



Winner of the Open Innovation Malmö

17 (sytten)

By Amanda Kramer, Malmö

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In the past 10 amazing years, I have taught a multitude of subjects and age groups. When I discovered the UN Global Goals, it has been a mission of mine to engage and empower as many teachers and kids as I can. Last year, I started Social Impact Revolution in attempts to continue bridging the gap between sustainability initiatives and future generations. It has been an exciting journey of workshops, content creation, and now game-making! All of what I do is for a dream to inspire as many future citizens as possible and empower them to be problem solvers for a better, for sustainable future... their future.

Game description:

DK: 17 (syttten) er et uddannelsesbaseret brætspil, der involverer både samarbejde og konkurrence. Det skal engagere eleverne om de 20 bærefulde udviklingsmål fra 2030. De studerende spiller i grupper af 2-5 personer for at nå alle de globale mål, inden tiden løber ud eller før en verdensomspændende krise indtræffer. De studerende skal lægge strategier og arbejde sammen for at nå disse mål før spillet slutter, men de konkurrerer også om at prøve individuelt at nå de fleste mål. Målene opnås ved at lave bæredygtige livsstilsvalg og få indsigt i globale spørgsmål og statistikker indenfor dagsordenen for 2030. For at skabe endnu mere spænding omfatter spillet tilfældige begivenheder, der kan forstyrre eller hjælpe spillerne undervejs. De studerende lærer at redde verden, et terningekast ad gangen!

UK: 17 (Seventeen) is a collaborative and competitive board game that is educational and engages students about the 17 Sustainable Development Goals of 2030. Students play in groups of 2-5 to reach all the Global Goals before time runs out or before there is a worldwide crisis. Students strategize and work together to reach these goals before the game ends, but they are also competing to try and individually reach the most goals. The goals are achieved by making sustainable lifestyle choices and gaining insight on global issues and statistics within the 2030 agenda. For even more excitement, the game includes random events that can disrupt or help the players along the way. Students are learning how to save the world, one roll at a time!

About the call: The challenge of the Open Innovation 2030 Agenda Call in Malmö was to design the 17 Sustainable Development Goals for the sustainable school of tomorrow. The goal was through innovative ways to highlight and raise awareness about the Sustainable Development Goals (SDGs) in existing and new school environments, supporting sustainability as an educational idea. The call searched for functional, informative, playful and cost-efficient innovations inviting children in different ages to learn more about the SDGs and how they can be assessed in daily life to support the transition to a more sustainable society