



JARS with an E

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Location QR

You are at

Forum

Enter access code to play

Code

SUBMIT

Explore the campus and scan QR codes to unlock all the minigames

Purrr-sue the Lead

Leaderboard

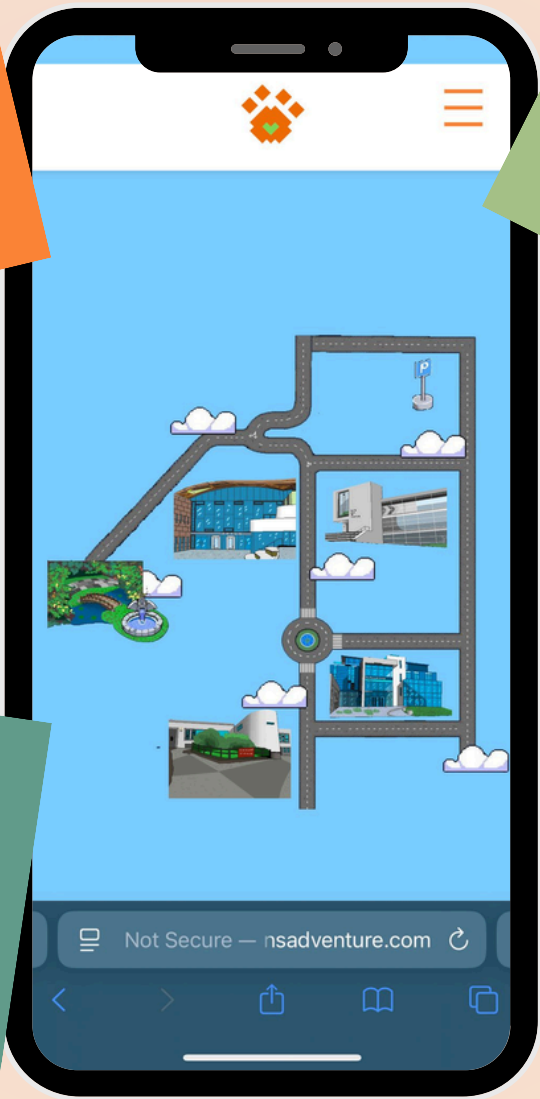
1		?	1336
2		?	653

Compete with other players for the top scores

5 Tailored Minigames



Learn how you can champion better waste management at each location



Get Started!



<http://www.napoleonsadventure.com>

Market Research



Image source: European Commission, Knowledge Centre for SDGs, SDG 12.

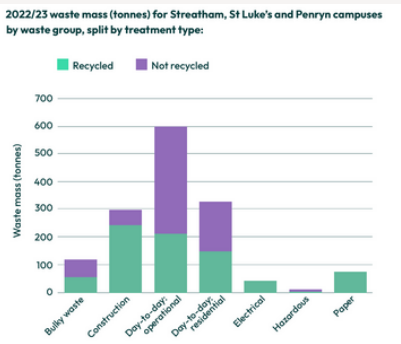


Image source: University of Exeter, "Circular Economy and Sustainable Resource Management Strategy," 2024. Retrieved from www.exeter.ac.uk

Targets	Key performance indicators (KPIs)
Waste reduction – 47% reduction of total waste mass (tonnes) by the end of the 2029/30 academic year against a baseline of 1,477 tonnes in 2022/23.	Total waste mass (tonnes).
Increased reuse – 75% increase to the mass of items being repurposed or reused by the end of the 2029/30 academic year against a baseline of 42 tonnes in 2022/23.	Total reuse mass (tonnes).

Image source: University of Exeter, "Circular Economy and Sustainable Resource Management Strategy," 2024. Retrieved from www.exeter.ac.uk

Aligning with SDG 12: Responsible Consumption & Production

- Relevance: SDG 12 promotes reducing waste and maximizing resource efficiency.
- Application: The project encourages responsible consumption by integrating gamification to enhance engagement with sustainability.

University of Exeter's Circular Economy Strategy

- Connection: The University aims for a 47% waste reduction (by 2029/30) and a 75% increase in reuse, aligning with SDG 12. It also prioritizes stakeholder engagement and education on sustainability.
- Impact: This project supports these goals by using interactive experiences to raise awareness and encourage responsible resource use.