



Public Safety Projects: Update

September 19, 2019

PUBLIC SAFETY PROJECTS:
UPDATE



9/19/19

PUBLIC SAFETY REBRAND PLAN

Phase One



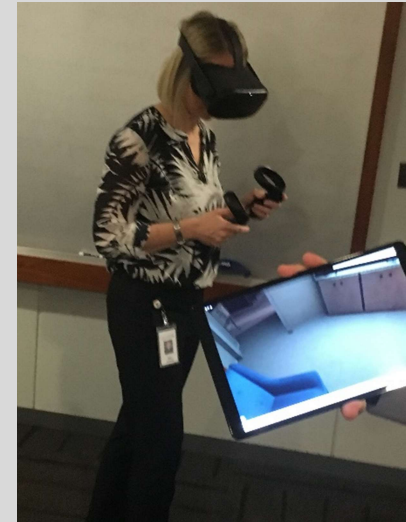
Video Game for Safe-T-Opolis
4th Graders

Phase Two



Create a Microsite: Lesson
plans and activities for
teachers

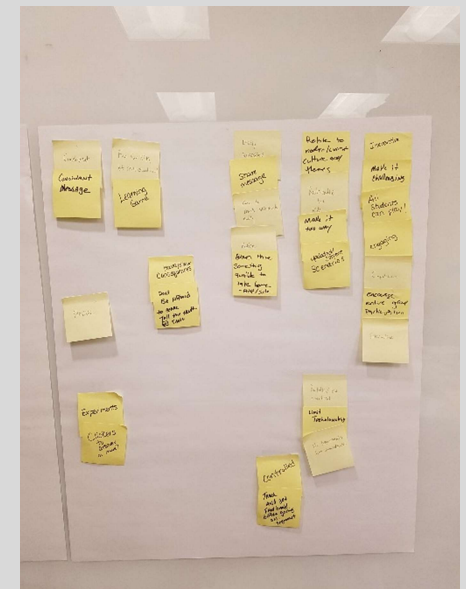
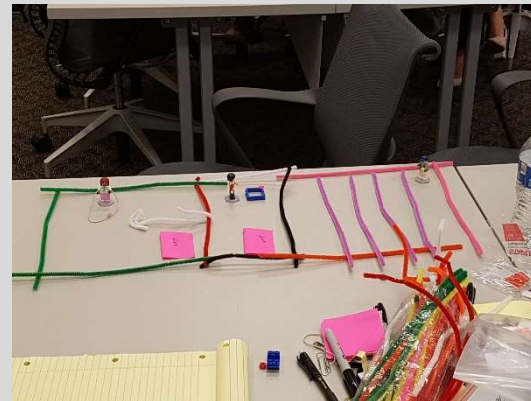
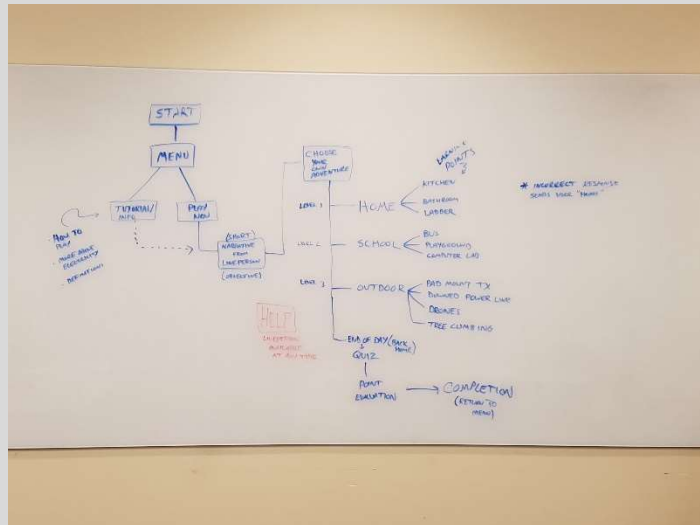
Phase Three



Virtual Reality Program
High Schoolers

**Phase 4: Modifying Safe-T-Zone,
not yet begun**

Ideation Hackathon: Create a video game for Safe-T-Opolis June 2019 at GPC



SAFE-T-OPOLIS VIDEO GAME

- Web-based game for 4th graders
- Part of STO program, Led by Lifeline in classroom
- Demonstrate board, takes the place of the Play it Safe Video
- Learn electrical safety lessons by solving puzzles, playing games, taking action



SAFE-T-OPOLIS VIDEO GAME

- Modes: Extended, Classroom, Game Show
- Lifeliner selects the mode based on time constraints
- Scenarios include Outdoor, School, Home



Demo Video

PROPOSED SCENARIOS

First version:

- Padmount transformers
- No water on an electrical fire
- Downed wire on a school bus
- Fork in a toaster
- Drones (contact with overhead power lines)
- Downed line on a fence
- Electric shock drowning
- Scientific facts of electricity

PROPOSED SCENARIOS

Updated version:

- Computer lab (water and electrical fire)
- Generator
- Docks and lake safety
- Cell phones and bathrooms
- Trees
- Overloaded outlets
- Frayed wires
- Pop up tents (contact with overhead lines)
- Additional scientific facts about electricity

TIMELINE

- Alpha version ready by December 2019
- Beta mode ready by late April
- Test and pilot in schools during May
- Make tweaks and work out kinks in the summer
- Train Lifeliners during the summer
- Ready for the 20-21 school year



WISH LIST

- Leader board to track high scores
- Background music
- Wrong action, Scooby-Doo type shock, see skeleton
 - Lose points
- Competition between the classes or students
- Prizes for winning team/students



VIRTUAL REALITY PROGRAM

- Equipment Needed:
 - The Quest, VR Headset (\$400)
 - Router (\$50)
 - Tablet, for moderator (\$300)
 - Charger (\$30)
 - Case (\$60)



VIRTUAL REALITY PROGRAM

- Tell a story so player become immersed in the game and it feels real
- Actions are limited
- Must keep the frame rate up
 - So player doesn't get motion sickness
- More details and things you put in
- Account for dynamics
 - Moving is costly and hard to do
 - Like water, trees, wind/breezes



VIRTUAL REALITY PROGRAM

- At Home
 - Water and electrical fires
 - Downed line and vehicle
 - Generator safety

- At Work: A Marina?
 - Electric Shock Drowning (water safety)
 - Contact with overhead power lines
 - Pop up tent or using ladder to paint
 - Guy wire becomes energized
 - Cutting grass



Cell phone
guides action



VIRTUAL REALITY PROGRAM

Watch VR Video

MICROSITE FOR TEACHERS



Activities, games, handouts and lesson plans



Mircosite will be independent of APC site



PreK through middle school



Borrow and purchase existing materials
Create new materials



Use GPC's Learning Power's website as a model



Deliverables by Q2 of 2020

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Questions?