"Uncertainty and ignorance of mankind about the effects of climate change is slowly leading to extinction of numerous ecosystems across the globe."

Hi, I am **Pumba** - the polar bear!
My ice is melting, I will have nowhere to live!

Hi, I am **Tuki** - the toucan!
Deforestation is destroying my home!

Hi, I am **Carl** - the clownfish!
Ocean acidification is killing my coral reef!

Hi, I am **Puca** - the pika!
The mountains are getting too hot for me!

**SOLUTION**

"Understand, learn and mitigate climate change through a game!"

EcoQuest intends to teach children about climate change and its catastrophic effects on animals. The game takes users through the journey of four animals, each belonging to a species that is rapidly moving towards extinction.

The quiz and visuals have a **threelfold game strategy**: a) build empathy for the animal, b) learn how climate change affects these animals, c) which simple acts go a long way to help mitigate the problem. Each player has 3 game lives. With loss of each game life, the visuals change to portray the worsening condition of the animal's habitat.

**PROCESS**

- Research
- Ideation
- Design
- Develop
- User Testing