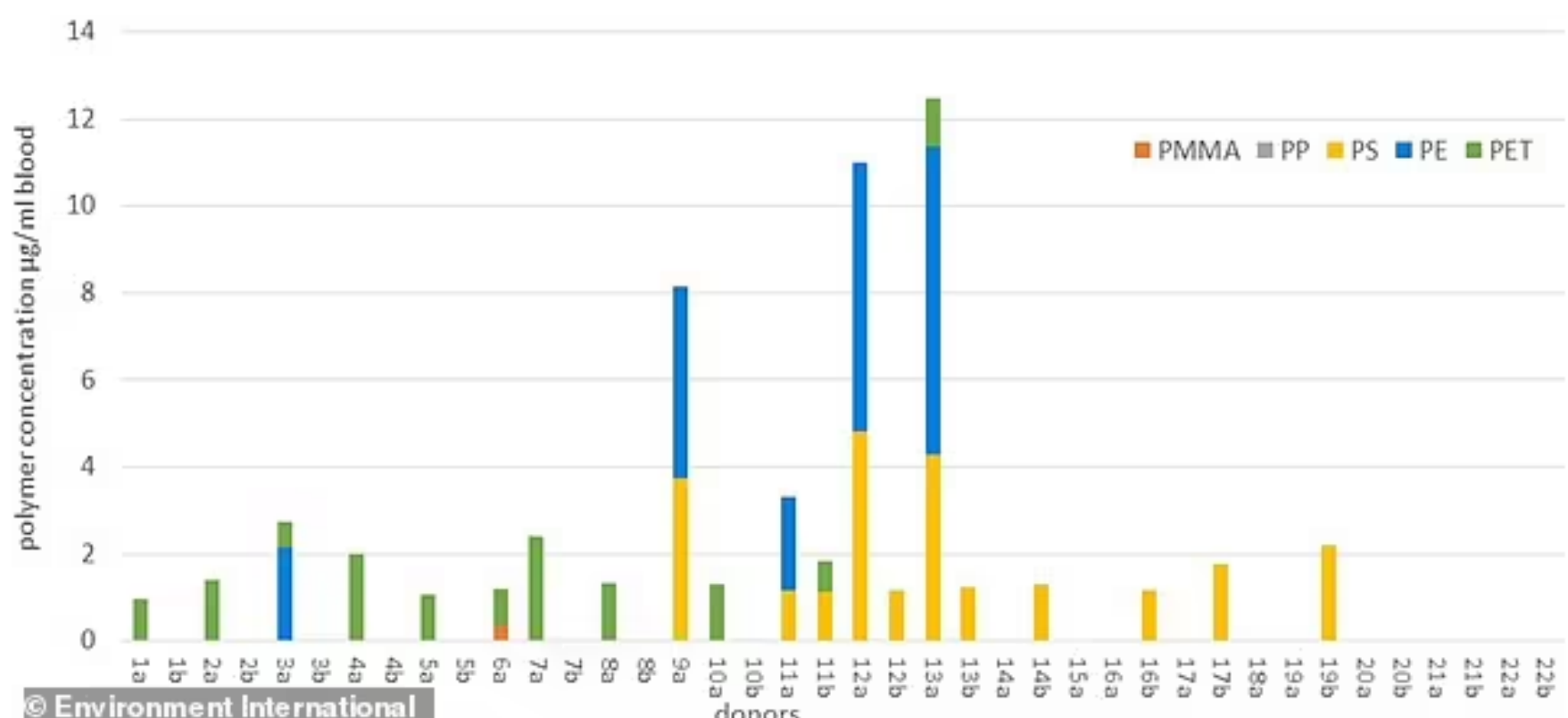
Cardiovascular risks have increased. A study found that carotid artery plaques (major blood vessels located in the neck) containing microplastics increased the risk of heart attack, stroke or death by 4.5 fold over ~3 years.

Neurotoxic concerns have come up with the presence of microplastics in brain tissue particularly with dementia. No casualties have been confirmed yet

How they got there:

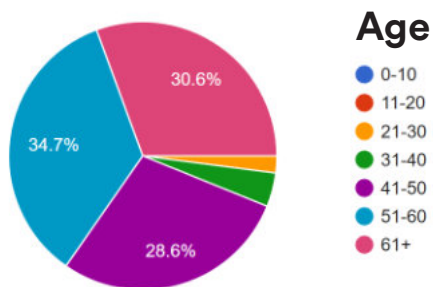
Inhalation from atmospheric dust, clothing fibres. Estimated annual inhalation of ~39,000 - 52,000 particles.

Nanoplastocs (<4 nm) can penetrate damaged skin.

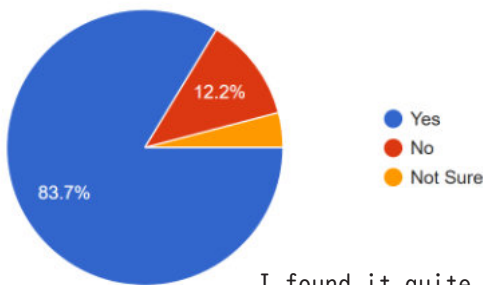


Research: Survey

I created a Google form with a bunch of question that I felt could be useful to see if it's worth going forward with this topic of climate change. I gave it to my parents to share around at there work. Here are the results I found from the survey. In total I got 49 responses.

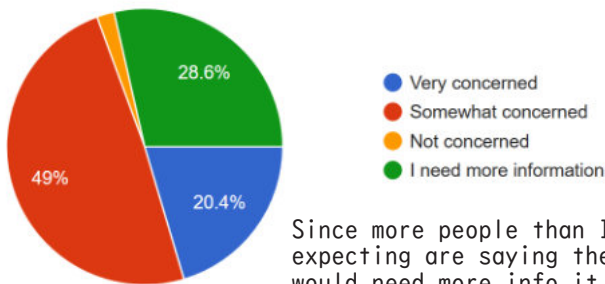


Have you heard of microplastics before today?



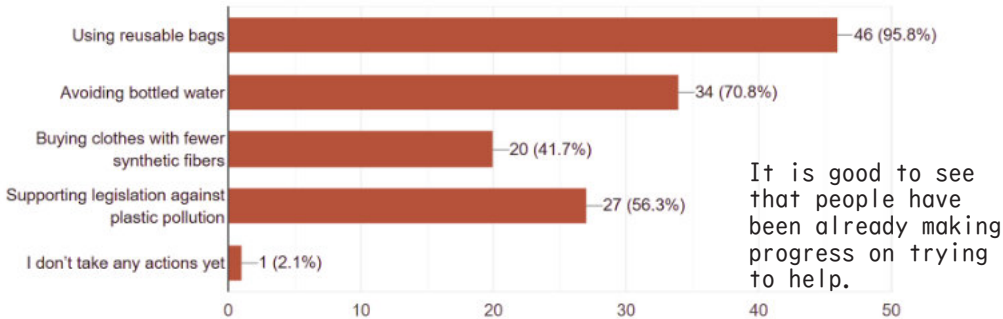
I found it quite surprising that not everyone had heard of microplastics.

How concerned are you about the potential health impacts of microplastics (e.g., heart risk, brain effects)?



