Hello dear colleagues,

As part of my scholarship work in the Communication Office of the University of Alicante (Spain) I have been developing a game on Unity with the intention to raise awareness on environmental protection and sustainable consumption. So, the idea of the game is to teach in a funny way how to properly recycle the different products we consume on a daily basis. The project purpose is solely educational, for me as the developer, this game being part of the studies I'm coursing for the Multimedia Engineering degree, and for the people playing the game, that can learn to classify and recycle the garbage that we are commonly surrounded by. Our intention is to publish the game on the iOS and Android stores for free and encourage people to play it and learn about this matter while having fun. We also want to contact other public schools and institutions and suggest them to complement their environmental care lessons with this game, to make it easier for kids, and adults even, to get involved on the subject. The University of Alicante is a public entity so it is not possible to approve the purchase of a Unity yearly license for an isolated project like this game. I’m contacting you to find out if it would be possible to publish this game under a free Unity license or if there is any other solution that adapts our situation.

Thanks for your attention.