

Design Day Presentation Material

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Abstract

This deliverable portrays all our team's material used to present on design day. It will show photos of our booth, our presentation pitch, our completed one-minute video, and our brochure which was handed out to all the individuals that visited our booth. In addition to all of that, this deliverable will show an update of our Trello Task Board.

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Our Pitch

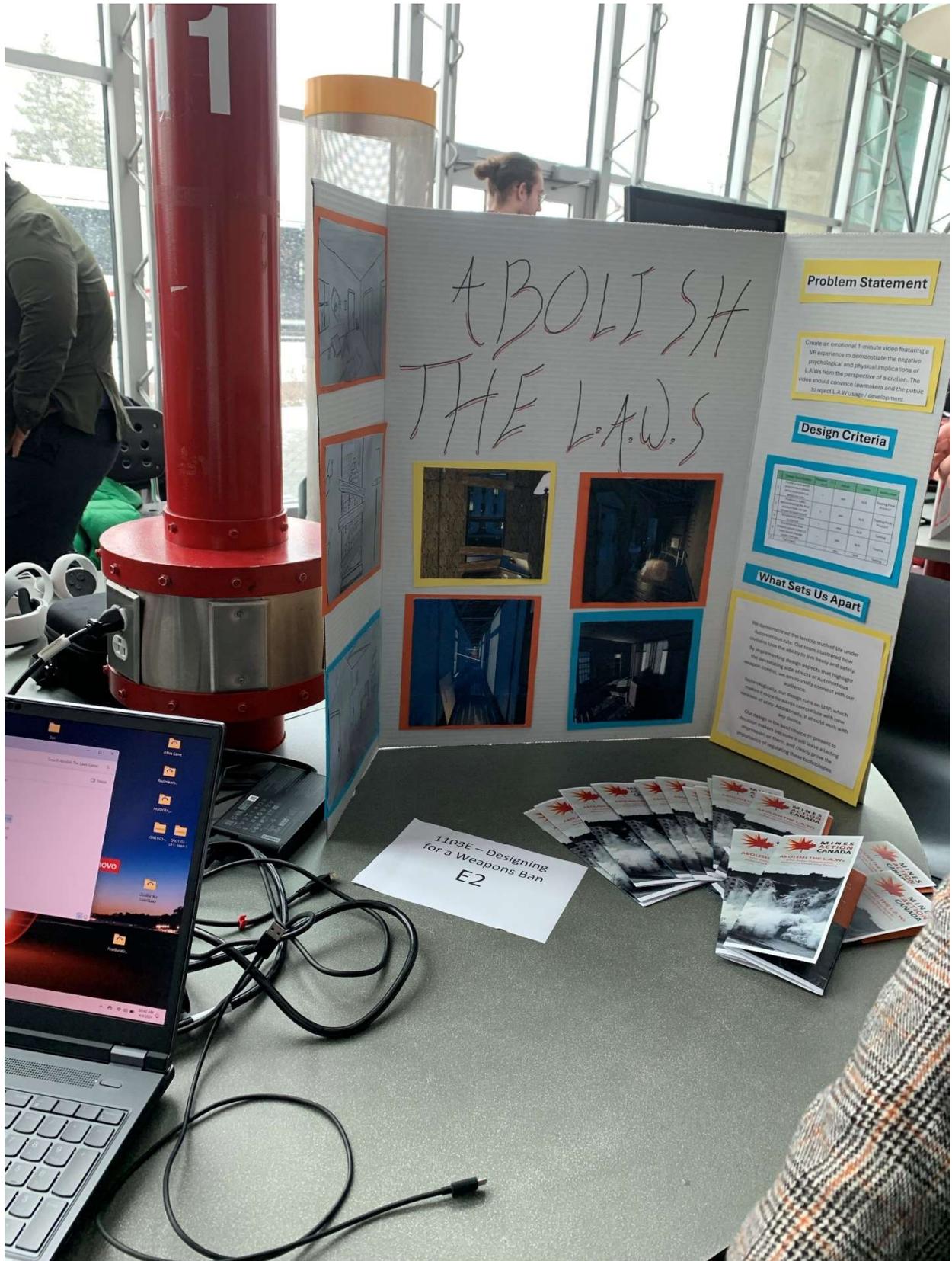
Lane: “Welcome judges and thank you for joining us today, my name is Lane, and this is Erfun, Mercy, and Abdulwahid and we are team 2, Abolish the L.A.W.S. Although the fate of the world portrayed within our project may seem extremely harsh and far-fetched, we as a society are much closer to this reality than most people care to think. Our mission with this project was to highlight the horrifying truth of a life under the rule of Autonomous weapons, and to convey the importance of controlling these technologies before they control us.”

