

Digitalising the serious game: "1T of Green IT best practices"

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CONTEXT

While it's undeniable that digital technology has had a phenomenal impact on the progress of society, we now know that it has a significant impact on the environment (production and recycling of our phones, PCs, servers, electricity consumption...) and that this impact is growing exponentially.

The aim of this project is to make all developers, architects and product owners aware of this issue, and above all to give them the keys and best practices to do better. CGI have therefore created a serious game in the form of playing cards, which we use to raise awareness. It's been very well received so far, and they're looking to use it and distribute it more widely in digital form.

GOALS

The goal of this project is to digitalize a physical serious game and make it available to online players. To do so, we have to design and build an online application (a website) where players can create and log into their accounts. They can also create and join an organization containing several members (players) where they can start a game together. Moreover, we need to create the interfaces (the visuals) for the game with the animations and make it as close as possible to the real experience of this game

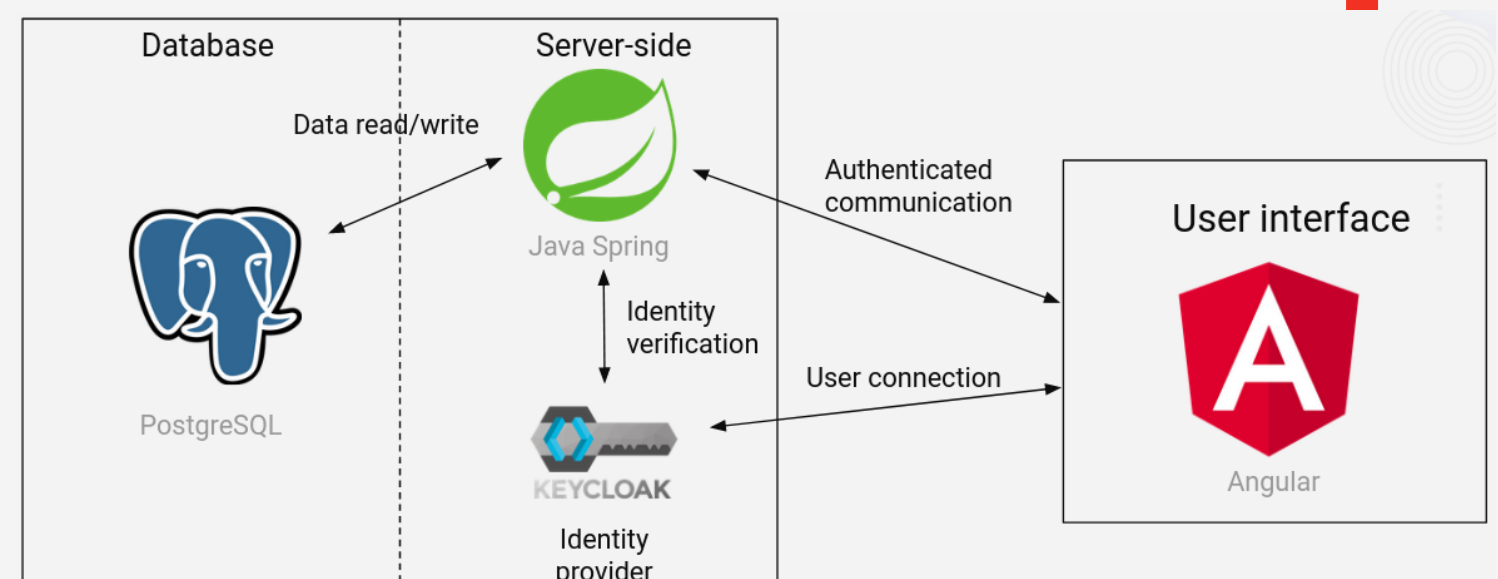


Physical game



Digital game board

TECHNOLOGIES



CONCLUSION

During the first phase of the project, we created the models in agreement with the project owners.

We then started the development using agile method with weekly meetings.

We are confident that our solution provided allows people from around the world to play the game together in a secure and simple way.