

NFO SHEET

WHY?

To inspire, motivate and support the implementation of positive changes in everyday life in our local communities, and create a positive global platform to share solutions and ideas.

WHAT?

A board game and adjacent LIVE online platform where the results of the game will translate into aim to have an intentional effect: concrete actions in real life which will then also influence the boardgame flow and strategy.

THIS GAMIFICATION TECHNIQUE TURNS
THE TOOL INTO A 'LIVING AND DYNAMIC'
INSTRUMENT WHERE YOUNG PEOPLE CAN
SEE AND EXPERIENCE THE FACT THAT
REAL LIFE ACTIONS TAKEN BY THEM
HAVE A CONCRETE IMPACT.

HOW?

- Design and creation of a board game between young people and partner organisations
- Implementation of solutions/activities at a local level
- Ongoing access to the online platform to share knowledge gained through the delivery of activities
- Ongoing review of activities and solutions online and locally

PARTNER ORGANISATIONS

ARGONAUTA
ELEGAST
MARTINNEN
Produções Fixe
PROMESAS
POSEJDON

AIMS

To raise participants' awareness of the impact to the planet of CO2 footprint of everyday actions.

To launch ideas and concrete sustainable actions which contribute towards solving environmental problems in our communities and at a wider level

To create an online platform to share local actions, increase the effectiveness of the actions through peer support and inspire other communities.

To share concrete solutions to (local) environmental problems and consumption attitudes.

To share local success stories that have spurred change in local government engagement and influence local 'green' policymaking.

To support the adoption of the concept of self-sustainability

To support young people in their (pro)active role in integrating sustainable solutions into everyday life.