Erfun: “As Lane mentioned, Mines Action Canada has tasked us with creating an emotional video that will make a connection to its viewers and illustrate the changes to the lives of civilians under the rule of Autonomous weapons. This project carries great significance as it is vital to spread awareness about these frightening technologies and make it abundantly clear that they must be destroyed.”

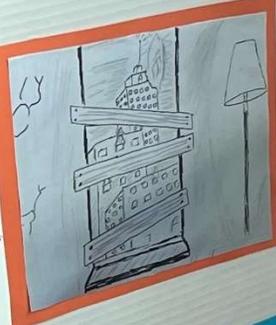
Erfun: “To accomplish this goal our team needed to decide what ethical issues we wanted to focus on for our project. After some team deliberation we chose the loss of civilian freedom, occupation, and accountability. To highlight these ethical issues and show the danger of these technologies we developed an emotional story that the video will follow. Our character will need to deliver vital medicine to his mother in a different unit in his apartment building, to get there our character will need to use crawl spaces, dodge targeting systems of these weapons, and use furniture as an obstacle.”

Lane: “By implementing all these design aspects we feel we have done a great job showing the drastic changes to civilian lives. When our character cannot do something as simple as walk around his place of residence or deliver medicine to his dying mother, we show how truly terrible these weapon systems are. Our project is unique and should be chosen because we put a very strong emphasis on emotionally connecting with our audience. By showing how dangerous and difficult it is to complete what seems to us like a simple yet vital task, we will strike emotions of the decision makers and force them to strive to solve this issue.”

Our Booth



ABOLISH THE L.A.W.S



Problem Statement

Create an emotional 1-minute video featuring a VR experience to demonstrate the negative psychological and physical implications of L.A. life from the perspective of a civilian. The video should convince lawmakers and the public to reject L.A. life usage/development.

Design Criteria

Criteria	Weight	Value	Weighted Value
Emotional Impact	30%	High	90%
Visual Quality	20%	Medium	40%
Audio Quality	10%	Low	10%
Storyline	20%	High	60%
VR Experience	20%	High	60%

What sets Us Apart

The innovative experience of life under authoritarianism. Our work will show how a terrifying police presence that brings fear, oppression, and physical harm to our citizens. Our design connects with our audience through a VR experience that will show our audience the negative implications of L.A. life. Our work will show how a terrifying police presence that brings fear, oppression, and physical harm to our citizens. Our design connects with our audience through a VR experience that will show our audience the negative implications of L.A. life.

1103E - Designing for a Weapons Ban E2



Our Presentation Pamphlet

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Our Goal

Create an emotional 1-minute video featuring a VR experience to demonstrate the negative psychological and physical implications of L.A.Ws from the perspective of a civilian. The video should convince lawmakers and the public to reject L.A.W usage / development.



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About Us

Abdulwahid Ahmed: I am a Mechanical engineering student at The University of Ottawa. I am passionate about innovation and problem-solving. In this project I contributed my technical skills to develop our design.

Lane Morency: I am a first-year student at the University of Ottawa studying civil engineering. I have a strong attention to detail and kept our team on track throughout the duration of this project.

Mercy Ayodele: I am currently studying electrical engineering at the University of Ottawa. I contributed my in-depth research skills to the project by collecting and analyzing data.

Erfun Zadsar: 1st year Chemical Engineering student. Proficient with Unity and Davinci Resolve video editing software. Combines creative talent and presenting skills to produce and sell great designs.

