



# NABATGO



## PROBLEM

### Environmental Threat

Desertification affects over 80% of Saudi Arabia's land, leading to degradation, biodiversity loss, and harming long-term sustainability.

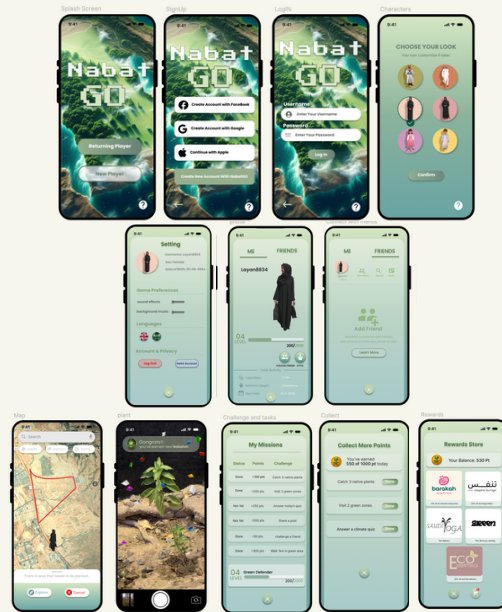
### Low Awareness

Environmental awareness is especially low among youth, which limits public involvement in ecological solutions.

### Lack of Engagement Tools

Current methods don't effectively engage people in environmental action. There's a need for fun, interactive solutions that drive behavior change.

## INTERFACES



## ABOUT THE GAME

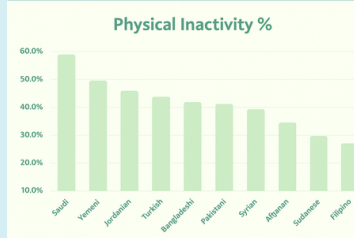
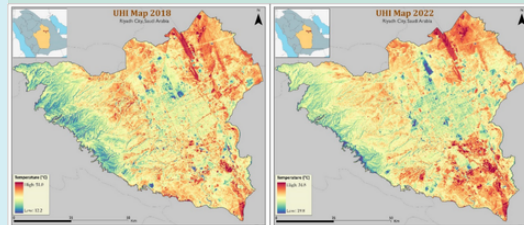
### IDEA

NabatGO is an interactive mobile game that uses AR and GPS. It motivates players to explore and "repair" real-world areas affected by desertification or neglect through engaging gameplay.

### LINK TO THEME

- Promotes awareness of key issues: desertification, reforestation, community participation
- Aligns with Saudi Green Initiative & Vision 2030
- Encourages small but impactful actions for sustainability

## WHY OUR IDEA IS NEEDED



Physical inactivity is linked to major health problems and disconnection from the environment.

- Over 80% of Saudi Arabia's land is affected by desertification.
- Riyadh is one of the cities most exposed to sand encroachment and land degradation.
- According to the World Health Organization, around 60% of adults in Saudi Arabia are physically inactive, especially among the youth.

## TEAMS MEMBERS



Layan Alharbi



Ghayah Alhazmi



Rayda Almadadi



Jory Alotaibi

## TECHNOLOGIES USED





## PROBLEM

Desertification is one of the most pressing environmental challenges facing Saudi Arabia. It leads to land degradation, loss of biodiversity, and threatens long-term sustainability. At the same time, environmental awareness—especially among youth—is relatively low, limiting public engagement in ecological issues. Our solution tackles this problem through an engaging mobile AR game that combines entertainment with education. The player experiences the transformation of degraded lands into green spaces, encouraging positive environmental behavior in a fun and interactive way.

