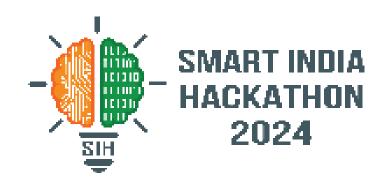
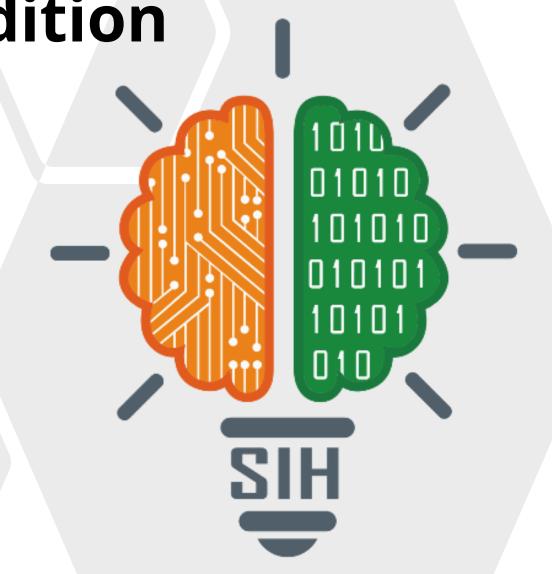
SMART INDIA HACKATHON 2024



Ocean Explorers: The Knowledge Expedition

- Problem Statement ID SIH1660
- Statement Title- Interactive gamified approach to Ocean Literacy
- Theme- Smart Automation
- **PS Category-** Software
- **Team ID-** 2024T15
- Team Name-



Ocean Explorers: The Knowledge Expedition



GOAL



Innovative gamified educational tool to raise awareness about the ocean.

PROBLEM



All generation requires engagement with nature, aiming to achieve ocean literacy.

SOLUTION





Motivate Ocean Protection



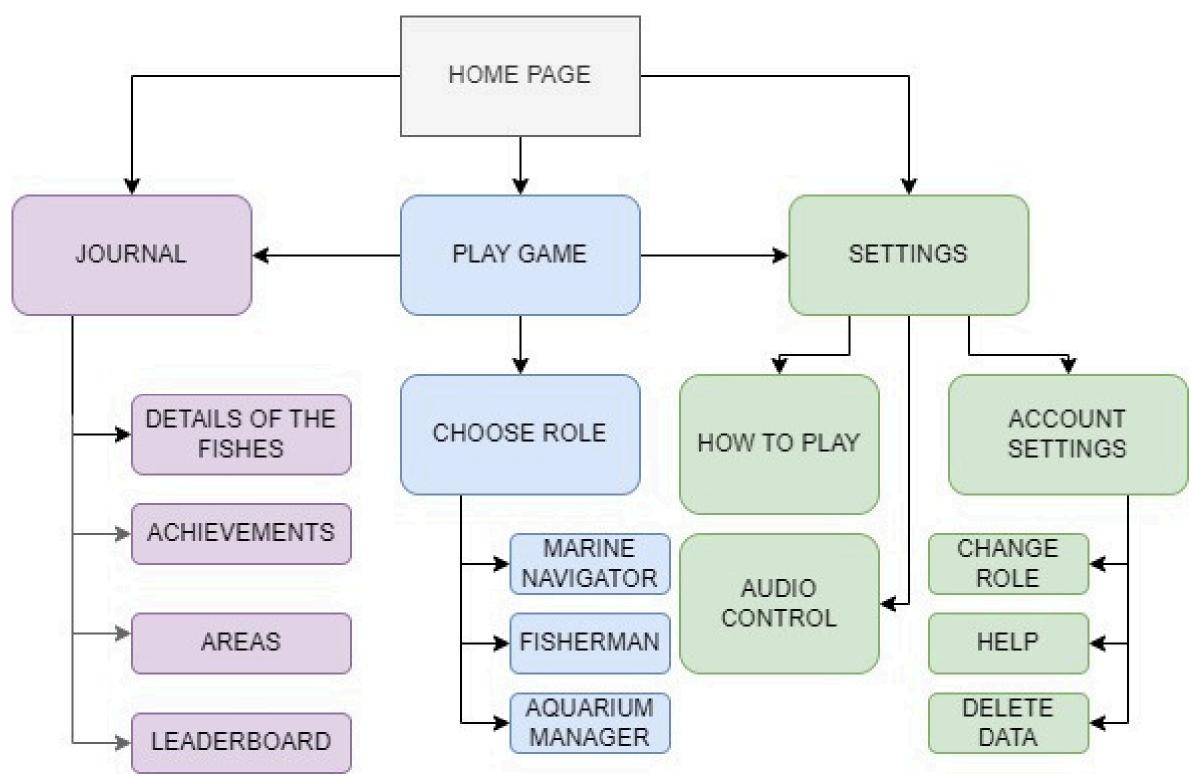
Geographical Data Usage

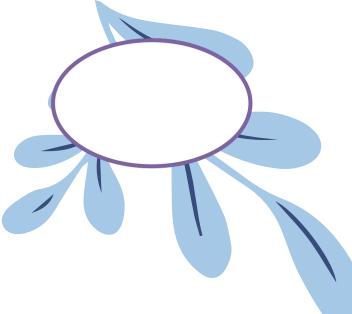
TECHNICAL APPROACH











Specific in-game roles to represent different aspects of the ocean



Allows tracking of fishing activities and journaling

Using satallite images and GIS to create a replica of costlines



CHALLENGES

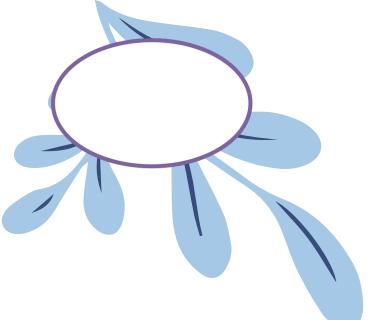


FEASIBILITY

Stimulation of real geographical locations and ocean ecosystems

Queue system for leaderboard management





IMPACT AND BENEFITS





Targets All Age Groups



Interactive while fostering Knowledge



In game milestones encourges learning



No prior knowledge required

RESEARCH AND REFERENCES



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