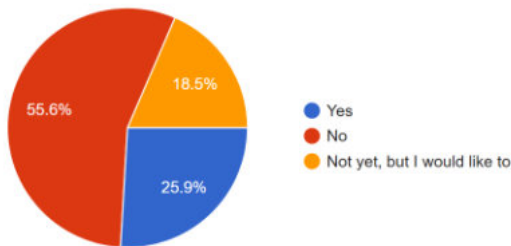
Since more people than I was expecting are saying they would need more info it makes me feel this topic may be good to move forward with.

Which of these actions do you already take or would consider to reduce plastic pollution? (Select all that apply)

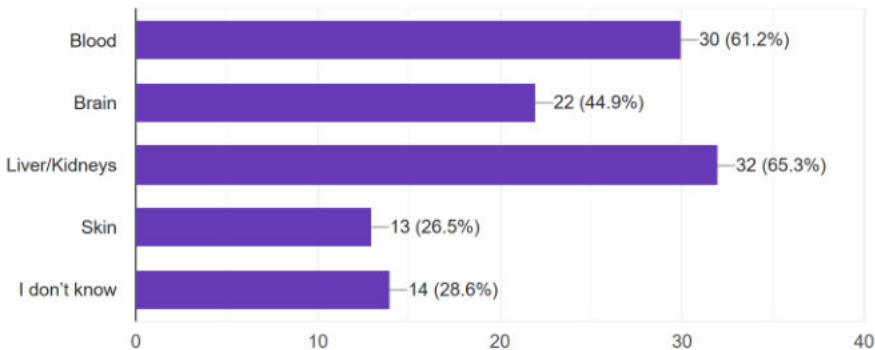


It is good to see that people have been already making progress on trying to help.

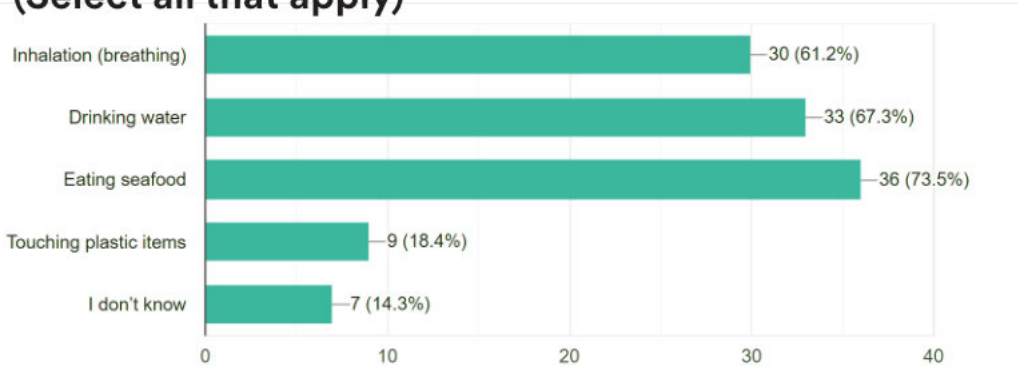
Have you ever participated in an environmental cleanup or plastic-reduction initiative?



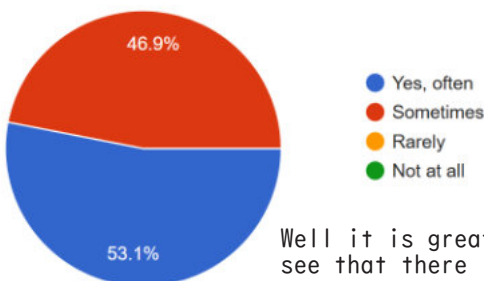
Where do you think microplastics can be found in the human body?



How do you think microplastics enter the human body? (Select all that apply)

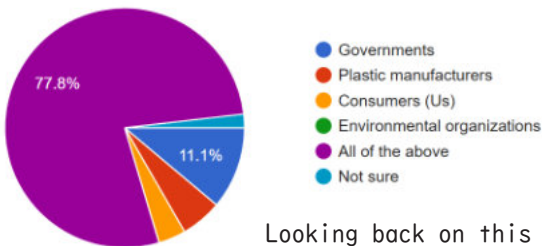


Do you try to reduce your use of plastic in daily life?



Well it is great to see that there isn't anyone not trying to make a small effort.

Who do you think should take the most responsibility for reducing microplastic pollution?



Looking back on this I should have maybe not given such a vague option for people to choose as I feel like I loose detailed in my responses

Evaluation: From this data I feel that people have a rough idea of what microplastics are and what they can do but don't really think to hard about them at the moment. Overall I think microplastics is still a topic that I should take forward in this project.

Evaluation: Research

Understanding

Q: Do I fully understand the brief?

I realise that I am going to be targeting people that can make change (i.e. adults, world leaders) so can't just make a campaign that only targets my friends or the younger audience.

I understand that I need to use my creativity to make a unique campaign to catch people's attention. I need to get them to watch and listen.

Examples

Q: Have I found examples that already exist and have I questioned why they were successful?

During my market research I had a section for past events and what they were. I didn't go into a large amount of detail in that section though.

Then on the next page I made the whole thing about what worked and didn't work with past campaigns and events.

I feel I have done a good amount of research into these past events and what worked and didn't work.

Methods

Q: Have I used a range of research methods (primary and secondary)?

I have collected both primary and secondary research for this project. I sent out a survey to collect opinions/knowledge from the general public which is a primary form of research.

Then I have done a lot of secondary research by looking through loads of different websites and sources to collect info/data like in my 'Market Research' and 'Reasons Research'.

Sources

Q: Have I gathered a variety of information from multiple sources?

Like I said in the tile before this I taken my info from various different sources and always made sure to credit the place I got my info or data from to prove it wasn't mine.

I think this is useful as if I/someone else wants to go back and fact check the info I have taken I am able to do that.

Insights

Q: What is the insight I have discovered, and how does my research support this?

From my research (mainly my survey) is that people still don't know the full effects of what micro plastics are doing and will do in the future.

I have also discovered microplastics affect a lot more of our organs than I expected as they can't be destroyed/digested by any part of our body.

Why Insights

Q: Why have I chosen this insight, is there others I could have chosen?

When doing my mind map right at the beginning I did a small amount of research online into each category to make sure I pick the correct topic for my project.

I could have chosen any of the other topics from the initial research mind map but I felt that microplastics was the one that stood out for me.

Priorities

Q: How will I know if my ideas will be successful & what are your top 3 priorities?

I will be able to tell if my ideas are successful if they are received by my target audience correctly. I would need to get their attention so that they listen to my points so there is a chance that some changes could be made.

1 - My project/presentation is clear and concise to get my message out without it getting mistranslated

2 - I keep all my data or info down to earth without giving any fake news or ridiculous ideas or concepts

3 - I will make sure that if something doesn't work for my target audience I will go back and refine my presentation so it's as effective as possible

My Brief

Get:

Locals and people in power within companies

To:

Stop microplastics getting leaked into our environment which end up getting stuck in animals and even us causing terrible health consequences

By:

Getting them to move over to safer and more reliable materials for the same product and recycling more of the plastic that has already been made

What
is my
brief?

Concepts:

Brainstorming

Counter in city centre showing progress being made by the locals

Short film with impactful story showing the effects of plastic

Sky writing with messages to encourage progress

Huge forced perspective art between multiple buildings

Constructing huge sculptures that overshadows some key areas made of rubbish plastic

Street art in secluded areas that tell a story about the harm caused

Concepts:

Top Finds & Top Takeaways

Research:

During my survey I found that only 83.7% of people had heard of microplastics which was really interesting to me that not everybody had heard about them. It also wasn't just one person that said they hadn't multiple people hadn't.

