



Our Team



Mauren Cheyenne Dijamco



Marcus Joshua Cambi



Tristan Jhon Bautista



Julia Hanne Pal



Alexander Matthew Nataño



Challenge Statement #3

Develop an **interactive** and **engaging activity, presentation, or module** that will increase awareness of an important water topic that you select. Your proposed educational module should be **informative** and include **calls to action** that can engage young people and even their broader communities in the ongoing work to address the water issues.

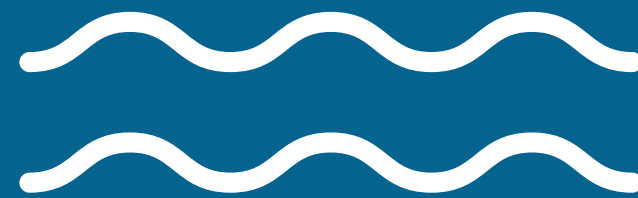
What is the issue?



1 IN 10

Filipinos lack access to safe water sources while **7 MILLION** rely on unsafe ones

IN THE PHILIPPINES, OUT OF THE POPULATION OF **113 MILLION FILIPINOS,**



53%

of households lack access to a **safely managed water** supply



39%

of households lack **safe sanitation**

What is the issue?



Inadequate **education** and **awareness** of the status quo



Lack of **entertainment** and **motivation** to participate and take action in environmental causes



Limited **outreach**, especially in rural areas

The Solution

What if we spread awareness on water in a fun and engaging way?

Agwe is an educational campaign addressing critical water issues through an **integrated website** aimed for viewers **aged 12-27**.



The Solution

AGWE Website

A dynamic website advocating for water sustainability, also with donation links for concerned organizations and various other features.

CLEAR BLUE SEAS: Sing Along!

Drawing inspiration from P-pop, it teaches the general audience ways to save water in their locality.

HADRIEN AND THE WATER GUARDIAN: Read a Story

A pixel art story book showcasing the power children have in advocating for water security.

KNOW YOUR WATER: Be Educated

An informative module on water issues from the Philippines, highlighting water as a basic human right.

AGWE - THE CHRONICLES: Gamify!

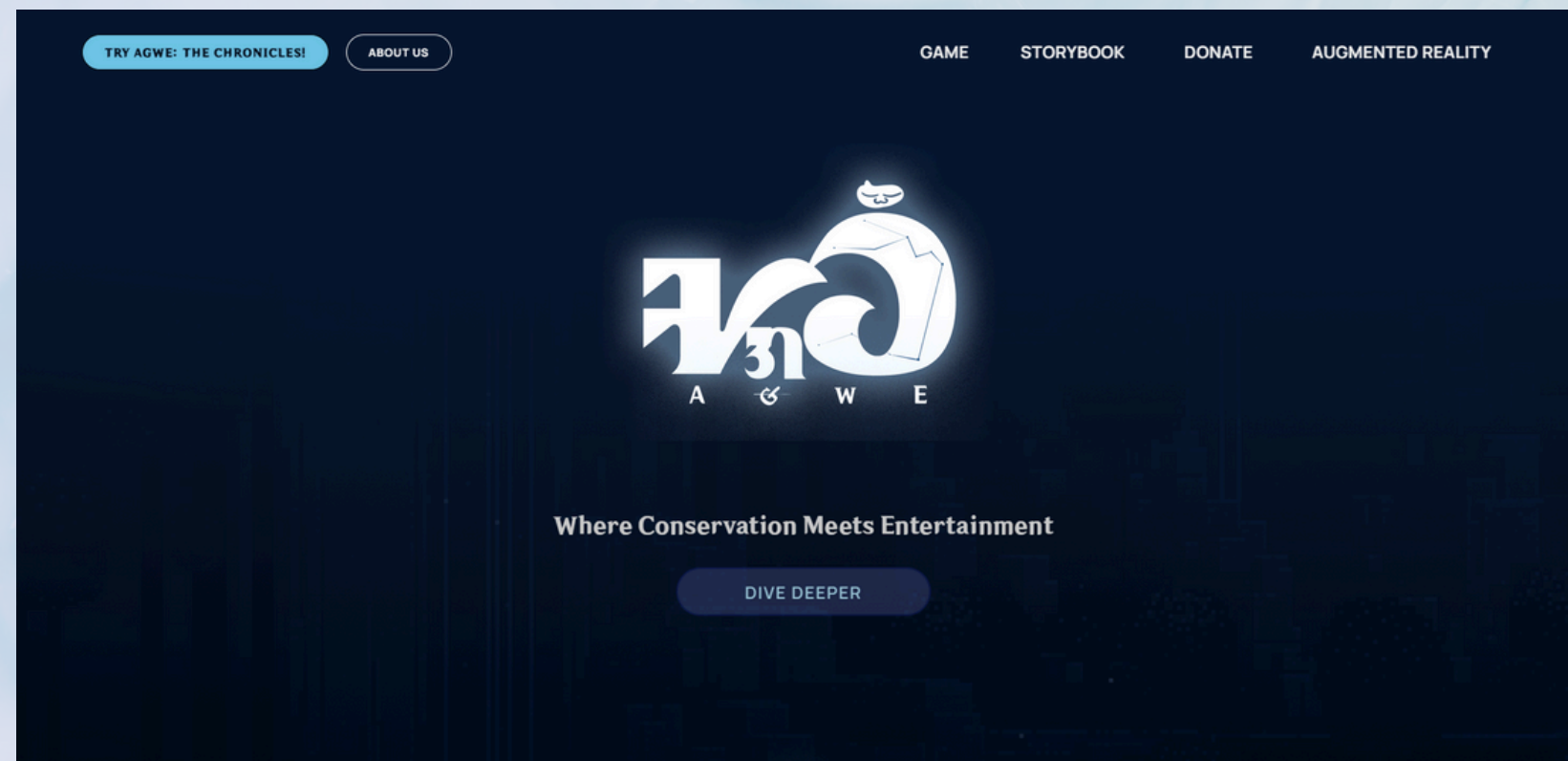
A game featuring a combination of story and third-person shooting gameplay, centered on water conservation.

