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Superpower Product Project (35% of final grade)

General Introduction

We're nearing the end of our course, so I hope you feel like you've learned a bit about the **real science** behind some **fictional superpowers**. We've looked at things like: What are the **current limits** of human ability? How might we **push** those abilities further? What **consequences** might arise from moving **beyond** those limits? How do our actions **impact** our own bodies, our lives, jobs, social connections, society, and the environment?

For this final project, you are asked to **design** a (hypothetical) **product** to grant **super-human abilities**, and to consider:

- How might this product (and superpower) affect your customers' daily lives?
- What kinds of **complications** might arise from the use of this product (and superpower)?
- How could you address these consequences, so they <u>don't</u> harm your customers?

This is a **creative** project and is worth <u>35%</u> of your **total grade** for the course.

- Step 1 is to Choose a Superpower that has NOT already been discussed in our course!
- Step 2 is to answer some Planning Questions.
- Step 3 is to make a Creative Sales Pitch for your product.

I'm so excited to see what you imagine!

Step 1: Choose a Superpower

First, choose a **superpower** you would like to **grant** with your **product**. Remember, a **superpower** should be something <u>incredible</u> that humans are **not** normally able to do.

▶ <u>Note</u>: You <u>must</u> select a superpower that has <u>NOT</u> already been directly discussed in our weekly themes. These powers are **off-limits:**

× NO Super Speed

× NO Flight

× NO Perfect Memory

× NO Super Strength

× NO Invisibility

× NO Regeneration

You can choose ANY superpower that does NOT appear on the above off-limits list.

This makes it harder to choose a superpower, but if you are stuck here are some suggestions:

• Physical transformation such as extra limbs, animal or alien features, or changes in size.

- Manipulation of energy or electricity, or physical substances such as water.
- Mental powers such as telepathy, precognition, or altering other people's memories.
- Teleportation or time travel.
- Get inspired from: <u>powerlisting.wikia.com/wiki/List_of_Supernatural_Powers_and_Abilities</u>

Step 2: Planning Questions

Next, it's time to **plan** your superpower product. Answer each of these **questions** in **specific detail**. This will help you **organize** your thoughts and **each** of these **points** should **eventually** be **featured** in your **Step 3**: **Creative Sales Pitch** in some way.

Please think carefully and critically and consider many possible perspectives!

- 1. Which superpower will your product grant to your customers? Describe its specific effects (and any limitations of the power) in careful detail, as if you are explaining this to someone who doesn't know anything about superpowers or how they work. (Remember NOT to select a power from the off-limits list!)
- 2. Why might someone want to have this superpower? You should explain at least 4 benefits. How will it help them in their daily lives? In their jobs? In their social lives? In their leisure time? Think about your target audience(s): Who do you hope will buy your product? How will they benefit from it?
- **3.** What **problems/drawbacks/consequences** might occur from the use of your product? You should explain **at least 4** consequences. What physical (or other) consequences might there be on the user's body? On other people nearby? On their friends or family members? On society as a whole? On the local or global environment? On crime? On entertainment?
- 4. How will your product overcome these problems? How will you prevent these consequences from negatively affecting your customers, society, and the environment? Think of some creative solutions to <u>each</u> of the drawbacks you outlined in the previous question. Be sure to highlight how your product handles these safety concerns in your final sales pitch.
- 5. What will your actual **product** be? Something to wear? Something to ingest? **Be specific!**

Step 3: Creative Sales Pitch

Finally, it's time to **sell** us your superpower! You can create <u>any</u> type of advertisement you like for this part of the final project, as long as it fulfils the **rubric** requirements (on the final page) and is some sort of **electronic** submission. <u>All</u> your **answers** from <u>Step 2: Planning</u> **Questions** should be **featured** somewhere in this **final sales pitch!**

- Create a flyer, photo collage, comic strip, storyboard, scrapbook, newsletter, infographic, poster, or brochure using Canva: canva.com/create/
- Create an interactive presentation using Prezi: <u>prezi.com/</u>
- Create a website using Wix: <u>wix.com/</u> or Weebly: <u>weebly.com/</u>
- Create a radio advertisement using Audacity: <u>sourceforge.net/projects/audacity/</u>
- Create a video file or television advertisement using iMovie or Movie Maker: g2crowd.com/products/imovie/details
 or microsoft.com/en-ca/store/p/movie-maker-free/9mvfq4lmz6c9
- Create anything you like using your favourite tool!
- ► See the rubric on the final pages of this document for our marking scheme!