During my research about the causes and effects I didn't realise how much of an effect the micro and nano plastics can have on our and animals health sometimes even causing death. This is something I would like to carry forward in my project.

When figuring out what worked for campaigns in the past I realised that the strongest campaigns always had a personal connection. I think this connection puts a bit of the 'blame' on the person making them take more of an action rather than just telling them lots of stats and numbers.

Concepts:

None Stop

My current ideas is some cool technology related thing that would have a screen on it showing the progress or what needs to be done to help with plastics. I could take this multiple directions giving it a personality or having bright lights to draw attention something like that.

I also like the idea of making a short film in some form or another about the effects of plastics on us. I could combine this with the screen idea from before by showing the film on said screen or incorporating it into my story of the short film somehow.

I just want a way to get a message out to everybody without having to go through multiple sources as that can lead stuff being mistranslated/misunderstood which wouldn't be ideal for getting progress made.

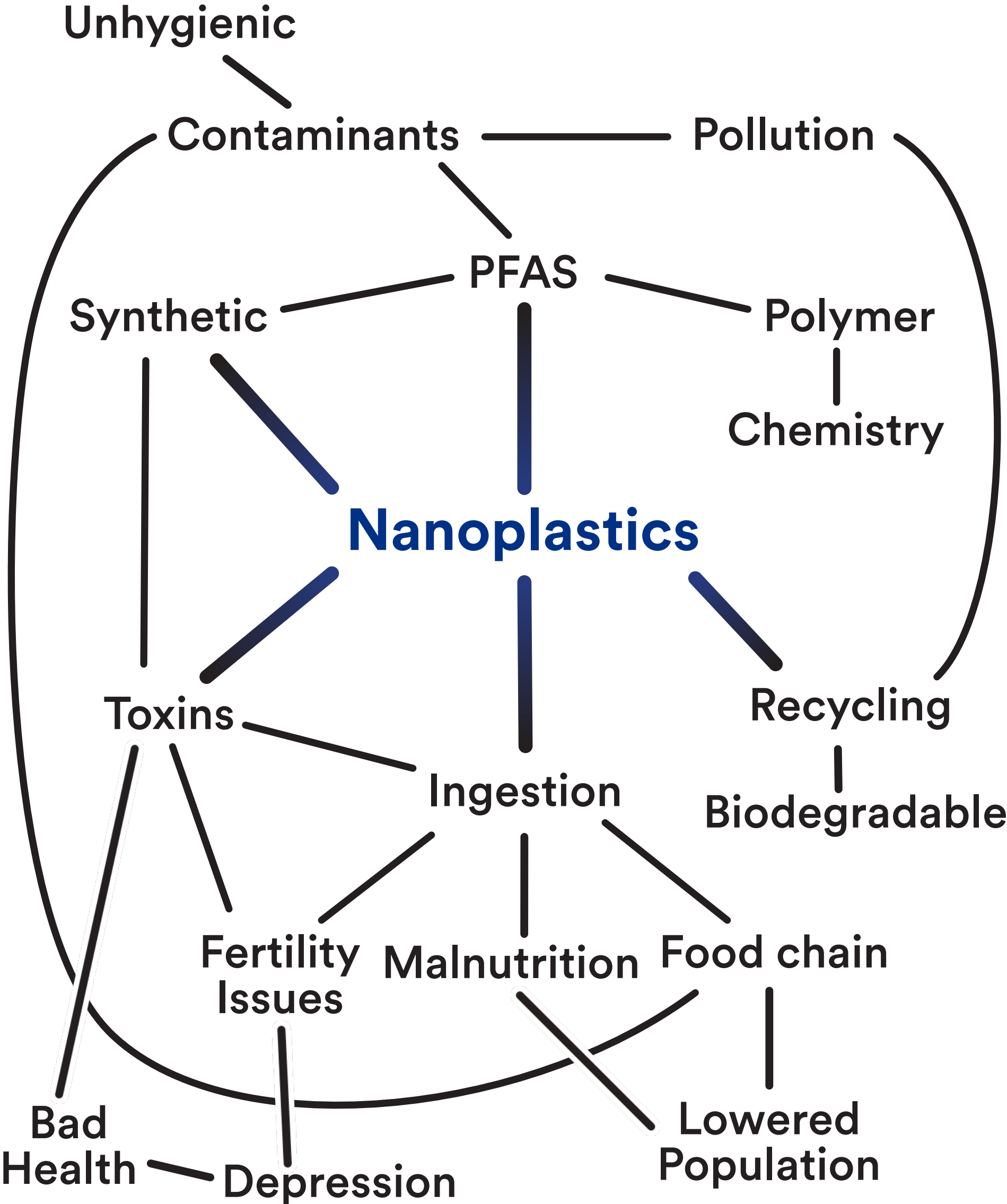
Forced perspective on a large scale is something I have wanted to try for quite a while so it could be a sculpture or just a big painting. My idea for this artwork would be the viewer stands on the rooftop of a building and they look down towards the street (could be in Edinburgh or any other large city) and sections of this painting would be on multiple buildings forming together to create a larger image. I think this would be good as it would probably get media involved as they like that sort of thing and people would have to go to a specific location to see said artwork.

All of these ideas are trying to appeal to as large of an audience as possible as the more people we can get behind something the better. The screen idea if given a personality would be great for younger kids as they love a character like that which would mean that parents would take there children to the screen hopefully grabbing there attention too.

Now I have gotten into a grove of what I'm doing I feel I can better flesh out my ideas/project into a full 'product'.

Concepts:

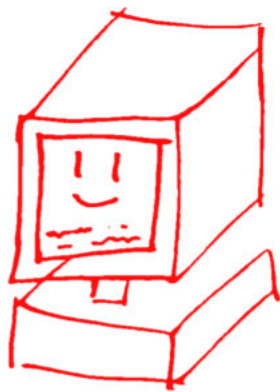
Word Association



Concepts:

Crazy 8

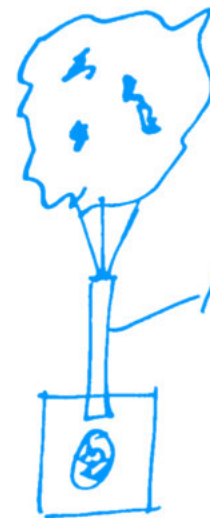
1



Shows
Stats and
messages
of issues
or progress

Has personality

2



Interactive science lesson showing
harm due to plastic

3 Micro Plastic Nano
Logo? / name? /

Nano Box?

~~Micro~~

Tiny Fragments™

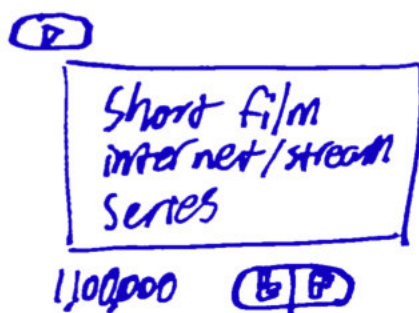


4

PLANE

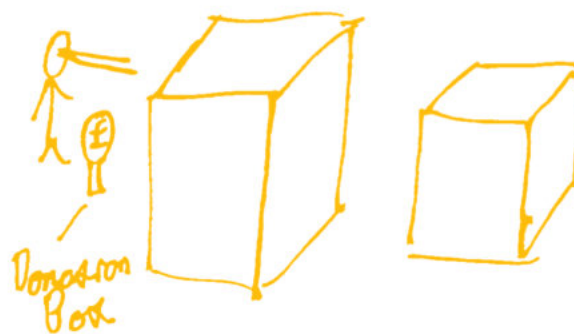
Writing in sky showing stats or
some other promotional text

5



Maybe 3-5 of them

6



Huge scale forced perspective artworks

7 Are in underground that only
appears when taking long exposure
Photo of train



8



Huge billboard
displaying key
issues to the
street below

Concepts:

Visualising 1

Idea:

Robotic character showing the progress being made by locals

So the counter will be a little retro styled “box” that has a LED display. Most of the display will have a pixel art face that can emote and things like that based on what is happening. Then at the bottom of the screen there will be some scrolling text showing the active status of what is being done or events that will be happening. It would celebrate/reward people doing anything and everything to help reduce the production/consumption of micro/nano plastics.

