

For more information, please visit our Website: www.TipTabToe.com. If you have any questions related to the CSR content, please do not hesitate to write an email to: info@karmacom.de.

3.3 Illustration: Solution Press Release

MARCH // 15TH // 2021

MUNICH TIMES

ENVIRONMENT

A game that helps save the environment!

KARMACOM, 2021

The multiplayer quiz app "TipTabToe" is aimed at empowering the upper age group of Generation Z (16-25-year-olds) to adapt their mindset to living a more sustainable life. Karmacom GmbH is launching the multiplayer quiz app TipTabToe and with this, aims to disperse their knowledge and expertise in the field of sustainability. With positive motivation, players are encouraged to minimize their carbon footprint by adopting more conscious behaviours and habits.

The application achieves this by drawing awareness to environmental issues but not in a way that is perceived as a burden by the user. Starting with a beta version, the app is available for free download on Android and iOS devices. As a (Corporate Social Responsibility) CSR consultancy that has set itself the task of supporting companies and NGOs, Karmacom GmbH successfully generates economic success from ecological and social commitment. TipTabToe is based on the three main aspects of how Karmacom GmbH understands CSR: "Think" - come up with a strategy, "Talk" - trustworthy communication and "Act" - actual realization.

Deviating from its B2B business, Karmacom GmbH now addresses the B2C market and encourages especially young people to think about a future worth living. As a non-profit app, the main goal for TipTabToe is to have a positive impact on the mindset of Generation Z. Heiner Weigand, founder and CEO of Karmacom GmbH and Yuki Hayashi, CSR consultant and initiator, are happy about the release of TipTabToe, "I am thrilled that our hard work finally pays off and we can launch our beta version and bring it to the young - our future."



Saving the planet. Maintaining our set goals and making sure we achieve them is the key for saving our world.



Green electricity. Promoting eco-friendly solutions for electricity.

"We've asked ourselves, how is it possible to encourage young people to adopt sustainable behaviour through positivity driven by curiosity, rather than guilt? We want to help solve the problem that many people are not aware of their individual environmental impact by embedding a very serious topic (climate change) into the format of a quiz-like game.", said Heiner and Yuki.

In different categories, users can expand their knowledge about sustainability in a playful way. By competing with friends and family, players can collect points and thus move up in the ranking. The game increases the attention that even with small steps one can have a huge impact on the environment.

"With the high influx of information regarding how one can live sustainably, it's easy to be overwhelmed and feel stuck without knowing what necessarily to do. I am made aware daily of the consequences of human actions on the environment and its effects on us - large amounts of carbon dioxide in the atmosphere, rising temperatures and large amounts of waste in the ocean. I know I have to be more conscious about my actions on the environment, but I just don't know where to start" says Anne, a 19-year old student living in a student residence in Munich. "Thanks to the TipTabToe App, I am presented with trustworthy information about how I can incorporate sustainable habits into my daily life in an easy and fun way. Just by being conscious of my electricity usage and online shopping habits, I have reduced my carbon footprint level by 5%. On top of that, I am also able to challenge my friends and family using the multiplayer option, making it easier to motivate each other towards living sustainably."

By using the Hashtag #ttt and by registering now, you take responsibility for our earth. So, if you feel prepared, show it by downloading *TipTabToe*!

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SEITE 2

3.4 Solution FAQs

3.4.1 FAQs End user

- Q: What's the source of your information regarding sustainable consumption/ living?
- A: We used the official homepage of the SDG for our information. Moreover, we used the question we asked ourselves. The sustainable matter we wanted to know.
- Q: Are there any extra benefits of using the application?
- A: I can play with my friends; my family and I receive knowledge step by step. It is not that overwhelming than the news.

- Q: And how it is different from other applications on the market?
A: Footprint calculator is very stressful because you have to know all the data about your house. It is interesting of course but still very time-consuming. I really appreciate learning all this information little by little.
- Q: Are there ways to inform the customer about interesting SDG news (push up news) to stay informed?
- A: "Anne, I think it is easier to give you a quick tour through the future app and new features, then it will be clearer"
- Q: Where can I upload my feedback related to questions or to the app in general?
- A: I think there are some pretty cool features coming up soon. Let's stay tuned within this presentation and have a look.

3.4.2 FAQs Client

- Q: What is the vision behind TipTabToe?
A: The vision of TipTabToe is to guide people to a climate-friendly lifestyle in a playful and motivating way.
- Q: Where does the idea of TipTabToe come from?
A: Facing the climate crisis is usually accompanied by non-motivating threat scenarios – TipTabToe will be a compensation and it operates on giving positive and non-judging impulses to its users.
- Q: What is the client's goal in five years?
A: TipTabToe will be a relevant mobile app in the market of lifestyle apps and games.
- Q: When do we have to start thinking about another hosting (AWS just for the project)?
A: Question is not needed anymore.
- Q: Why should the customer use the app rather than another?
A: There is no other app/game. Tip Tab Toe incorporates the idea of a fast-paced mobile game that is able to transmit knowledge on the highly complex topic 'climate change' in a very accessible and even entertaining way. TTT's uniqueness lies in combining education with gamification.
- Q: Is the beta version available for Android and IOS devices free of charge?
A: yes.
- Q: Who is going to be the contact person when the T4 team project is over?
A: Yuki Hayashi, Heiner Weigand

- Q: Do the clients have some procedure in mind regarding the testing?
A: No
- Q: If the app is non-profit, how would the costs be covered?
A: The app will be financed by private sponsors and/or public subsidies.
- Q: What customer problem is the solution trying to solve?
A: Customers shall be guided toward to a climate-friendly lifestyle.
- Q: Where can I get more information about the company behind the app and the product?
A: www.TipTabToe.com