

JANUARY 2016

drop.

Kwaku Opoku

General Information

Project Name: Drop

Reporting Period: From 29/01/2016 To N/A

Prepared By: Kwaku Opoku

Scope Summary: I am building a system that serves as a bullet detection and deflection system

Evidence: Include drafts and images of work in progress, drawings, research, photographs, graphics, etc.

About drop.

I came up with drop, mainly because I see a problem I want to address (don't all designers have problems to address?). The number of students killed in schools by guns is frightening in this country. It happens so often that people aren't even shocked anymore, when it happens. So, this is the problem that drop is addressing, not how to make people shocked, but how to limit or effectively stop these school killings. Here's how I wish to do it.

I initially began by thinking about redesigning the gun, but this seemed very pointless to me. Not because, I don't think I can do it, but because there are already so many guns in the system first of all, and also why would or should anyone even buy my gun? This to me seemed like a lost battle.

I then started thinking about changing the gun laws in the country, however this also to me wouldn't stop anyone from getting their hands on a gun and causing some serious damage. I do acknowledge that it'll effectively make it harder for people to get

By the end of next week, I should be done working on a chunk of stuff like the project plan and concept plan (which I am sternly still working on) as well as my material list of things I need to buy to complete the project.

I am very hopeful for this project and I am putting a lot of time and effort into it, because I want to see it come true and really work on it after school.

Who we are

drop is a system that was created by 'esque' detects and also deflects bullets from guns. 'esque' is an organization that builds systems that create a safe space for communities, systems like 'Nsu Pa' which filters and recycles water in real time.

Client

Our current client is a public school in the area, which not only volunteered to test the product, but also is helping us with our research and also helping us design the whole system. In 2004, they had a school shooting incident which saw one person die and left many others injured. Exactly 10 years later, in 2014 they had another shooting in the school where 2 people died and left a lot of people injured yet again. So to them, helping us is the only way they may see some change in their society, because for years although they've tried to change the gun laws and find several ways to see change, nothing has changed.

So because they've offered they are our client at the moment, their board members are basically our main stakeholders because they promised to see through that all, this idea we've got be manifested into something that'll help not only them but other schools as well.

However, although this public school is our main client, we have thought of different areas that can really benefit from this product we are creating, like cinemas and theaters. Quite recently we had a shooting in both our cinemas and our theaters, this is what brought our minds to the possibility of this also working in those sectors as well. We schools are our main priority right now though, after that it will be easy to expand.

Audience

From the get go, we identified our audience to be schools, because they are mainly affected by these shootings, specifically students and teachers. So they are the ones we have in mind, the ones we are making this product for. Our audience could expand if we end expanding the system to use it in other areas.

Also, as much as we've got the students and teachers in mind, we are also thinking about the shooters as well, because they are the ones doing the damage and killing the people in the schools. So they remain at the forefront of our minds as well because it is because of them that this idea even came about.

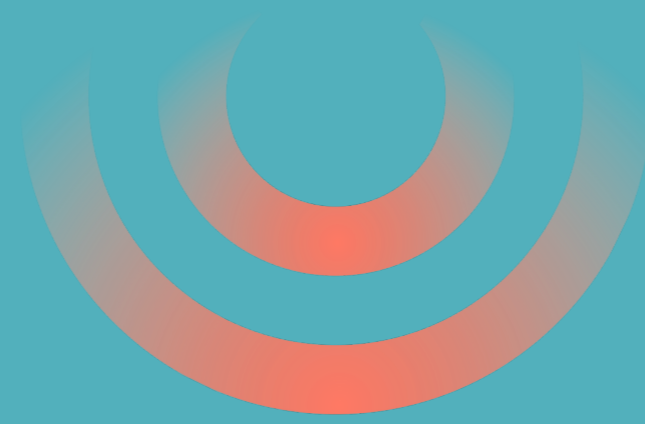
Challenges

How are we going to get the system to work? What is it going to look like? These are the main questions we've been asking ourselves. It has also been our main challenge because as much as the idea is very important, the execution is also equally as important, because the main question that arises from that is, **IS IT GOING TO WORK?**

This means our 'physics and chemistry' needs to be strong, because we need those to enable the system to work. With that, we'd know what to use to detect the bullets. Is it going to be light, sound, heat or the chemicals in the bullet.

So far we know sound is not an option if light is, because light travels faster, damage would already been done if we depend on sound. Another challenge we have is what the system is actually going to look like, but with that we feel that as time goes by we will be able to get a very decent design.

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