

# NRGo

## Swiss energy challenge

Benefiting Climate x2



# IDEA



## Challenge

- 1) more sustainability, reduce CO<sub>2</sub>
- 2) spend saved money on projects

**Problem:** Take their saved money and spend it: punishment!

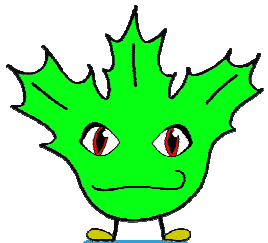
**How get them to change and spend money?**

→ Lets let the children change their parents!



## Game:

- Collecting cute items (Elements) → want to have more
- complete sustainable quests → be sustainable
- include the parents → encourage parents to be sustainable



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Svilen Stefanov

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Luca Autunno

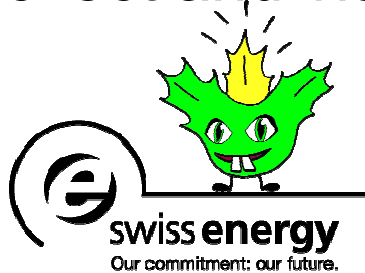
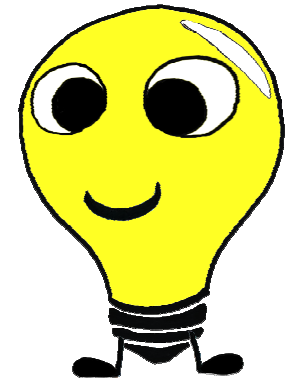
Simone Eberhart

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# ASPECTS OF THE GAME

- Blockchain:
  - Each Element is unique and gets better in higher levels
  - Money is safely reinvest in sustainable projects
- Competition/Trading → create a hype
- Quests get children to be sustainable
- Parents have to be sustainable:
  - Buy Elements → donation
  - Integrate IoT devices, walk the child to school, etc.
- Collect and visualize data (baseline quiz, integrate IoT devices)



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# SYSTEM



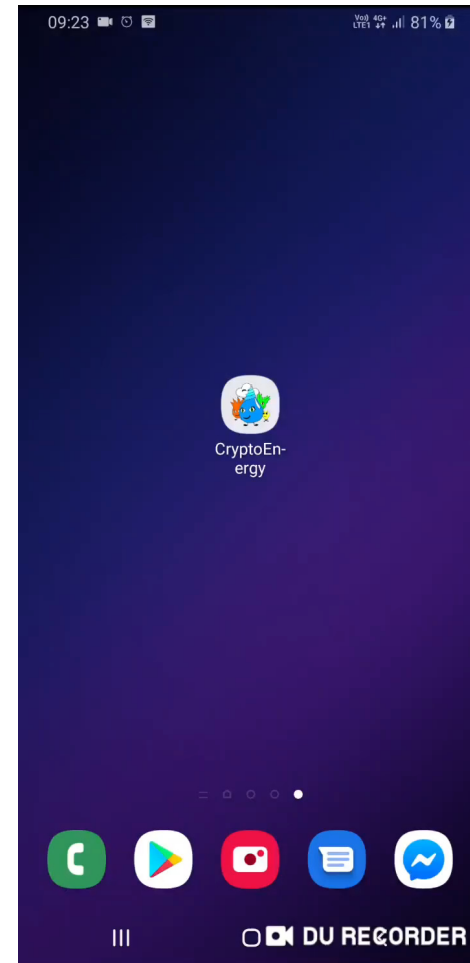
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# DEMO VIDEO



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