

Ideas and Concepts from lectures implemented in Project

Gamification: is the idea of incorporating concepts usually found in gaming to our software solutions, in the case of my project it is a game itself and thus incorporates many of these concepts. As my project is aimed for the younger audience of teenagers/children, an age group which is notorious for playing a lot of games, I hope that by engaging in rewarding gameplay and disguising what would normally be considered another boring class/lecture as a game, they consider the lessons I am trying to teach and become more curious about the SDGs relating to renewable energy and responsible consumption.

Creativity: As the young mind is more susceptible to change and is more open to creativity, my aim is to provoke thoughts in these young folks minds so they can come up with creative solutions in the near and or far future as to how to improve the health of the Earth via responsible consumption and renewable production. My game will have a few facts from a few sources about improving power usage and so is considered to be a read only architecture, with the aim of once again allowing these young minds to become engaged with thoughts and ideas on how to improve themselves and how to improve the wellbeing of the planet.