Locations:

City Centres/Shopping Centres

Tips/Rubbish Dumps

Recycling Bins

Outside Shops

Things that could be rewarded/shown:

Local rubbish cleanups (city centres)

Amount of rubbish recycled daily (for tips & bins)

Products that have reduced plastics (for shops)

Organised events to reduce plastics (any)

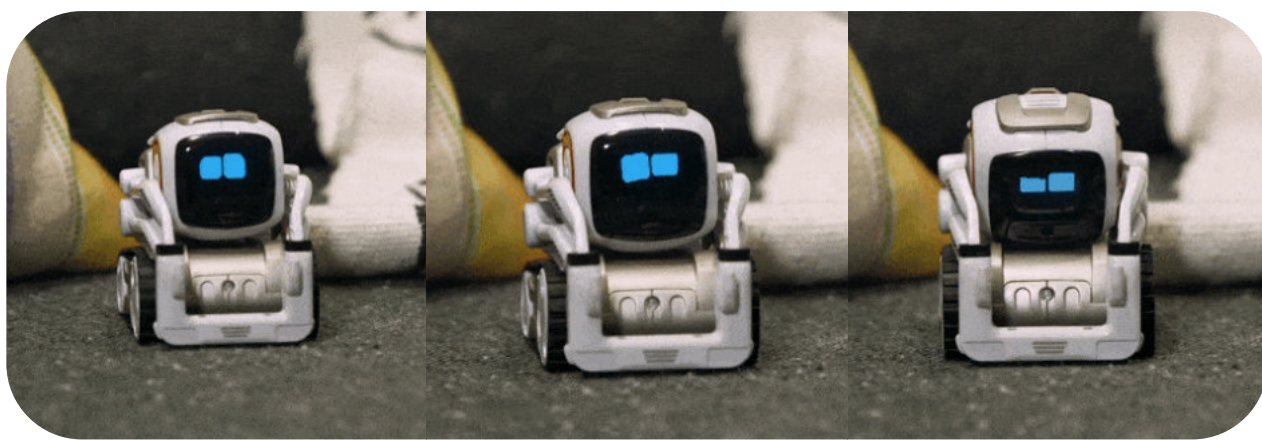
Progress from companies changing materials (any)

Progress from other towns/cities (any)



Source: Mumbo Jumbo Clothing Advert

This was the original idea for the face as this is from one of my favourite Youtubers who has it as a character from one of his Minecraft series



The robot above is called “Cozmo”. When I was 9 I had one and I loved it so much. It is probably the most emotive robot I have ever interacted with which was the idea of the face and it’s emotions. With my Cozmo I felt connected with it because of these facial expressions which I feel I can leverage within my campaign.



In train stations and sometimes at bus stops there are these matrix LED displays that show train services or sometimes station announcements. This was what I had in mind for the text side of the robot/device. This can give details about events or it could have it’s own dialogue to further its character. When it isn’t showing something like that it could be a weather station or just general info board.

Concepts:

Visualising 2

Idea:

Collection of short films with each focusing on different animals/people and the negative effects

Some could be 3d animated shorts some could be real almost documentaries of the effects of nano/micro plastics. The idea is they are meant to be very impactful encouraging change from as many people as possible.

Short film inspiration



nothing, except everything.

It is a 2023 short film written and directed by Wesley Wang. The story follows a graduating high schooler who attempts to bring order to a chaotic world by obsessively focusing on the number 7.

When I first watched it I was just left in a state of speechlessness. Although it was a fairly simple story, it just felt so impactful and grounded. I would like to try and capture this same feeling/effect but about a real life issue to encourage change.



Tiddler

Tiddler is a half-hour animated special based on Julia Donaldson book. It follows a little fish whose tall tales lead him astray in the ocean, only for his storytelling to save him in the end.

When this first came out during Christmas my whole family watched it. Although it is targeted strongly towards a much younger audience, we all really enjoyed it. It might not have been very impactful but it managed to capture a wide range of target audiences for around 30 minutes. If I manage to do the same for a short film about something more impactful I think it could quite effectively promote change.



Initial D - First Stage

It is an anime series about Takumi Fujiwara, a high schooler and tofu delivery driver whose hidden talent for drift racing on mountain roads propels him into the world of street racing.

Although the story has nothing to do with climate change or anything really impactful it has a secondary story line between 2 side characters. It was a love story that had a really sad ending to it. It is completely separate from the main story line but still conveyed so much emotion. I would like to try and do the same by having the main story line be about the microplastics but then the main characters have a sad romance story line too due to these plastics causing health problems. I also love the mix of Japanese hand drawn and 3D animation.

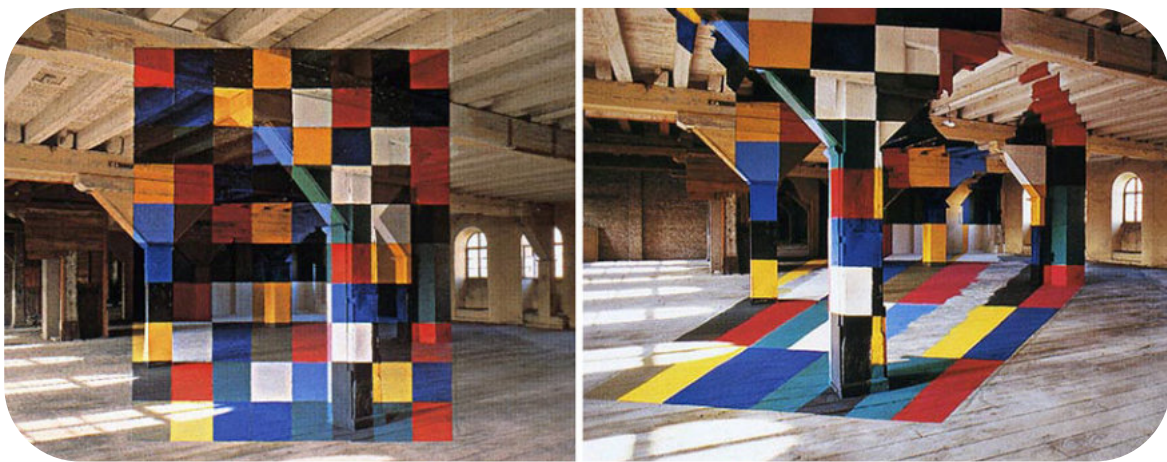
Concepts:

Visualising 3

Idea:

Large scale forced perspective artwork to bring people over

I really like the idea of making a huge scale forced perspective artwork that incorporates either multiple buildings or lots of sections/pillars of a building. The artwork would relate to microplastics in some way. You would have to go to quite a specific location within the building to view the artwork. The artwork would be the promotion by either being a QR code or links to the issue in some way.



