Group H Climate Awareness Application Proposal

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Project Idea:

The application is designed to support the achievement of SDG goal 13: Take urgent action to combat climate change and its impacts. There will be four sections with each identifying a specific Climate Action Target. We are taking an interactive game-based approach with the hope of spreading vital information enjoyably and interactively.

## Section 0: Collaboration of everyone.

This section will contain a main menu for selecting which section to explore. Listed are the concepts behind the games. It also includes the leaderboards.

## Section 1: Conor Judge- 22165398. - Awareness

13.3 Improve education, awareness-raising and human and institutional capacity on climate change mitigation, adaptation, impact reduction and early warning.

This section will have an interactive quiz that presents educational content related to climate change in the form of multiple-choice and true/false questions. A User’s name will be stored with their score for the quiz. Explanations and further context are given for incorrect answers to encourage further engagement. The quiz will have a dynamic interface incorporating text and images.

## Section 2: Eoin Fitzsimons- 23151374.- Adaptability

13.1 Strengthen resilience and adaptive capacity to climate-related hazards and natural disasters in all countries.

This section features a crossword where the clues have context surrounding them, an example would be for the answer acid rain – a downpour caused by the mixture of sulphur, nitrogen, and precipitation in the air. It destroys crops and poisons the soil. Information will allow adaptation.

There will be a scoring system for users to feel an extra sense of reward alongside being educated in important matters to our ecosystem.

The app has a dynamic set up where the developers could alter the solution easily to give the game longevity.

## Section 3: David O Connor- 23153784.- Integration

13.2 Integrate climate change measures into national policies, strategies, and planning.

This section focuses on how nations have caused global warming, and how nations have changed their approach towards their actions in hopes of preserving the environment and to battle against climate change.

A card game will be introduced that will present a random card from the pile. Users can choose from three options, and only one option will be the correct answer. The card will supply a scenario and the answers will be the solution to the scenario.

