

Game Changer Challenge 2021

Pragyan, Tanish, Manuth, Anokshihaa and Shraghvee



The G.C.C. Experience

This year, 5 of us got put into a team to battle the wicked problem in the Game Changer Challenge. We could choose from two different streams and we chose the product design stream. Our team chose the name Overbaked Cookies. Our members are Tanish Patel, Pragyan Bhusal, Anokshihaa Kirubananthan, Manuth Rupasinghe and Shraghvee Bharadwaj.

The question was to change human waste into something beautiful, useful and upcycled. The wicked problem that we were assigned was that humans have unlimited desires but the environment has limited resources. We had to find a way that benefits both humans and the environment. We chose to recycle many discarded materials supplying the perfect win-win situation.

We learnt innumerable abilities, such as learning to edit and empathy skills. We input many difficult and challenging strategies, one mainly focusing on empathy. We had to make our audience feel. We also learnt how plastic has affected the environment in numerous ways and how we could change the plastic into something beautiful, useful and upcycled. We enjoyed working with each other and making the written response and recording the video.

The things we found challenging were fitting all our ideas into one minute, we also found problems in editing and finding the right information. This experience was unforgettable and exhilarating.