I love the way that different colours together look when stretched out it gives a really unique and confusing look to it which I feel gauges interest. The contrasting colours also catch the eye very well.

The unique circular shape makes it look less like a forced perspective artwork but then when it's aligned it looks really cool. The fact it is a single colour makes it look less out of place.



The strong contrast between the vibrant colour and plain white and slightly dirty look of the buildings around it.

I think this is quite a unique idea. It would probably be one of the more difficult ideas as getting planning permission and artists to paint the artwork would require a bit more coordination.



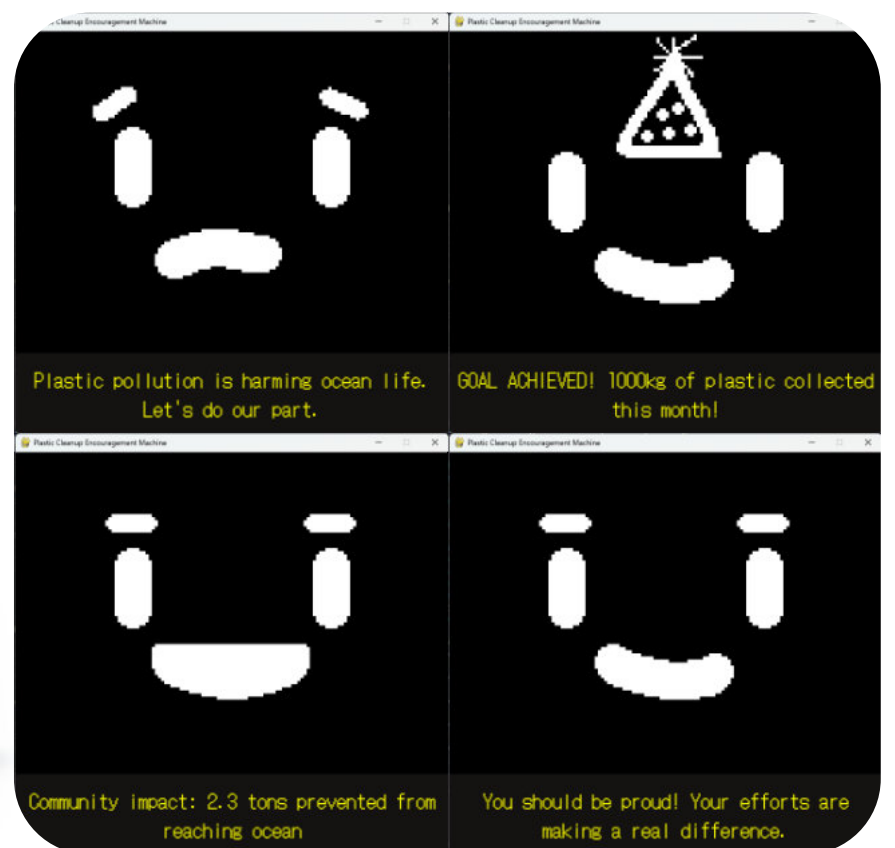
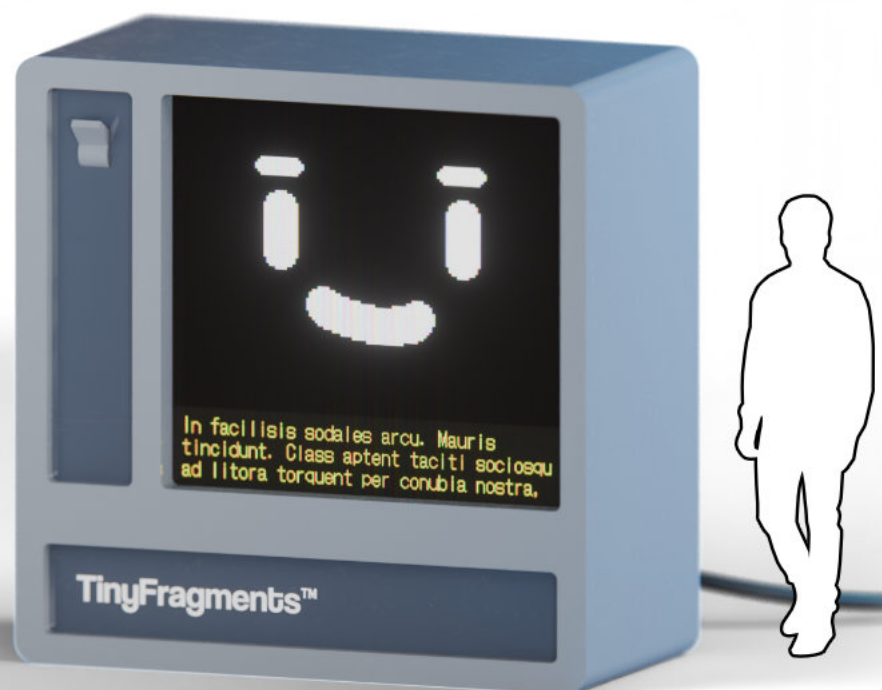
Concepts:

Refining Idea

Idea:

Robotic character showing the progress being made by locals

I am really taking to this idea. I feel it is a very unique and creative way of promoting nano/micro plastic. I realised it is like the 'Tamagotchi' which was a huge thing. I'm going to make some prototypes of what the final product could look like.



First prototype render made in Blender

I'm really pleased with how the design and feel of the prototype has come out. I think the rounded box design gives a clean yet retro feel.

First prototype for face and text driver made with help from Claude in Python

I have cobbled together (with the help of Claude) a python system that shows text and the faces related to the text to prove it would work. I think it has come out quite well. It does feel very simple at the moment though which I can't decide if that is a bad thing or a good thing.

Reflecting

Overall I think this is a very solid idea. Some issues I've found so far are that it can be a little bit difficult to show emotion so I will need to come up with a better of conveying that. I think it should probably be some physical movement like an antenna or something like that. The driver at the current state is very solid and works well but would be even better if it was more polished like animations rather than static faces and other things. I discussed the idea with my peers and they brought the point of how does it help. I've realised that I do need a more direct way of making change rather than just trying to guilt trip people into doing stuff. It would also be a great idea to give the character a name as it allows people to more easily connect with it.

Concepts:

Coding details

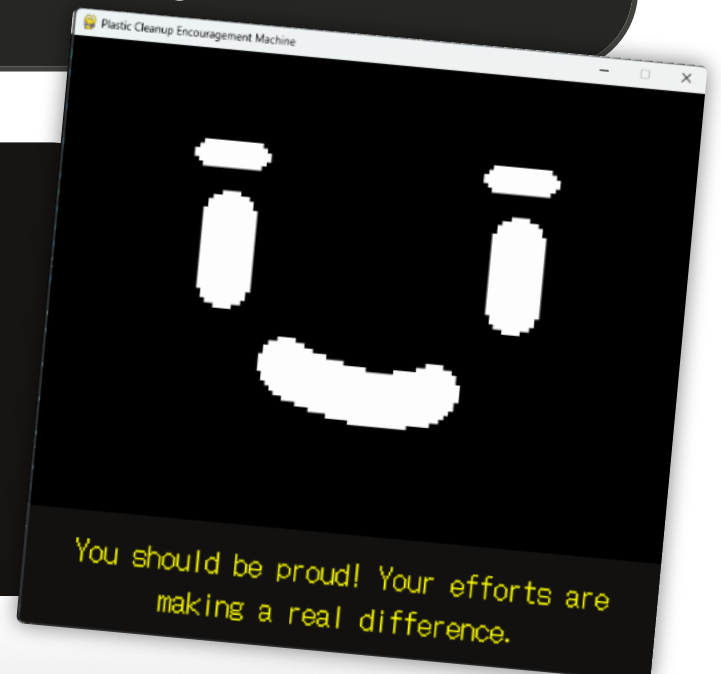
As I said in the page before I made a demo for the face driver in Python. I did a decent amount of it myself but I started off with a base given by the AI Claude.

The prompt I used was (+plus image of screen design):

✳️ “Could you make me prototype python project. So I have designed this interface for a machine that is meant to help encourage change for plastic clean up. The yellow text will show different things happening. Like: cleanup events, goals completed, progress being made in the community. The face will show emotions according to the text shown below. I can supply the font and the faces but could you make the logic and structure of the python program please?”



It gave me a version that didn't have the custom face or font just the core structure. I then made it look like the prototype image I had created for the 3D Blender model with various other expressions.



```
23 class MessageType(Enum):
24     CLEANUP_EVENT = "cleanup_event"
25     GOAL_COMPLETED = "goal_completed"
26     PROGRESS_UPDATE = "progress_update"
27     COMMUNITY_MILESTONE = "community_milestone"
28     EDUCATIONAL_TIP = "educational_tip"
29
30 @dataclass
31 class Message:
32     text: str
33     emotion: Emotion
34     message_type: MessageType
35     duration: float = 5.0
36
37 class CleanupMachine:
38     def __init__(self, width=700, height=650):
39         self.width = width
40         self.height = height
41         self.screen = pygame.display.set_mode((width, height))
42         pygame.display.set_caption("Plastic Cleanup Encouragement Machine")
43
44     # Colors - matching your design
```

Concepts:

Components

For the main brains of the system (computer) I am planning to use the Raspberry Pi Zero 2W as it is very compact, cheap and is powerful enough to run the graphical interface.

To find a suitable screen I will just search around AliExpress for a cheap small LCD display that will work with the Raspberry Pi and is the right aspect ratio and size for the project.

At the current moment when looking for the Raspberry Pi it seems all the versions with pre soldered headers (which I need for the display) are sold out so will need to buy and solder one on by hand.

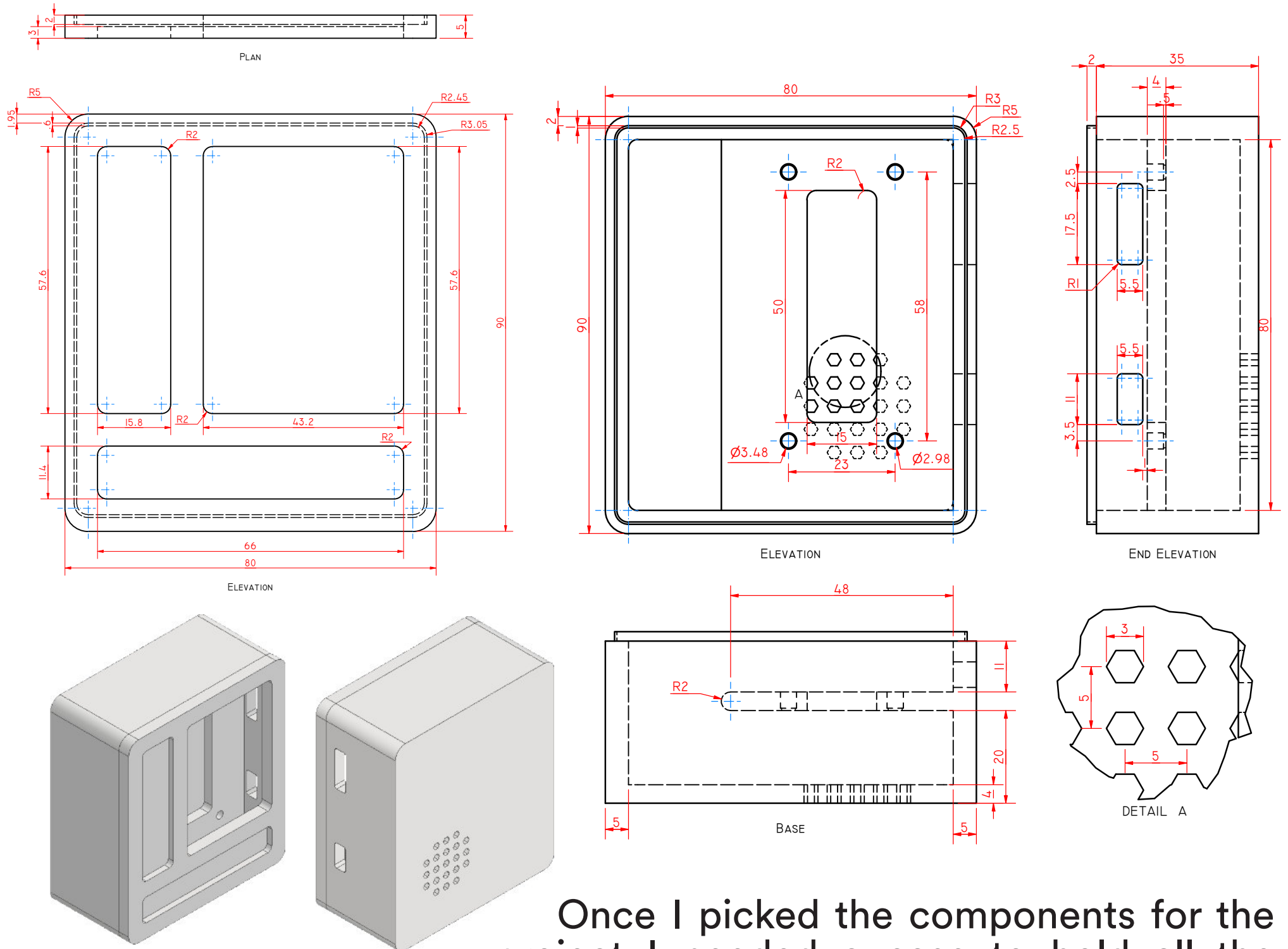
To mount the Raspberry Pi to the 3D printed case I'm going to use heat set inserts so I will need some of those and a set of matching screws/bolts

Product	Price	Source
Raspberry Pi Zero 2W	£14.40	Pi Hut
2.8 Inch Raspberry Pi Display	£7.13	AliExpress
M2.5 Black Steel Allen Hexagon Hex Socket Button Round Head Screw Set	£5.04	AliExpress
M2.5 Brass Hot Melt Insert Knurled Nut Thread	£1.56	AliExpress
2×20-pin Strip Dual Male Header for Raspberry Pi	£0.63	AliExpress

Total Cost: £28.76

I was actually expecting this to be more expensive so I'm glad it is fairly cheap for a one time project. If I scaled this production up I would probably need to get that cost down as ~£30 just for materials is maybe a little much for multiple units.

Concepts: Prototyping



Once I picked the components for the project I needed a case to hold all the electronics/internals. I used Autodesk Inventor to model a realistic/to scale case with mounting points for the Raspberry Pi and screen. I haven't got the parts yet so I just took a guess on where the mounting holes should be and IO holes should be. I used the limited data sheet on the AliExpress listing to place it in the correct place. When I have the physical components I will measure them and then more accurately place them into the case.