BRING TO LIFE: Augmented Reality

An AR that brings issues from screen to reality. Make learning engaging by teaching water conservation practices visually.

AGWE Website

A dynamic website compiling works that advocate for water sustainability and minimizing water waste, also providing users with donation links for concerned organizations and various other features.



<https://agwechronicles.webflow.io>

AGWE Website



Augmented Reality (DEMO)

Want to experience more than just video games? Immerse yourself into the world of AR!



AGWE: The Chronicles (BETA)

Dive deep into the world of Hadrien and his guardian, facing off against monsters & solving puzzles!



Know Your Water: An Educational Module

Thirsty for knowledge? Take a look at our 1st Edition advocative module!

[DOWNLOAD AGWE: THE CHRONICLES!](#)

If you have the means,

Donate to Water Organizations!



AGWE Team
Xylem 2024



Take a Listen to Our Presentation!



Got Any Questions?

This is a community forum, feel free to add on any suggestions!

First, tell us about yourself

YOUR NAME*

EMAIL*

LOCATION*

Raise your queries or suggestions here!

PROJECT COMMENTS

SUBMIT

CLEAR BLUE SEAS: Sing Along!

A song with original production and vocals advocating proper water consumption & awareness. Drawing inspiration from P-pop, it teaches the general audience ways to save water in their locality.

