

## Project Smart Tomorrow



The aim of our project is to achieve equality amongst students by helping improve their education. We did this by creating a picture book about friends who were game addicts. The book shows the negative of gaming addiction in an exaggerated manner. This will help the reader be aware of the problem and hopefully be able to help them focus more on their education instead of games.

By doing so we are trying to address the following Sustainable Development Goals:

**SDG 4: Quality education:** Our project's main objective in the sustainable development goals is to help improve the quality of education, at least on a level that we are able to enact change.

We tackle the quality of education goal by trying to help those who we can. That means that our project will be trying to help those in the city to improve the quality of education for those who have access to them but can't fully appreciate it. We are doing this by trying to educate people through a picture book on avoiding distractions, i.e. devices tablets and phones etc.

**SDG 10: Reduced inequalities:** With making children's books and by distributing them, helps more people at least improve their English. With more people having better English skills and being able to communicate in the language which most people understand either as a second language or a first language. This helps connect the world or at least the society that they live in. When people are more connected and be able to communicate better people start to understand each other and ultimately be able to treat each other more equally.

There were also other goals such as: responsible consumption; good health (mental) ; and sustainable cities.

### Team members and responsibilities

**Proud Thamrongrat (Proud):** Proud is the artist doing most of the illustrations and putting the book together.

**Puyisa Sukcharoenchaikul (Pingpong) :** Pingpong is the main composer of the story used in the project.

**Denchai Sansiriwong (George):** George is in charge of most of the writing in the project.

### Our experience

The project has been going smoothly ever since we started the project. The project started out as a project to tackle problems in our everyday lives, in relation to the Sustainable Development Goals. Our project was to help and educate students on proper use of devices such as phones and tablets.

We went to a Year 1 class to tell the story and educate them about device usage. So far, the project has been a success. We have made a survey where we asked our audience questions before and after the story and here were the results. Out of 24 children we surveyed.

How often did they use their devices per day	9 1hr. 10 3 hr. 5 rarely use at all
How did they use their devices	15 games. 18 research. 10 reading.
Children who agree with the statement that devices are significant in their lives	10
After we read them the story we asked whether they would change their habits on devices.	yes 19 no 5

We have accomplished our first target and we are certain that we could accomplish something significant from here.

Another accomplishment that we have recently done is to publish our book online as an ebook (<http://www.lulu.com/shop/punyisa-sukcharoenchaikul-and-denchai-sansiriwong-and-proud-thamrongrat/make-a-wish/ebook/product-23661821.html>) and getting the book to a worldwide audience. If we make enough money, we will print our books in Thai and English and distribute them to orphanages across Thailand. We also have made social media platforms where our content is being posted on. ([https://www.instagram.com/project\\_smart\\_tomorrow/](https://www.instagram.com/project_smart_tomorrow/))

The screenshot shows the Lulu.com product page for the eBook "Make a Wish". The page includes the following elements:

- Header:** iPad, 10:43 PM, lulu.com, 59% battery.
- Title:** Make a Wish
- Author:** By Punyisa Sukcharoenchaikul et al.
- Format:** eBook (PDF), 21 Pages. This item has not been rated yet.
- Price:** \$7.50
- Description:** This is story about 2 brothers who are addicted to electronic devices and decided to shut themselves away from reality world until a God saw them and decided to come down and teach them a lesson about how to use electronic devices in the right way.
- Preview:** A small image of the book cover showing two children sitting on the floor with electronic devices.
- Buttons:** "Add to Cart" (Available in PDF Format), "Like", "Sign Up to see what your friends like.", "Embed", and social media icons.
- Navigation:** Ratings & Reviews | Product Details | Ebook Formats | Write A Review
- Ratings & Reviews:** Rate This: ☆☆☆☆☆. There are no reviews for this product.
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- Formats for this Ebook:**

	PDF
Required Software	Any PDF Reader, Apple Preview
Supported Devices	Windows PC/PocketPC, Mac OS, Linux OS, Apple iPhone/iPod Touch... (See More)
# of Devices	Unlimited
Flowing Text / Pages	Pages
Printable?	Yes

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Very little expenses were used in doing the project so far. In the future more expenses is expected to be necessary (e.g. getting a physical copy printed, more ways to distribute the copies etc.).

The experience of working together and to be able to accomplish something of significance is great. We have progressed from a small idea into something we can all be proud of. We have learned to communicate, to cooperate, listen to each other, and to work as a team. There were ups and downs. There were times when we tried to throw each other under the bus (metaphorically). But we have successfully gone through it and accomplished a great thing.

Our instagram account: [https://www.instagram.com/project\\_smart\\_tomorrow/](https://www.instagram.com/project_smart_tomorrow/)  
ebook: