

## Catch the Drop Water Game – Call for Students

Esplora Interactive Science Centre and the HSBC Water Programme - Catch the Drop Campaign have teamed up to offer a unique opportunity for a team of students to design a game suitable for use on a touch screen to be installed within a permanent exhibit at Esplora within the Ecolife exhibition.

What can be found in the EcoLife Exhibition?:

The Ecolife exhibition raises awareness about energy efficiency and how one can design an energy efficient building by using various technologies, insulation methods and alternative energy sources. This exhibition also portrays waste management and the filtration of water.

In the case of Malta, potable water can be acquired using two processes; One process requires fresh water to be pumped from the water table whilst the second process involves the use of sea water which is then filtered through reverse osmosis plants to produce drinking water. The water supplied to our homes is usually a mixture of ground water and filtered sea water.

Due to the depletion of the ground water reserves and the increase in demand, a higher percentage of filtered sea water is being used to supply our homes. When one considers the extensive and expensive filtration system that water needs to go through, it becomes clear that water is actually quite scarce and expensive.

What will be the aim of the game?

Esplora would like to complement the Ecolife exhibition with a game that raises awareness about the importance of not wasting water. The game could highlight everyday tasks which visitors can do at home to conserve water or it can be designed in a way that it allows users to build a system to better conserve water - water harvesting. Other concepts themed around water conservation are also acceptable.

What is the target age group?

The game needs to be appealing for kids aged 8 years and older.

## Applicant Information

- Students can work together as a team to design this game.
- Students teams should include no more than 6 students.
- Teams interested in developing a game are required to submit a proposal of their initial idea including team members names, game concept, storyboard and game interaction by the end of January 2019.
- Proposals are to be sent via email to [rusianne.mallia@gov.mt](mailto:rusianne.mallia@gov.mt)

- Teams are also invited to visit Esplora and the particular Ecolife exhibition prior to submitting their proposal. Kindly inform us via email above prior visiting.
- Esplora and HSBC Water Programme will provide a feedback session for teams to be scheduled during the first 2 weeks of February.

Teams must submit their finalised games by the end of May 2019.

Games will be evaluated upon the message it portrays, the originality and creativity of the game, interactive and ease of use. The 3 games which obtain the highest marks will be installed at Esplora. Moreover the team whose game classifies 1<sup>st</sup> will also receive a €500 prize courtesy of HSBC Water Programme and Catch the Drop Campaign.