

YCC Action Project:

Humans Vs.

Animals



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Project Summary

Our project focuses on the local wildlife that have made their home in the Alberta grasslands. This includes but is not limited to the Burrowing Owl, the Swift Fox, and the Prairie Dog. We aim at spreading awareness on the conservation of such endangered species so as to ensure that we, as humans, live in harmony with the land.

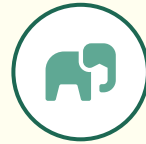


Objective and Target Audience



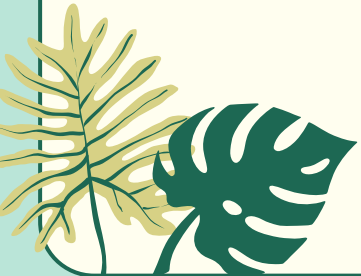
Objective

To spread awareness on the conservation of Alberta's local and endangered species in an educational and engaging way.



Target Audience

Anyone over the age of 13. Addresses certain societal events and consequences that require a developed level of maturity to understand.



How Many People did We Engage?



Changemakers Conference

Presented it to approximately 30 people in a conference about ways for youth to contribute in conserving the environment



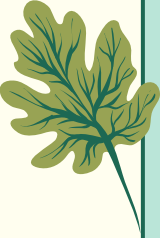
CPAWS End of Year Event

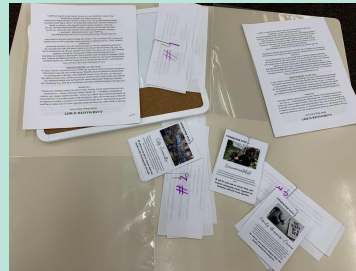
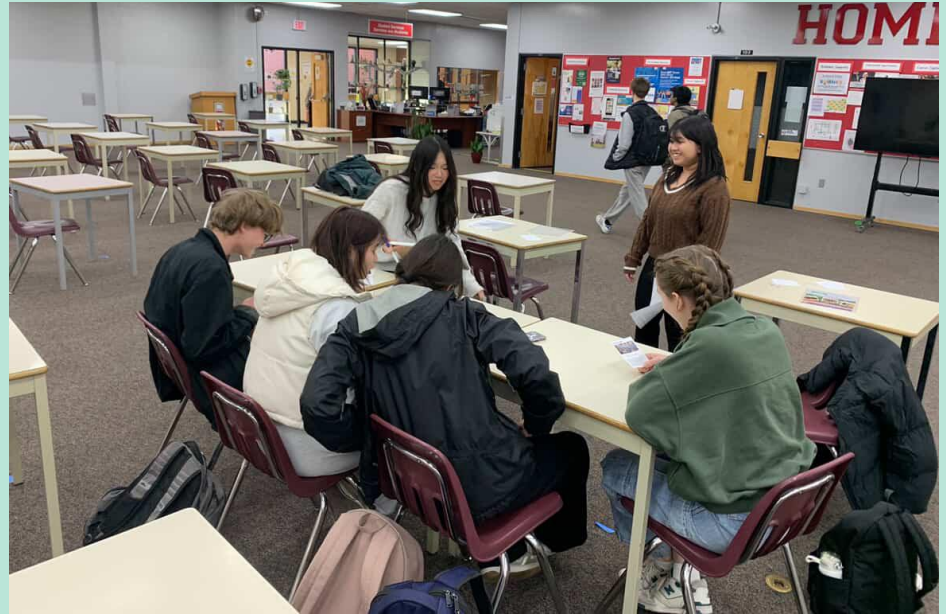
Presented our game design to approximately 10 people to spread the knowledge of youth conservation, promoting engagement and interaction.



Official Presentation

Presented our final rendition of the game to a small group of 4 people to help them gain knowledge on our local species through entertainment.





**OFFICIAL
PRESENTATION**

Measurable Outcomes

Engagement Factor

During the course of designing the game, the most important aspect to us was to make sure that the players of the game actually had fun. We wanted to create a meaningful and immersive experience so the players could learn what it actually feels like to represent a prominent member in society, where any one of their actions could end up hurting biodiversity. We made sure that our game had multiple interactive factors, both between the gamemaster and the players and between the players themselves, so that the players could be interested in an environmental initiative that is usually deemed as “boring” and a “waste of time”.