I have a Bambu Labs A1 Mini 3D printer at home which I will use to print the case once I have the components and have adjusted the case. I will then paint the two 3D printed parts with acrylic paint that I already own.

Evaluation:

Concepts

Impact

Q: What impact might each of my ideas have?

My first idea being the robot idea I feel will have the most impact on the widest audience as it doesn't have a specific target audience like the short film (idea 2) which would have to be made for a specific demographic of people. The impact of the robot should help promote the work towards reducing micro plastics. I didn't feel the other ideas wouldn't give nearly as much of an impact to promote the reduction of microplastics as the robot.

Attention

Q: How do my ideas grab attention?

The robot will grab attention by having a bright screen with a very emotive screen which should grab peoples attention. The short films will struggle a little to get lots of attention as they aren't hugely anything new and won't just be found out in the wild. The forced perspective would grab attention as it is quite a unique idea that you don't see every day just around the city. This would hopefully attract people to come and look at the artwork.

Feasibility

Q: Will my ideas work? Why / why not?

I think my robot idea will work the best as it is definitely the most feasible as I have already have the skills to make the prototype. The 3 short films would take far too long for me to complete to a good standard. I was quite close to doing the forced perspective but I felt getting planning permission at a large scale would be too much of a hassle. I did think it would be really cool just not the easiest.

Effectiveness

Q: Why was the solution I chose the most effective?

I felt the robot was the most effective as I feel I could do it well in the time allocated. Personally it is my favourite out of the 3 I visualised as it allows me to show off my technical skills. It definitely will be the best way to try and create effective change in and around the community to help stop the pollution of microplastics compared to others.

Fail and Fix:

Backstory

I've ordered all the components which should take about ~1.5 weeks to arrive. In the meantime I need to give the robot some lore.

When speaking to my peers/friends & families they have all said that the robot needs a name. I think giving it a story and maybe some personaility traits would allow people to much more easily connect emotionally to the robot. I am going to do these timed to get better results

Name ideas:

2min

- Poly
- Pixo
- Nano
- Wavo
- Sprinkles
- Chippet
- Scrappo
- **Nanuo**
- Bitty
- Mochi
- Miniko
- Chibitto
- Mizumaru

Personality Traits:

2min

- Very kind yet fragile
- Grateful about any progress made
- Loves sharing new info
- Always tries to do his best with the limited input he can give

Personal Interests & Aspirations:

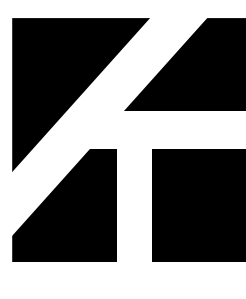
5min

- Likes getting to know new people
- Enjoys playing Commodore 64 games
- Likes making chiptone music
- Enjoys the sound of running clean water
- Wants people to think of him more than just a robot
- Enjoys solving puzzles
- Really likes shiny things

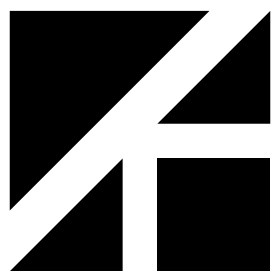
Fail and Fix:

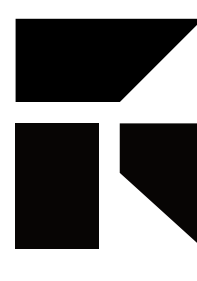
Making a Logo

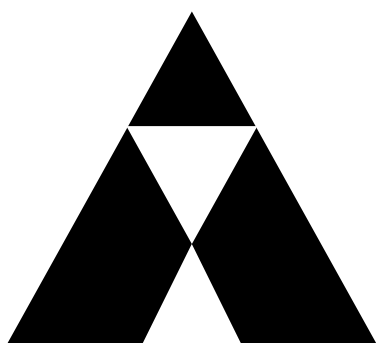
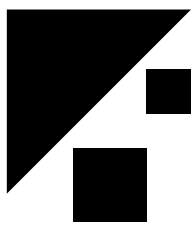
Currently I only have the font “Coolvetica” (one of my favourite fonts) that says ‘Tiny Fragments™’. Which looks alright I just don’t feel like it is very good for a product image as I don’t think I would remember what the logo/design would look like. I’m going to try and make a stylish minimalist logo to go along with the text.

 **Tiny
Fragments™**

I think this is the one. I really like the fragment feel of the pieces as they don't really feel very connected as one object. But still feel cohesive as one logo



 **Tiny
Fragments™**



**TiⁿY
Fr^agm^ents™**



I'm really pleased with how a lot of these concept logos have come out but that one being pointed at is definitely the most professional and clean looking. I'm going to try and emboss the logo onto the case which I can then I can paint white.

Fail and Fix:

Electronics

All my parts have arrived!

I now just need to solder on the header to the board.

Ta-da! I've used my dad's soldering iron to attach the header onto the board which will now allow me to test out the screen.



It took me about 2 hours to figure out how to install the correct drivers for the screen. It would turn on and be stuck at a blank white screen (usually indicates no driver/overlay). I tried multiple different drivers before getting one to work.

So I've installed Raspberry Pi OS Lite to the board which means it doesn't have any way to display graphics as it is in a headless state (console/terminal only). I need to somehow get my program to be displayed probably by installing a graphics library like X-Server.

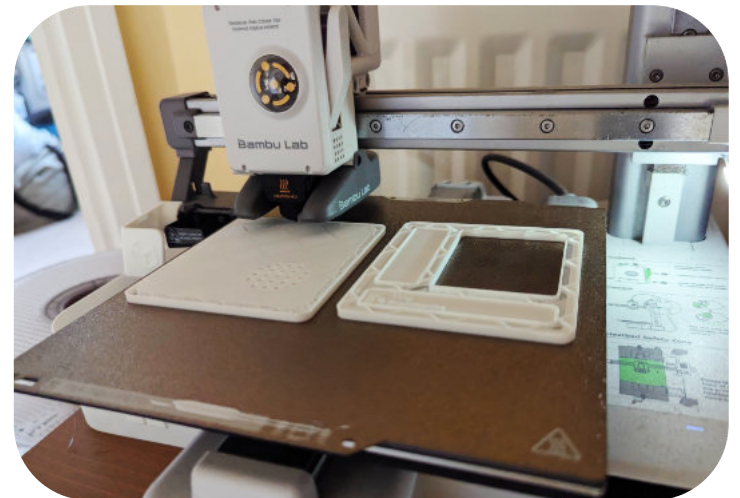
So I eventually gave up with the headless version and just flashed the raspberry pi desktop without any of the default bloatware. I got the whole screen working with my code and I thought that I had done it. But I then tried to close the program and realised the way I set it up meant I can't close my program and the program auto starts when the system starts up so I'm going to have to start again this time adding in a fail safe.



Fail and Fix:

Assembly

I've begun the printing of the case. When the parts arrived I realised that the case I had made was made all sorts of wrong. I corrected it as I had the physical components that I could measure from.



So after I printed the case, I then realised I had again made the dimensions all wrong. I measured from the wrong place on the case which cause the screen to be mounted in the complete wrong place. I have fixed it and re-printed it so hopefully it will be correct this time.

