

# UN sustainability goals and our project

Gamification is “adding game mechanics into nongame environments” where we aim to use game mechanics in a learning environment

(<https://www.biworldwide.com/gamification/what-is-gamification/> ). Our idea is to use gamification principles to foster knowledge about the UN goals amongst young people and we suggest that the game could be used in schools. We however believe people (both young and old) outside school will find the game entertaining and useful as well.

We will primarily focus on goal 14, Life below water, which is about conserving and sustainably using the oceans, seas and marine resources. Through the game we want to show the effects of different marine pollutants such as plastics and heavy metals, and increase the awareness of overfishing, destructive fishing practices, biodiversity below waters and much more.

The information above will partly be embedded in the “main game”, but we will furthermore include quiz-questions about the goal 14 itself and issues regarding life below water. As mentioned in the description, there will be questions when losing all lives from catching the wrong fish. Maybe the fish is protected or has too high levels of heavy metals, which the player must avoid.

We hope to achieve an enjoyable game which at the same time provides young people with important information and enhances education within sustainability.