MAKE IT *green*

Martina Mataldi
Irene Sarà
Mariano Manzi
Ilaria Zilio

PHILADELPHIA SUMMER SCHOOL 2019

S.H.R.O. Sbarro Health Research Organization

Scuola di Economia Civile

fondazione mario diana onlus

PROMETEO

AUXILIUM

AutoMar logistics

OUR *team*

Ilaria Zilio
Communications

Martina Mataldi
Education

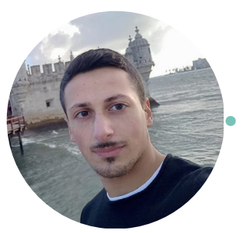
Mariano Manzi
Informatics

Irene Sarà
Art and Technologies

Alessandra Smerilli
Professor and Economist

Andrea Chirico
Psychologist and Researcher

THE *project*



makeitgreen VR

OUR *promoters*

S.H.R.O.
Sbarro Health Research Organization

fondazione mario diana onlus

PROMETEO

Pontificia Facoltà di Scienze dell'Educazione Auxilium

SEC Scuola di Economia Civile

AutoMar logistics

OUR *aim*

The aim of the project is to **sensitize people about the environment care** and sustainability, considering circular economy and reusable materials

We focused especially on **disposable plastic damages**

OUR *aim*

Plastic is modifying our food chain: each one of us eats **8 grams of plastic every week**

Each item of plastic we buy **produces CO_2** by being created and more by being incinerated

TARGET AND *theories*

High school students (from 15 to 19)

Social Cognitive Theory: self-efficacy and moral disengagement

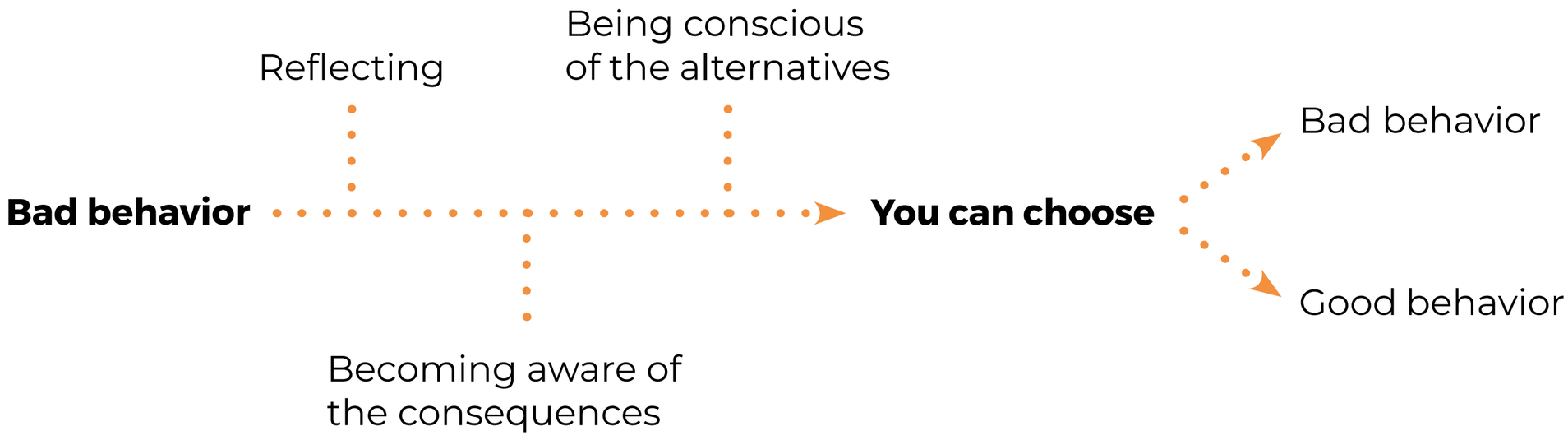
Biological issues and consequences

TARGET AND *theories*

Self-efficacy considers how capable we feel towards a task, so we tried to improve people's skill challenging them in taking care of the environment through our game

Moral disengagement considers the way we justify our bad behaviors to ourselves, so we tried to make people aware of the negative consequences of their actions on the environment

