



Alternatives for Team 9

By Team 25

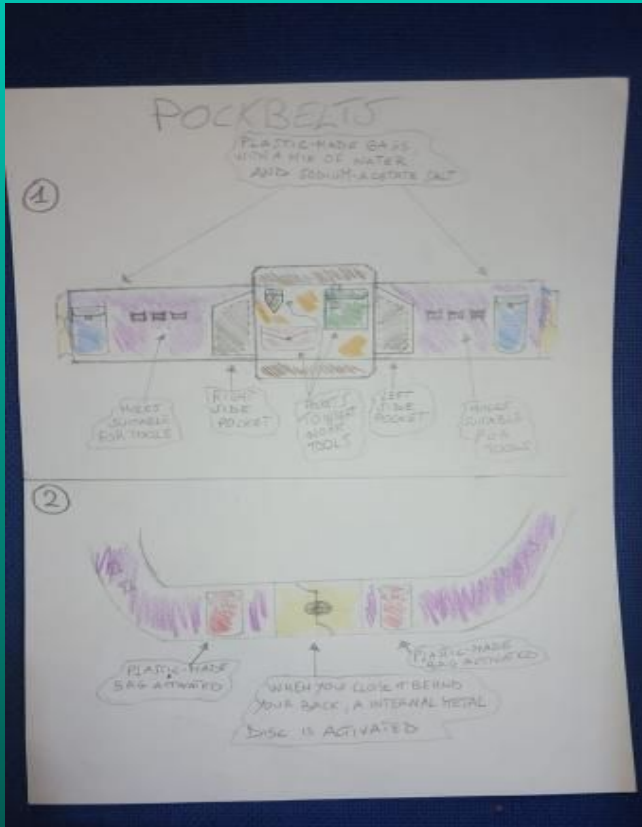
The Global Studio



**After analyzing the needs of Team
9's Brief, we came to these possible
solutions.**

Have Fun!

1. Pokbelts



Inspiration → hand warmer and garden tools belt

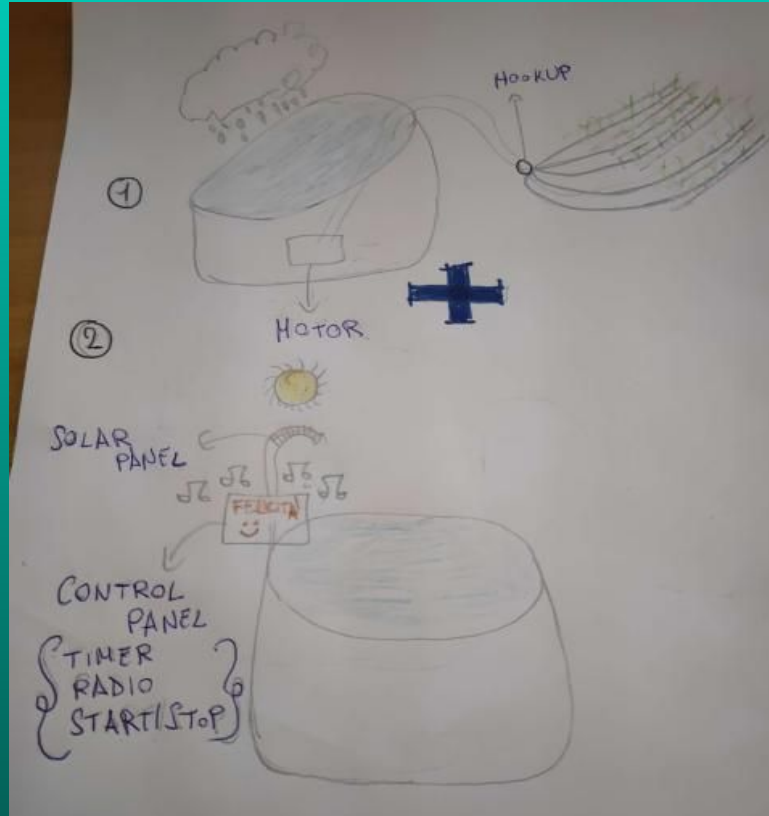
Problem: back pain

This item looks like a belt. In its back there are two plastic-made bags, within which there is a mix of water and sodium-acetate salt. When you close it by your back, an internal metal disc trigger will make the bags warmer. On the front the item holds many pockets which can contain different gardening stuff.

The item will be made with materials that keeps away the smell of smoke given by the BBQ.

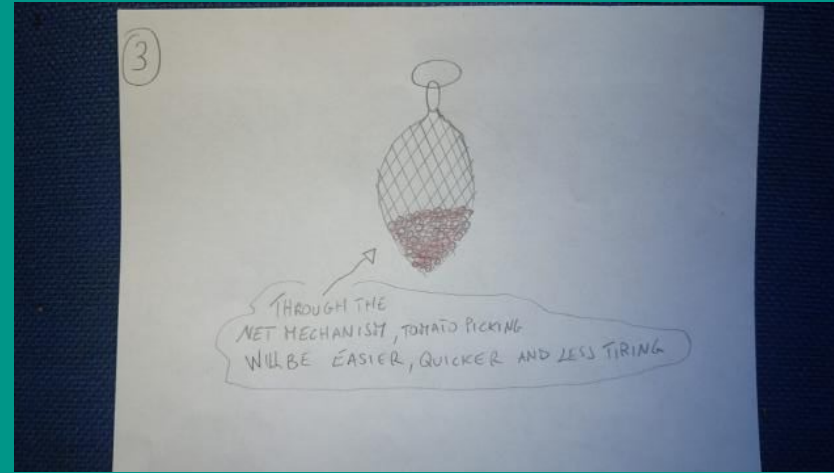
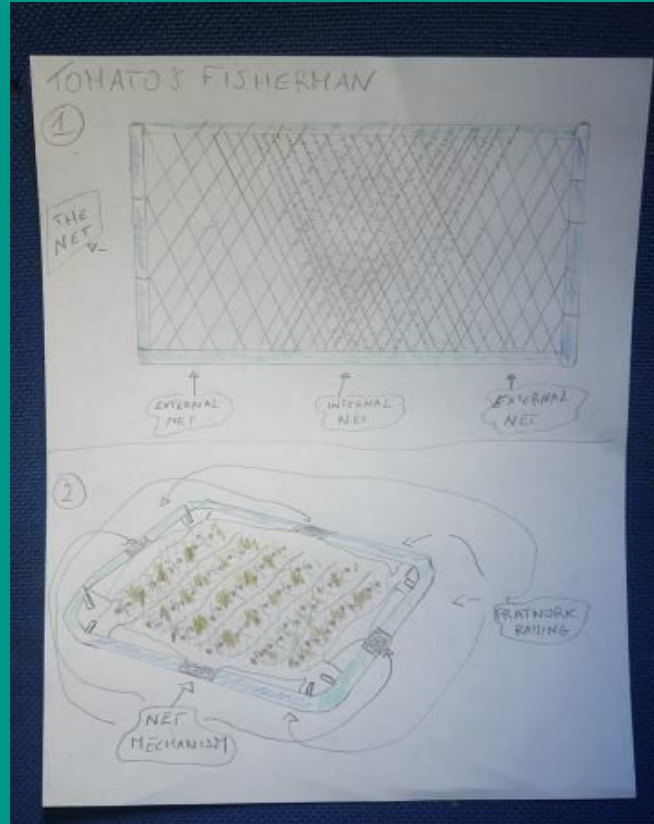


2. Weeping tubs



Inspiration → irrigation systems
Problem: manual irrigation system
The tubs which pick up rainwater will be implemented by pipes used for irrigation. Those pipes are placed under the garden's earth, they have steel vents, visible on the outside from which water will come out. The pumping system is soaked into the tub's water. On one of the tub's rim there will be installed a display with a timer made of a waterproof material. Once the irrigation system is active Italian's music will be on. All will be linked to and powered by solar panels.

3. Tomato's fisherman



Inspiration → fishnet and roll up meter

Problem: back pain

The fretwork railing that surrounds the garden holds a net by two of its edges that is under the garden's earth. On this net plants will be born and when those will mature the net made by jigsaw will be dragged with all the harvest in it, this happens in a way similar to a roll up.

4. The "P.P": Playing and planting



THE P.P: PLAYING AND PLANTING
EXAMPLE OF A POSSIBLE GAME WITHIN THE "P.P":
CARROTS RING

①



CARROTS RING IS A VARIATION OF THE
CLASSIC GAME OF HOOPS, WHERE INSTEAD
OF POLES, YOU HAVE TO BE ABLE TO HIT
CARROTS. THE CENTERED CARROT WILL
THEN BE THE FINAL PRIZE EARNED BY
THE PLAYER. IN ANY CASE, THE
TOKEN WILL BE AWARDED AFTER
PARTICIPATION

THE P.P: PLAYING AND PLANTING

②



↑
TOKEN OBTAINED
AFTER EACH PARTICIPATION



4. The “P.P”: Playing and planting



The 'P.P': Playing and planting

Inspiration → fairs

Problem: convincing young people to enter the world of plants

Fairs take place monthly. Here farmers participate with their harvest and games on their stalls. The harvest will be sold, while the games about the harvest will be used for young people to get interested in helping the farmers, all through the strategy of gamification.

Participation in the games will enable the acquisition of tokens, useful as each participant will be graded, from simple helper to advanced farmer, the final stage that opens up to more complex but challenging crops.

Once the work is done, the helper will receive part of the harvest. The purpose of the fair is to make the younger ones understand and get them interested in the world of plants, while the older ones will make less effort because they are helped by the younger ones and will earn more harvest and thus more money.

The fair is based on and embraces the concept of couchsurfing, making it possible to expand the demand to foreign countries as well, providing them with accommodation and food in order to achieve a high level of multicultural exchange.

Conclusion



Finally, we would like you to choose some of our ideas, because we think these ideas could all be used together to create a system which can solve your request fully