Learning Factor

Apart from entertainment, we wanted to make sure that our players were actually learning from our game. We wanted to reflect society realistically in our game – the direct consequences of the players’ actions would always reflect economically and influentially, never environmentally. However, we wanted the players to slowly realize throughout the game that no matter how influential you are, when there is no earth, there is no us. When species aren’t there to balance the ecosystem, we cease to exist. These are the main things that we wanted the players to take away from the game.



How did we Meet Measurable Outcomes

1. Added a variety of interactive elements into our game so that players could both interact with the gamemaster and with the players around them.
2. The game gives every player a chance to shine and make their own decision in the game.
3. The use of “influence points” to give players a direct goal to accomplish in the game, adding engagement and entertainment.
4. Created a Reflection Kahoot to further engage people after the game is over, as well as to measure how much they learned from the game.

How our Project Connects with CPAWS's Plan

CPAWS's Goals

To make an effort at protecting and restoring species at risk, especially the native trout. We bring attention to another part of Alberta, the grasslands, and also spread knowledge on the protection of such endangered species.

Community Building and Events

We present and introduce our project at events hosted by environmental conservation organizations, but mainly CPAWS. This allows us to connect with like-minded individuals and remind them of what they can do to advocate for change.



Education and Awareness Building

We bring attention to the overall goals of CPAWS by educating and bringing attention to the issue at hand: protecting the species at risk. The people's engagement in our game will help us spread knowledge about the importance of such species through an immersive experience.

Research and Resource Building

We are constantly trying to update and upgrade the game in accordance with the participants' feedbacks and critiques, as well as our own personal research. This allows us to stay up-to-date and helps us continue to spread awareness in relation to CPAWS's goals.



Root Causes to Address



Urbanization

Often takes the land and homes from the wildlife to be used for city expansion projects.



Deforestation

Impacts biodiversity by causing habitat loss, including a loss of food and shelter, which leads to population declines in various species.



Lack of Awareness

Not many are aware of the severity or how much many species are endangered and how certain action to the environment may affect them ad many species.



Human Ego

Some ignore the impacts of these species, and biodiversity in general because they don't see the value in all living things.



Unregulated Hunting

Various hunting concerns are often left unregulated, which as a result, causes population declines for many species.



How Effective were we in Addressing Root Causes?

We used events and situations similar to real life like a housing crisis and a business expansion to mimic situations that impact species and biodiversity. In the second round, participants were given time to discuss actions as a community that will impact their environment. This proved to be effective because they were thinking about how their actions can impact the environment, addressing their **lack of awareness**. A reflection activity following the game briefly sums up the key takeaways from the game regarding species-at-risk.



Urbanization

Showing the harmful impacts of urbanization and explores the consequences of mass urbanization.



Deforestation

Explores deforestation, its alternatives, and consequences in regards to habitat loss.



Human Ego

Portrays situations where some individuals' ego might make them feel superior to the animals in their ecosystem.



Unregulated Hunting

Addresses hunting concerns, especially for endangered species, its consequences, and methods to regulate hunting.





Most Engaging Part of our Project:

Round 2. Allows for interaction between players, which encourages the connection of like-minded individuals in figuring out what they, as their characters, can do for the environment. This realistic immersion in fiction will then translate into real life, where they will begin to realize the drastic consequences that their actions can have on our local species in Alberta. Spreads awareness and promotes connection.

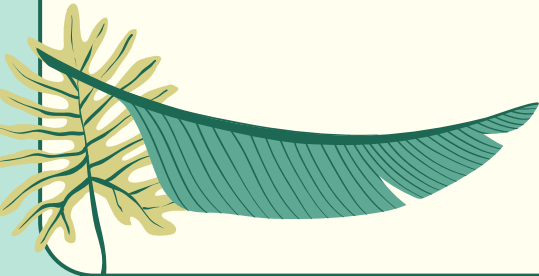
How This Breaks Barriers for Communities

Minimal Resources

Participants don't need any resources to engage in this educational eco-action game

Equitable Accessibility

Very accessible to the younger generation as it's meant to take place at schools or youth events.





Thank You

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**CPAWS
SOUTHERN
ALBERTA**