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**MINES
ACTION
CANADA**

ABOLISH THE L.A.Ws

Erfun Zadsar, Mercy Ayodele,
Abdulwahid Ahmed, Lane Morency





ALTHOUGH THE WORLD DEPICTED WITHIN THE PARAMETERS OF THIS PROJECT MAY SEEM EXTREMELY HARSH AND FAR FETCHED, SOCIETY IS MUCH CLOSER TO THIS REALITY THAN MOST PEOPLE KNOW.

OUR MISSION IS TO PORTRAY THE HORRIFYING CIRCUMSTANCES OF LIFE UNDER THE RULE OF AUTONOMOUS WEAPONS, AND TO CONVEY THE IMPORTANCE OF CONTROLLING THIS TECHNOLOGY TO THE DECISION MAKERS OF THE WORLD.



WHAT SETS US APART

We demonstrated the terrible truth of life under Autonomous rule. Our team illustrated how civilians lose the ability to live freely and safely.

By implementing design aspects that highlight the devastating side effects of Autonomous weapon control, we emotionally connect with our audience. Technologically, our design runs on URP, which makes it more forwards compatible with new versions of unity. Additionally, it should work with any device. Our design is the best choice to present to decision makers because it will leave a lasting impression on them, and clearly prove the importance of regulating these technologies.



OUR ETHICAL ISSUES

- Loss of civilian freedom
- Miss-fires
- Accountability
- Occupation
- LAWs are potentially cheaper and easier to manage than man-power.

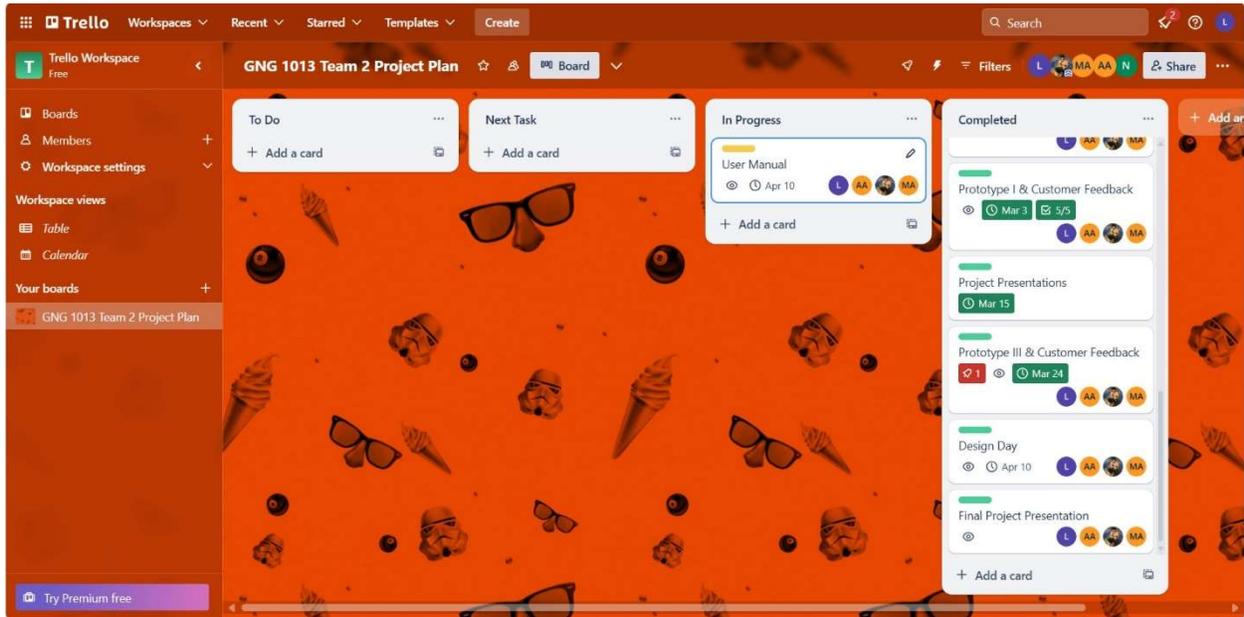
OUR DESIGN



Our Final Product (one-minute video)

[It'll Go.mp4](#)

Trello task Board Update



Link: <https://trello.com/b/A9O6vj6r/gng-1013-team-2-project-plan>