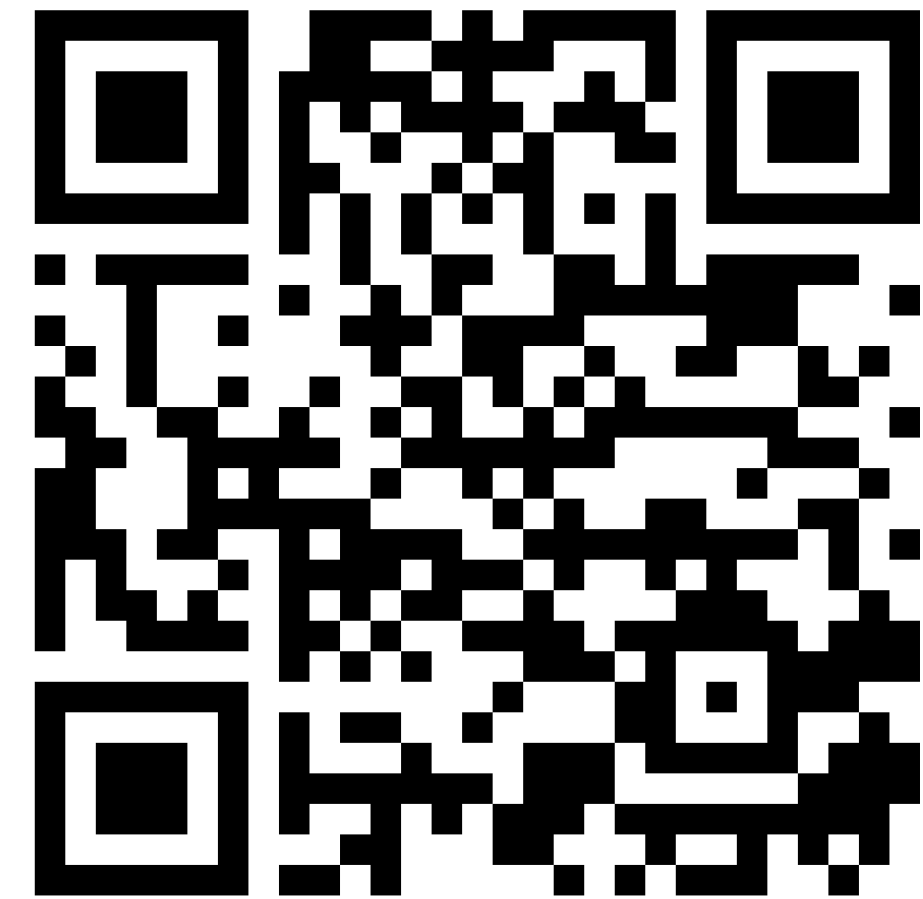


<https://tinyurl.com/agwe-song>

Link embedded in AGWE website

HADRIEN AND THE WATER GUARDIAN: Read a Story

A pixel art story book showcasing the power children have in advocating for water security by telling a captivating tale. It ensures youth engagement and relations through the journey of Hadrien.



<https://tinyurl.com/agwe-storybook>

Link embeded in AGWE website

KNOW YOUR WATER: Be Educated

An informative module on water issues, key statistics, and case studies from the Philippines, highlighting water as a basic human right. It also offers tips on water conservation and purification.



<https://tinyurl.com/agwe-module>

Link embeded in AGWE website

AGWE - THE CHRONICLES: Gamify!

A game featuring a combination of story and third-person shooting gameplay. Players will also encounter trivia and puzzles centered on water conservation ensuring a fun and educational experience.



<https://tinyurl.com/agwe-the-chronicles>

Link embeded in AGWE website

AGWE - THE CHRONICLES: Gamify!



Player 1: GEMINI-9-DCCBAD90476C01271CB728A87A892010
NULL-GEMINI-9-DCCBAD90476C01271CB728A87A892010
++UES+Release-5.3-CL-29314046 (Development)



