"Art & Science on Climate, Equality & Peace" Leonardo 4 Children

Chosen Field: Climate

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We present: Ecolife

Ecolife is a board game that deals with environmental issues in Europe. We developed a game playable to everybody, from children to adults.

The main goal of our project is to sensibilize people about European problems that affect the environment, involving the players into a game that subconsciously.

The game is organized into two phases. The first one is about reaching the city in which you have a mission to achieve, in the most eco-friendly way possible.

When you reach the designed city the second phase starts.

This phase involves solving the issue, answering questions about general environmental problems that affect europe.

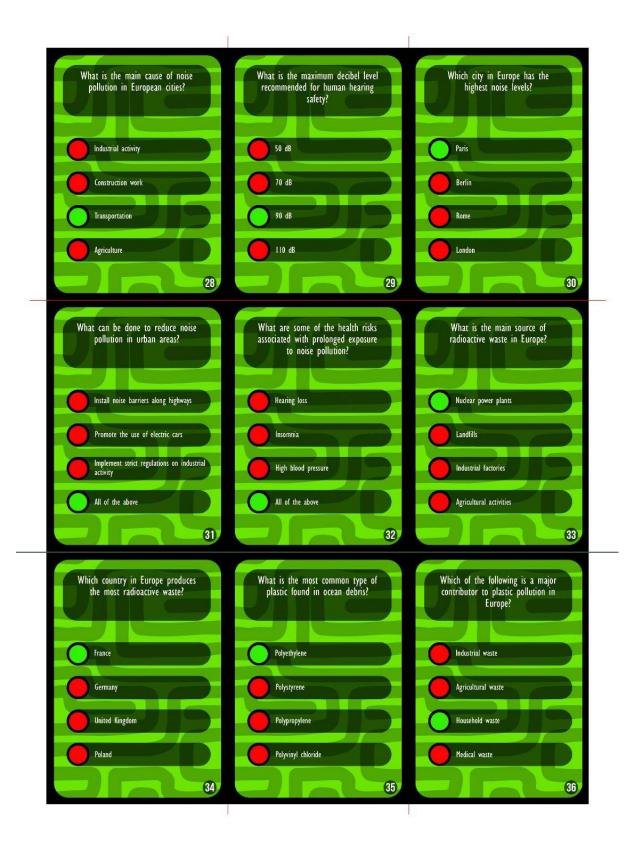
Combining the results of the two phases the player that was able to face the problems in the best way wins the game.

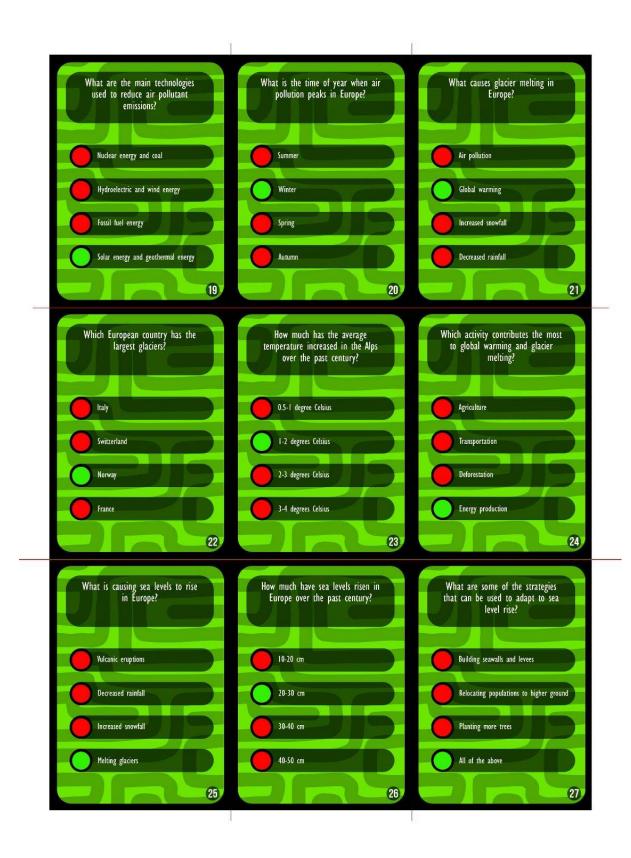
In this way we combined both strategy and knowledge, in order to make the game interesting but also useful and educational.

