

Topic: Promoting Climate Change Awareness Via Web Game Development

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Date: 08/29/2022

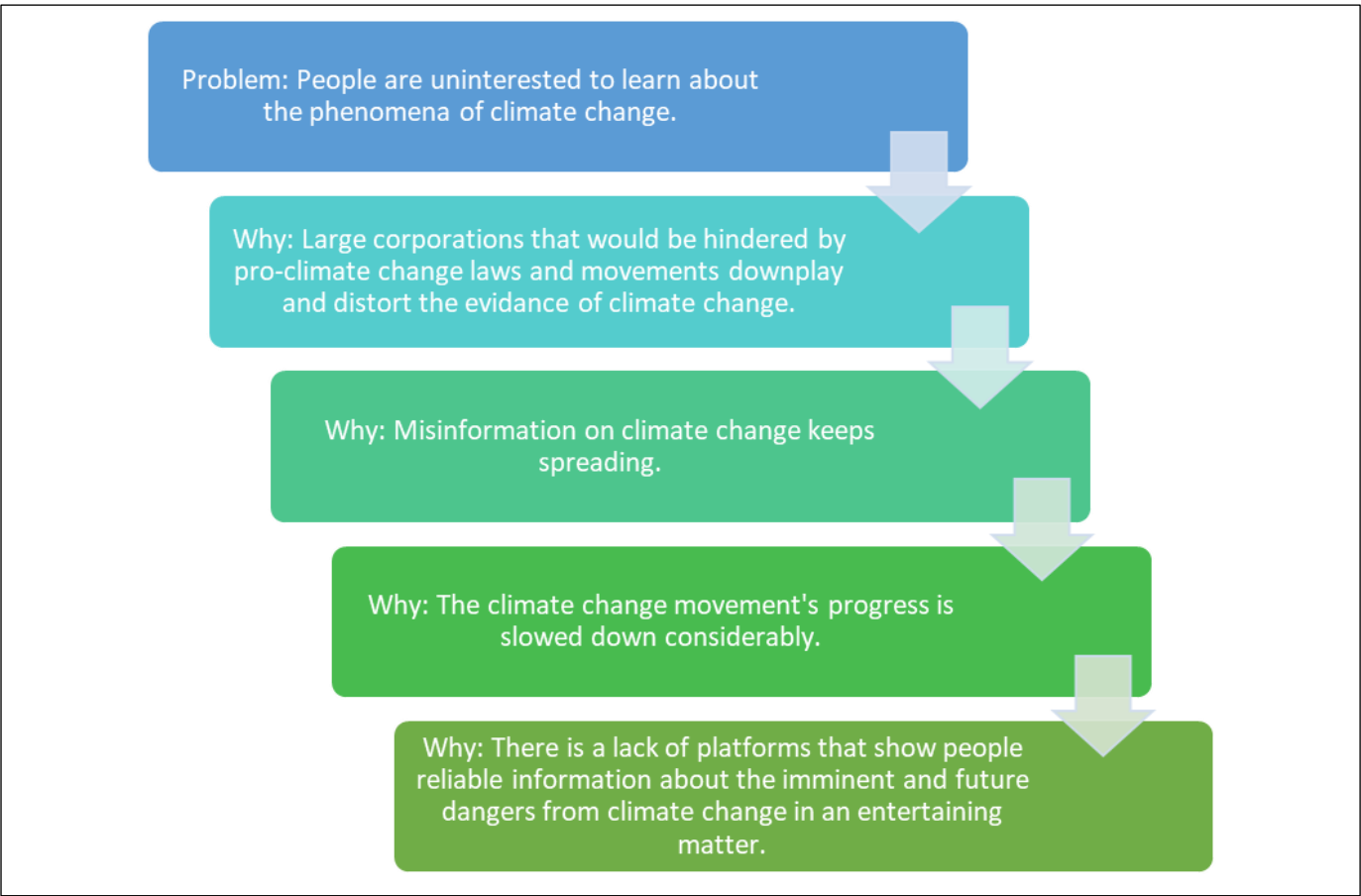
I. Problem Background

- Large amounts of people are seemingly uninterested in climate change, despite its terrifying effects on humanity. As a result, misinformation on climate change keeps spreading, making a lot of people think that a lot of the imminent dangers from this ecological catastrophe are, in fact, not real, or simply just not worth our time or money.
- This misinformation is a hindrance to the climate change movement, as it makes progress slower due to a lack of help and funding from government and citizens alike.

II. Target

- Create an online platform where users can learn about the phenomena that is climate change in the form of a game or a browser-based game so that users feel entertained.
- Keep track of climate change projects, associations, and charities so that users have an opportunity to join or give their time or funding to these services.

III. Causes



IV. Countermeasures

- I. Provide a web-based platform where users can find reliable information on climate change.
- II. Create a browser-based game that teaches users about the detriments that climate change has on the Earth.
- III. Create a reward system for users that play the game for a prolonged time or that read a certain number of articles per day.
- IV. Add a section where users can look for environmental projects that are happening in their area. Additionally, let the users have the option to create and share a project so that it can have more traction.
- V. Have a section for charities that help the environment so that users have a direct link to support these causes.

V. Check/Evaluate

- Members of the scientific community that work on environmental topics will be able to post their research articles here, so would journalists or reporters that touch these topics.
- The project's success will be measured by the average engaged time that users have on the web-based platform. Additionally, it can also be measured by the amount of page views per visit, and user reviews to determine if users are entertained utilizing the platform.
- Meanwhile, project failure will be determined if the platform has a low engagement time by users, low page views per visit, and if there are bad user reviews of the web-based platform overall.

VI. Act/Standardize

- Relevant user feedback will be necessary for the project to have continuous success.
- Additionally, further promotion development of accessibility for the web platform will be needed.
- By the end of the project, the team will have improved in our collective coding and framework using skills, as well as working with the web platform's front-end and back-end design and development.