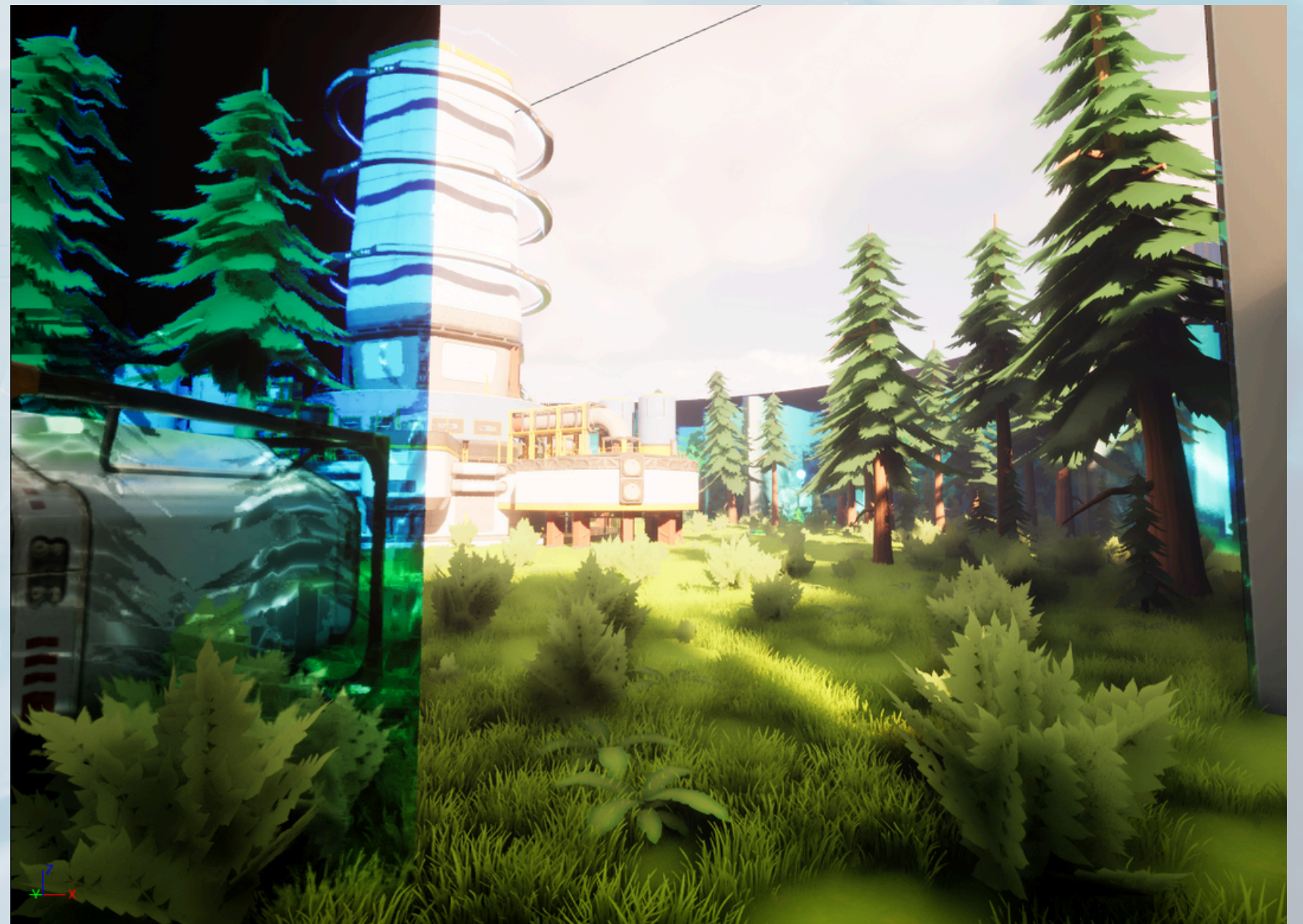
Player 2: Not logged in

ADD PLAYER

AGWE - THE CHRONICLES: Gamify!

