

## 2. Target Audience

Teenagers: Ages 16 to 19

Why teenagers?

- Not as vulnerable and open to harm as younger children
- Hasn't had enough time to have age old prejudices and biases set in stone
- Is a generation more open to tolerance and technology
- Ability to learn new languages proficiently decrease as humans enter adulthood.
- Are the direct future of those societies – i.e. very shortly they will have the ability to make decisions that effect their political, social, economic and cultural practices.

## 1. Problem to solve

In a post conflict environment, even after the violence has been resolved, there are unresolved perceptions, biases and generalizations held by each community, against each other.

The aim of this solution is to use technology to grow empathy in a younger generation. [Empathy, and an understanding of each other's cultures, go a long way in promoting compassion, tolerance and acceptance of different and opposing communities.](#)

## 7. Phase 3: Feedback

Phase 3 is the feedback stage.

[After interacting with each other \(first in a neutral space, and then in a personal space\), the two candidates are then interviewed by programme facilitators.](#)

This serves the following purposes:

- Reinforces the "lessons" or intention of this programme
- Helps acclimatize the participant to not being part of the programme in the future
- Helps the participant understand what he/she can do in furthering good relationships and pursuing non-conflict decisions
- Gathers feedback on the programme that can be iteratively used to correct and adjust it.

## 3. Premise

CO-CREATION fosters UNITY

Intention is to create a programme that encourages two teenagers to build and grow something together that is beautiful and create in nature.

This encourages teamwork and pride in a combined effort, as well as encouraging creativity.

Promoting creativity itself has a number of personal benefits for the participants.

Link: Read ["The positive benefits of Creativity"](#)



## 6. Phase 2: Sharing of cultural practices

After Phase 1, successful partnerships would have spent 2 months slowly building something together. If they have reached this point, there is a certain bond and commitment from the two participants.

[In the second phase, participants share 0.5h video conferencing sessions where they share what their life is like using Microsoft HoloLens: Skype or equivalent, is used to facilitate.](#)

Link: Watch ["Microsoft HoloLens 2" explanation](#)

Topics can include preparation of a meal, shopping for food, visiting parks, sporting events, etc.

In alternate sessions, one participant will show something about their daily life, whilst the other participant can view it with their family/friends on a laptop.

This promotes empathy and interest in each other's lives, as well as includes other family members.

## 4. Phase 1: Virtual Reality Digital Cultivation Game (NURA)

The first phase of the programme is the playing of a virtual reality digital cultivation game over a period of two months – with them have scheduled "gardening time" once a week.

[Two teenagers, one from each opposing community, have to build a real time garden – the game is called "NURA: Garden of Light.](#)

A VR headset, similar to Microsoft HoloLens is used to full immerse the players in the beauty and serenity of a garden that they get to create together. Options for actions and plants will be indicated in both languages next to each other. This will encourage players to communicate to each other in both languages.

Building the garden will give the two players a goal and "safe space and topics" to talk about. The drawn out time period will allow them to get to know each other just as a team mate, friend and colleague. Growing something together, will give them a sense of pride and team.

Link: Read ["Gardening games are blossoming in turbulent times. Why digital cultivation is so enduring"](#)

## 5. Usage of Emerging Technology

This programme in total makes use of the following digital technology elements:

- Virtual reality gaming design – developed to a high level
- Mixed Reality headsets, e.g. Microsoft HoloLens 2 or equivalent – this is well developed, but in future will become more affordable and accessible across the globe
- Mixed reality video calling programme, e.g. skype used with HoloLens 2.
- AI technology for translating in real time – still needs more development to be more accurate – for now, can use programme using a common language
- AI technology in real time to scan and mute out any hate speech that may occur during these sessions – for now, we can have a report function