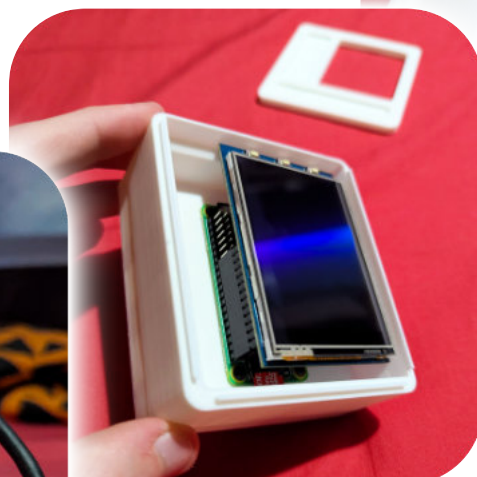


This new case no longer has a large gap below the board and screen which was causing inconsistent printing. The new version is much better and fits the electronics

really well. I installed the brass heat set inserts into the case which went perfectly then screwed in the raspberry pi with the screws which holds it in place firmly.



The screen fits really nicely and the lid fits to the base of the case and holds nicely. The only change I might make is the whole in the front cover of the case isn't quite perfectly showing/covering the screen so will change that to get as much of the screen visible.



Fail and Fix:

Adjustments

Model and Driver Adjustments:

I realised on the small screen the thin pixel art font wasn't easily readable so I changed it to a bold modern font. The face was also leaving a lot of empty space around it so I made the faces bigger. I think these two changes make the display much easier to read from a distance.

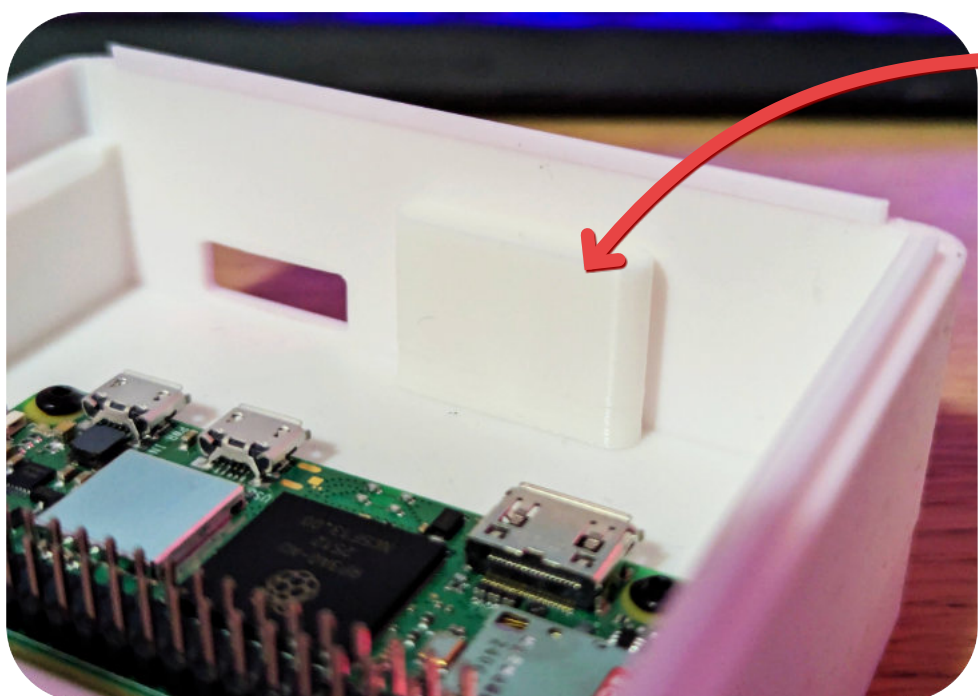


New — to — Old



I had Nanuo just placed on my desk while I was working on other stuff and realised it did just feel like a on off computer with no real tiredness or struggle so I decided to add sleeping to Nanuo. I really like how it looks so now from the times of 10pm to 7am they will be sleeping.

I also realised that after a while since the screen on one side wasn't being supported by anything it would begin to sag and would leave a small gap between the screen and the front case. I fixed this by



printing a small wedge and gluing it to the case underneath the sagging bit of the screen. This has removed all the sag and supports the screen reducing risk of bending the pins or damaging the screen. A simple fix but one I probably could have thought about earlier.

Communication: Posters



The robot that saved our water



Tiny
Fragments™

I then wanted to continue this modern feel on but with some more abstract imagery. I looked around online for ideas and took inspiration from them to make what you see on the right. It is probably my favourite out of the two but I'm still really please with how they both came out.

While making my project I kept seeing my peers around me making posters and putting them up around the school. I felt left out and decided to make my own for Nanuo. I really wanted to make some clean modern feeling designs that make it feel like Nanuo is a high quality product rather than a random 3D printed project.



Communication: Presentation

I'm not huge on presenting my work to people as I get quite nervous. I decided the best medium for this presentation would be video explanation as I have all the skills required to make it in a short time scale. I wrote the script for the presentation and then the same day when I went home I filmed myself reading it with my phone. I felt the recording went alright but I did mess up some of the lines I realised later in production so had to dub over it in the edit. The total time of editing which includes video structure, music and general editing was around about 3.5 hours which I didn't think was too bad. The video on it's own wasn't bad but I felt to give the video more creative flare I could record the video onto a VHS tape and record the output. I have a bit of a obsession with VHS technology at the moment so have the VCR setup to take my video and record it onto a tape. I really liked the degraded outcome of the video as it felt it had more character/creative flare.



Before

After



Evaluation:

Reflection Time

Creativity

Q: Have I been as creative as possible at communicating my idea with others?

I have been quite creative with how I communicated my idea. Instead of just doing a normal presentation I made a video and converted it to VHS to make it feel more interesting and unique. It also felt more personal to me since I really like VHS stuff at the moment and it gave the video more character.

Emotion

Q: What emotion / feeling do I hope my project will generate?

I wanted my project to feel clean and modern so that Nanuo looks like a high quality product. The VHS look gave it a more creative and nostalgic feel which I liked because it made the final piece stand out more. I was also hoping people felt guilty for upsetting Nanuo causing them to make impactful change.

Evidence

Q: What evidence do I have of my thinking?

My posters and the video both show how I thought about the design and how I wanted to communicate the idea. You can see my progress for the video as originally all the photos of my progress were for presentation but ended up working really well for each step during fail and fix.

Feedback

Q: What feedback have I had from my classmates that has helped me?

Seeing my classmates making posters and putting them up made me want to make my own. Their work helped push me to join in and make something I was proud of. I also got some nice comments about how the VHS idea was really creative and it felt nostalgic.

Others

Q: How have I Helped others with my feedback to them?

I gave feedback on some of my classmates work and tried to point out parts that I thought looked really good or could be improved a bit such as in posters or presentations. I mainly focused on how they could make their work clearer or more eye catching. I try to give detailed feedback whenever they asked.

Evaluation:

Reflection Time

Learnt

Q: What have I learnt about myself in this project so far?

I have learnt that even though I get nervous showing my work to people I can still find ways to communicate my ideas. Making a video worked really well for me and I enjoyed using my editing skills and it means I can't mess up the speech. I have also learnt that I really like mixing old and new styles together to give a unique style. Overall from this project I feel that if I stick to the skills I already have foundations in and further them I can get a better result.

Learnt

Q: What have I learnt about my classmates?

I have learnt that everyone has different ways of showing their ideas and creativity. Some create videos and some make PowerPoints. Watching how other people present their work has helped me get more ideas and see how creative everyone can be in their own way.