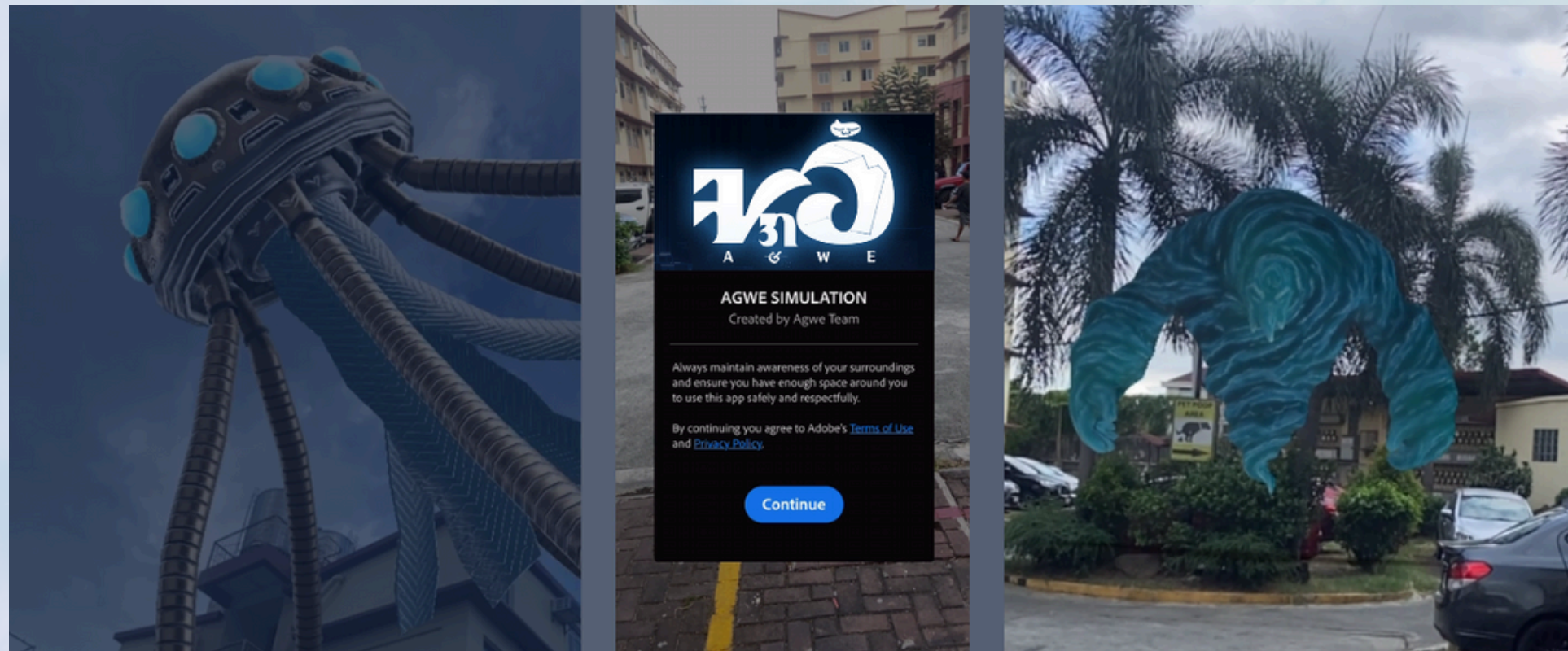


AGWE - THE CHRONICLES: Gamify!

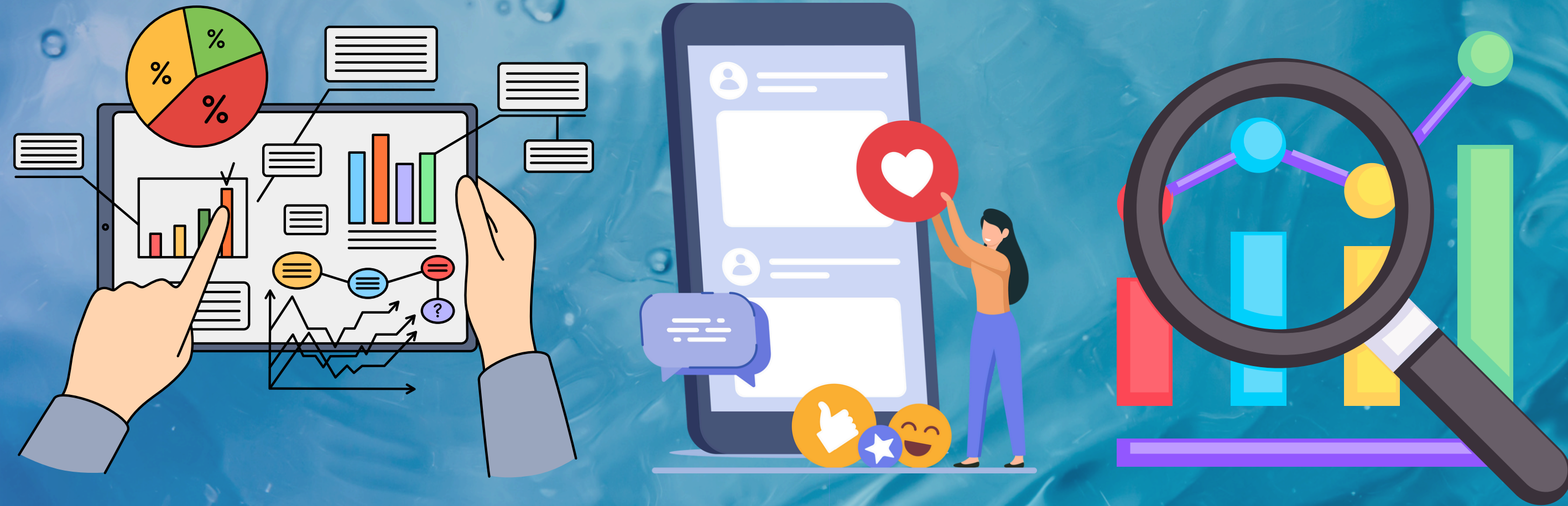


BRING TO LIFE: Augmented Reality

An AR that brings issues from screen to reality. Make learning engaging by teaching water conservation practices visually and interactively. With 3D designs, it educates and entertains the youth.



How do we monitor engagement?



- **Number of Views, Likes, Downloads!**

So, how is the problem solved?



By implementing educational multimedia such as music, game, module, storybook, and AR.



By providing information in an engaging manner, reaching a wider audience subconsciously.



By endorsing the project to local governmental units, schools, and social media platforms.

For each second that passes, a drop of water becomes ever more important.

It is our vision to help the youth become a part of the solution in solving the near water crisis through awareness and education.

Although the primary target was our local city, we are positive that the effects can be spread through online means where more and more of the youth around the world can hear our music, our intentions, and our message.

One day, the youth will be responsible for their own future and water security.