Step 4: Submit Both the Written Answers and your Sales Pitch

- You will submit all your work for both <u>Steps 2 and 3</u> to the link on Blackboard called "Submit your Final Superpower Project Here"
 - You <u>can</u> submit multiple files if you need to separate your Planning Questions from your Creative Sales Pitch.
- 2. Create a text document for your Step 2: Planning Questions and answer all the above questions in as much specific detail as you can.
- 3. Save your document as either a .doc, .docx, .docm, .odt, .txt, .rtf, or .pdf
- 4. Upload your document using "Attach Files" and click "Browse My Computer".
- 5. Click "Submit". Double-check that your document has uploaded correctly.
- **6.** If your <u>Step 3: Creative Sales Pitch</u> is a .doc, .docx, .docm, .odt, .txt, .rtf, or .pdf you may upload this file in exactly the same way, using the same Blackboard course link.
 - If your <u>Step 3: Creative Sales Pitch</u> is a **link** to a website (Prezi, YouTube, Canva, etc) simply provide the **website address** in your **submission**.

7. You are responsible for ensuring that all documents have uploaded correctly! If you can open your work under the "Review Submission History" page, then I will be able to see them as well. Technical difficulties are no excuse for late assignments!

Rubric for Planning Questions and Creative Sales Pitch: 22 Total Marks = 35% of Final Grade

Remember our Rules for Academic Integrity!

- Do <u>NOT</u> write any words that are not your own! Do <u>NOT</u> copy-and-paste from any website!
- I want to see your critical thinking skills, and how you make meaningful, logical connections between the hypothetical science and our weekly course themes!
- Any plagiarism will result in a mark of <u>zero</u> and a <u>report</u> filed with the Registrar!
- Re-write and re-submit your writing until your words are fully your own!

Planning Question #2 Benefits = 4 Possible Marks

- 4 marks = At least 4 specific benefits of the power/product have been expertly explained.
- 3 marks = At least 3 specific benefits of the power/product have been clearly explained.
- <u>2 marks</u> = At least 2 specific benefits of the power/product have been barely highlighted.
- 1 mark = Only 1 specific benefit of the power/product has been vaguely highlighted.
- <u>0 marks</u> = Any <u>benefits</u> of the power have been **poorly explained**.

Planning Question #3 Consequences = 4 Possible Marks

- <u>4 marks</u> = At least 4 specific <u>consequences</u> of the product have been expertly explained.
- 3 marks = At least 3 specific consequences of the product have been clearly explained.
- 2 marks = At least 2 specific consequences of the product have been barely highlighted.
- <u>1 mark</u> = Only 1 specific <u>consequences</u> of the product has been vaguely highlighted.
- <u>0 marks</u> = Any <u>consequences</u> of the product have been **poorly explained**.

Planning Question #4 Solutions = 4 Possible Marks

- 4 marks = All 4 consequences have been handled by an expert solution.
- <u>3 marks</u> = All 3 consequences have been handled by a clear <u>solution</u>.
- <u>2 marks</u> = All 2 consequences have been handled by a vague <u>solution</u>.
- 1 mark = All 1 consequence has been handled by a poor solution.
- <u>0 marks</u> = No <u>solutions</u> have been proposed.

Sales Pitch Benefits = 4 Possible Marks

- 4 marks = 4 specific benefits of the product are expertly highlighted in the sales pitch.
- 3 marks = 3 specific benefits of the product are clearly highlighted in the sales pitch.
- <u>2 marks</u> = 2 specific <u>benefits</u> of the product are barely highlighted <u>in the sales pitch</u>.
- <u>1 mark</u> = 1 specific <u>benefit</u> of the product is vaguely highlighted <u>in the sales pitch.</u>
- <u>0 marks</u> = Any <u>benefits</u> of the product are **poorly highlighted** <u>in the sales pitch</u>.

Sales Pitch Solutions = 4 Possible Marks

- <u>4 marks</u> = 4 specific solutions to the negative consequences of the product are expertly highlighted in the sales pitch.
- 3 marks = 3 specific solutions to the negative consequences of the product are clearly highlighted in the sales pitch.
- <u>2 marks</u> = <u>2 specific solutions to the negative consequences</u> of the product are <u>barely</u> <u>highlighted in the sales pitch</u>.
- <u>1 mark</u> = 1 specific <u>solutions</u> to the <u>negative consequences</u> of the product is <u>vaguely</u> <u>highlighted in the sales pitch.</u>
- <u>O marks</u> = Any <u>solutions to the negative consequences</u> of the product are **poorly highlighted** in the sales pitch.

Creativity of Advertisement = 2 Possible Marks

- <u>2 marks</u> = Pitch is **expertly organized**, includes **many images** or **other media** (like sound), and **uniquely grabs** the audience's attention.
- <u>1 mark</u> = Pitch is adequately organized, includes some images or other media (like sound), and somewhat grabs the audience's attention.
- <u>O marks</u> = Pitch is **disorganized**, includes **few images** or **other media** (like sound), and **does not grab** the audience's attention.