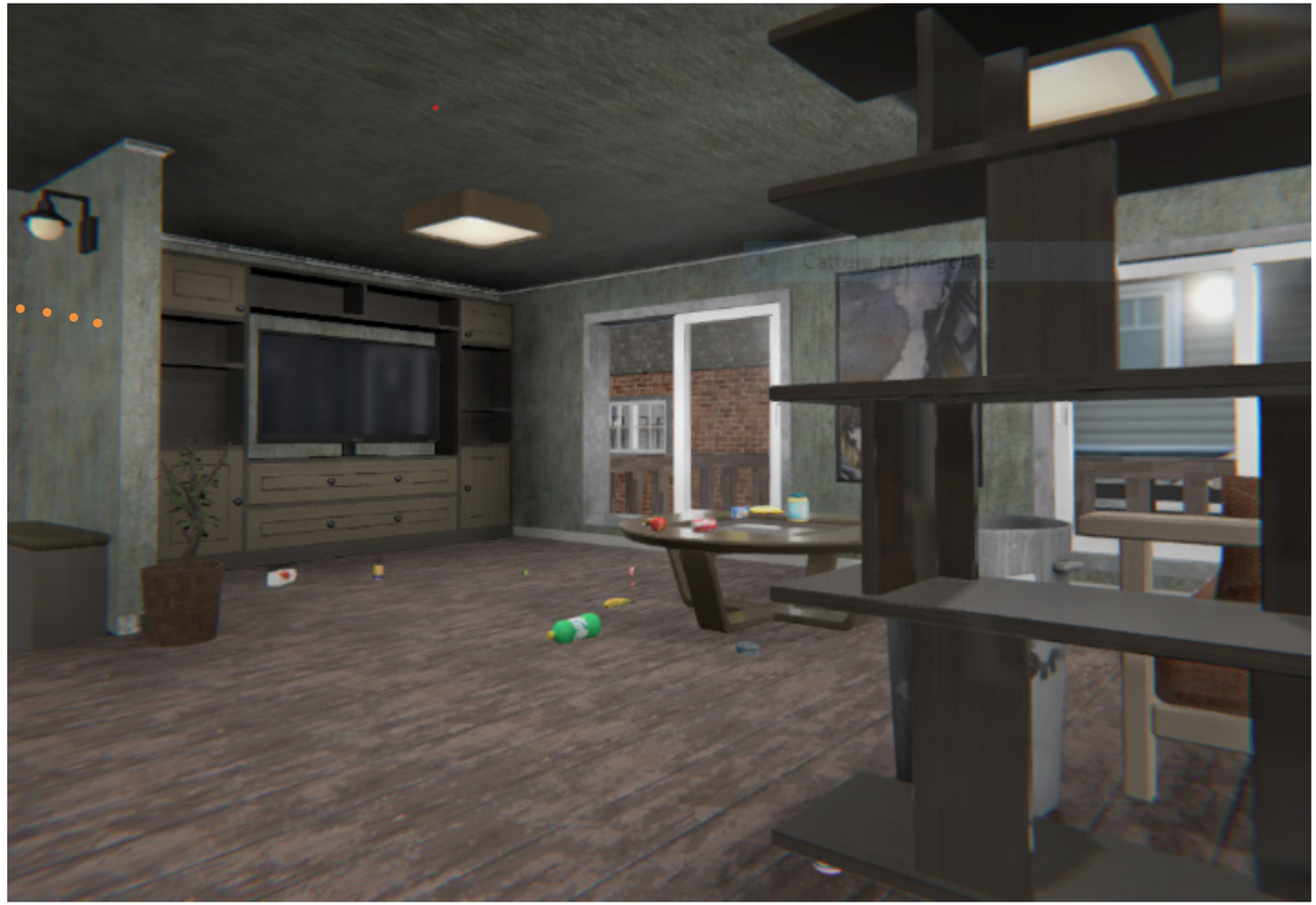
EDUCATIONAL *game*



BEFORE *us*

REDUCE - REUSE - RECYCLE

Level 1
House
Sensitize on
waste recycling



BEFORE *us*

REDUCE - REUSE - RECYCLE

Level 2
Campfire
Sensitize on cleaning the environment

OUR *level*

REDUCE - REUSE - RECYCLE

Level 3
Supermarket
Educate to reuse

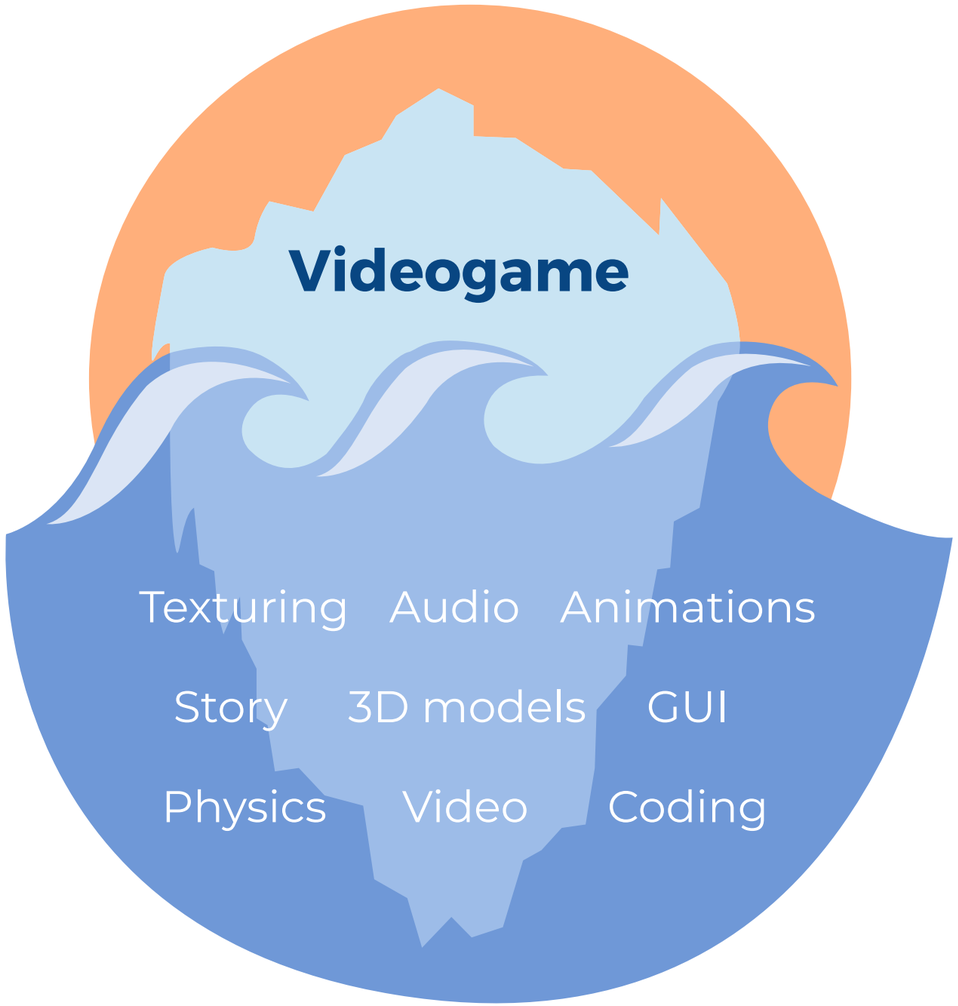
VIRTUAL *reality*

Computer generated simulation of an **interactive three-dimensional environment**

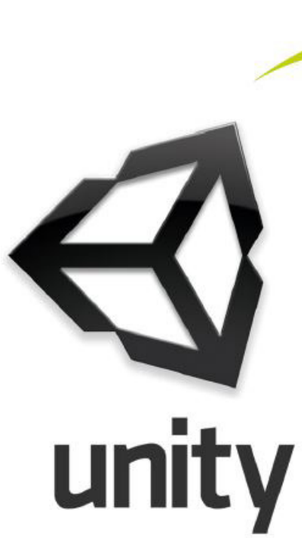
Virtual reality used in **educational field**

OUR *gamification*

What you see of a videogame is only the **top of the iceberg**: behind there's a complex work that involves different aspects and abilities



WE USED *unity*



The computer programming of the video game was made using Unity as a **graphic engine**

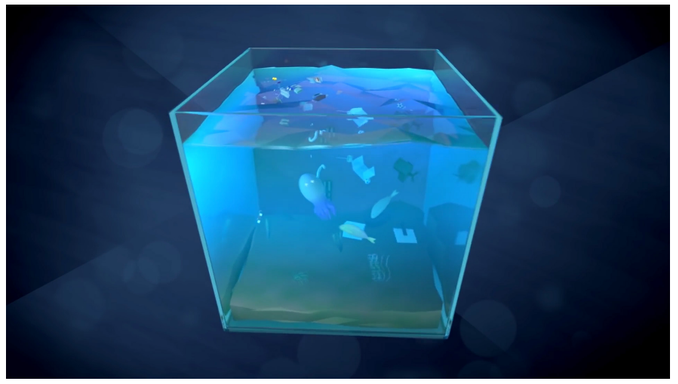
Many items situated in the supermarket were **modeled** from scratch, **colored** and then moved to Unity platform

GRAPHIC AND *multimedia*

After the game, **the performance will be commented** on the basis of the products the video player will have chosen

- Causes of behaviors
- Consequences
- Reusable alternatives

GRAPHIC AND *multimedia*



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Carlo Castruccio Castracani
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THINKING OUT *of the box*

Team working

Collaboration

Conflict resolution

Time management

Problem solving

Project planning

Flexibility

Scientific approach

TRY THE VR *experience*

Teleport

Grab items
Interact with things

VR Headset

THANK YOU!
any questions?

Ilaria Zilio
Communications
ilariazilio.iz@gmail.com

Martina Mataldi
Education
martinamataldi@gmail.com

Mariano Manzi
Informatics
mariano.manzi@live.com

Irene Sarà
Art and Technologies
irene.sara@outlook.it