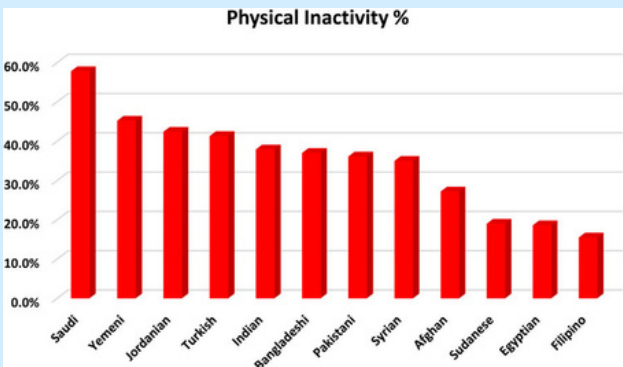
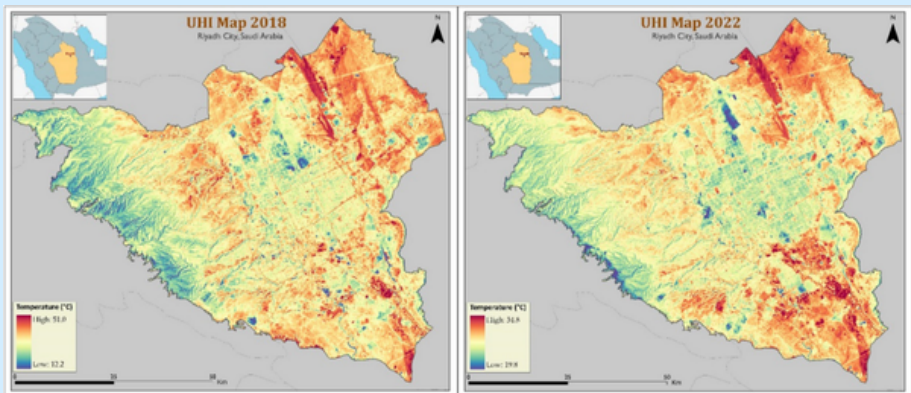
## IDEA

NabatGO is a fun, interactive game that motivates users to explore real-world areas affected by desertification or neglect. Using AR and GPS, players can “repair” nature through gameplay.

## LINK TO THEME

it promotes environmental awareness and connects users directly to key concepts such as combating desertification, reforestation, and community engagement. It supports the goals of the Saudi Green Initiative and Vision 2030 by encouraging players to take small but impactful steps towards sustainability.

## DATA



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## INTERFACES

## TEAMS MEMBERS



Layan Alharbi



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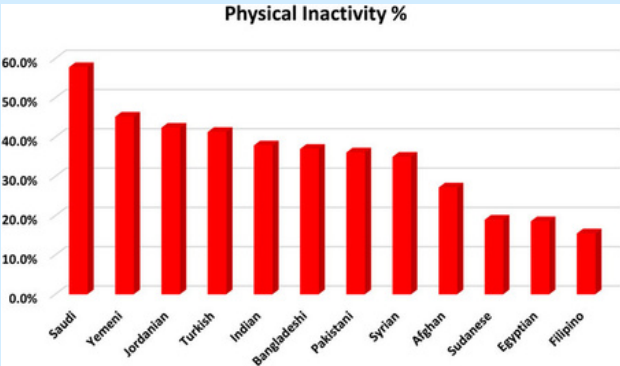
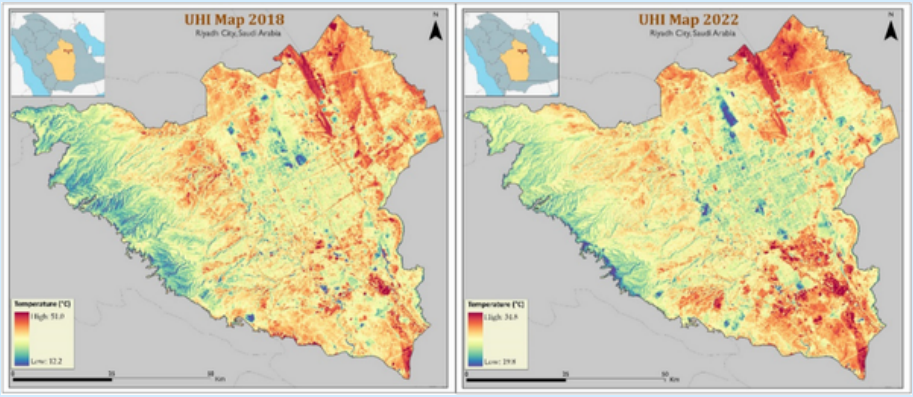
Raydaa Almadadi



Jory Alotaibi



DATA



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