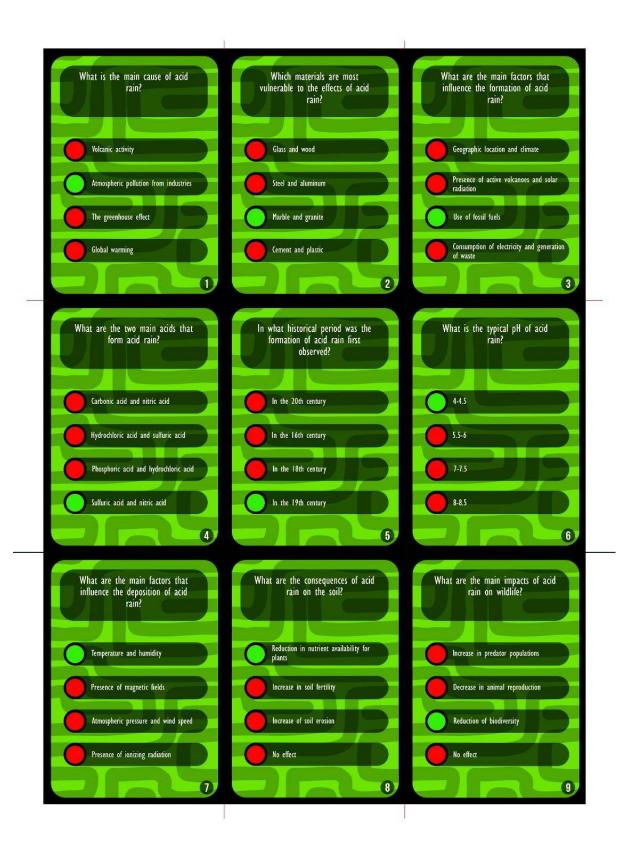
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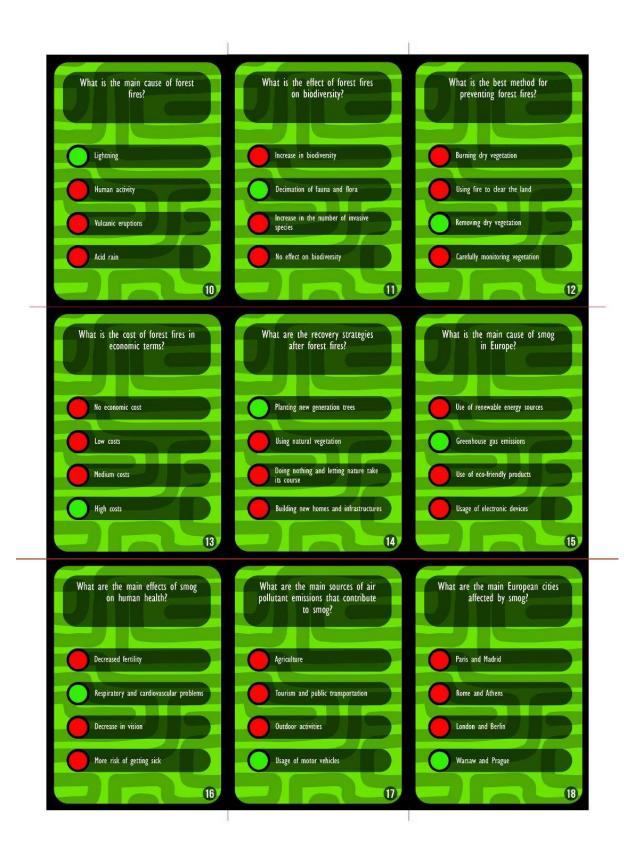
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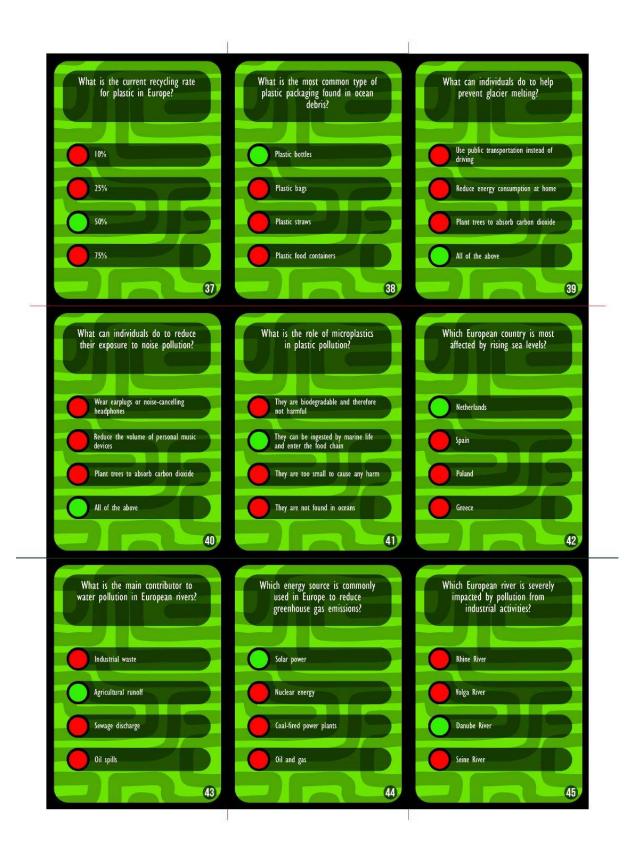
-quiz card











-mission card



- character cards



-pawns



-board

