

SMART INDIA HACK

TITLE PAGE

- Problem Statement ID - SIH1660

Statement Title- Interactive
gamified approach to Ocean

Literacy

- Theme- Smart Automation

Ocean Explorers cheese

Knowledge Explorer



- Objective: Develop an interactive gamified approach increasing engagement and motivation through game-based learning experiences that cater to providing immersive learning experiences that encourage collaboration and competition among ocean advocates.
- How it addresses the problem : To create an innovative solution that informs individuals about the ocean, ultimately contributing to the sustainability of marine ecosystems.
- The solution merges gamification and education to raise awareness and inspire action.

TECHNICAL AI

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Multiple tools will be used for game development

- Godot for animation, logic, and UI/UX design
- Blender for creating models
- ZapSplat for audio
- Leaflets and openstreetmap for coastal area design
- MySQL for database hosting
- GitHub for version control

Playtesting for feedback and improvement, ensu

FEASIBILITY ANALYSIS

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FEASIBILITY:

- Uses real geographical locations and ocean ecosystems
- Enables tracking of fishing activities and maintaining a journal
- Records marine life encountered during fishing expeditions
- Captures coordinates, weather, types of fish caught, and habitat observations
- Enhances fishing experience and
- Implemented by experienced leaders
- The educational pronouncements
- Established game rules
- Used in various environments

IMPACT AND E

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- The program targets All Age Groups to raise ocean awareness.
- It offers tailored content for each group: interactive games for children and teenagers and fostering knowledge and activism for adults.
- This multi-generational approach aims to unite the community in ocean preservation efforts, creating lasting positive change

RESEARCH AND R

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<https://oceandecade.org/challenges/>

