



Finalist at Open Innovation Malmö

SDG Battlefield

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SDG Battlefield is designed by business graduate Linda Weiss (Germany) and designer Josefine Strandgaard (Denmark), who are Climate KIC'ers and work together as SDG ambassadors. The Gathering support in Missouriidea started during a summerhouse weekend brainstorming about how children can be taught SDG's by gamification. We believe that it is important to teach children from an early age about the SDG's to understand the interconnection of the individual goals. The Open Innovation Call is a great opportunity for us to develop a solution that could have a great impact combined with working on something we are passionate about.

Game description:

DK: Det interaktive spil "SDG Battlefield" lærer eleverne om FNs verdensmål (SDG), de udfordringer vi står overfor – og muligheden for at handle. Målet er at lære deltagerne, at alle kan handle for at nå verdensmålene. Hver spiller bliver udfordret med bæredygtige dilemmaer, som de kann bekæmpe med løsninger såsom „kød fri mandag i kantinen“. Målet er at opbygge en skole, der er modstandsdygtig overfor uforudsete hændelser og samtidig bidrager til at løse verdensmålene. Spillet er designet brugere i alderen 9+ og gennem et open design kan alle tilføje løsninger, samtidig kann spillet tilpasses forskellige aldersgrupper eller målgrupper, ved at kombinere elementerne på en ny og kreativ måde.

UK: The interactive game "SDG Battlefield" teaches students in a playful way about the global development goals (SDG) and the challenges we face today - with the ability to act. The goal is to teach participants that "everyone can act to achieve the global goals". Each player is challenged with a certain scenario, for example "Our school". Throughout the game, the player will find solutions such as "meat-free Monday in the school canteen" to improve the schools social and environmental impact, but they must constantly be aware of additional dilemmas evolving! The goal is to build a school that is resistant in the future. The game is designed for users aged 9+, and through an open design approach, additional solutions can be co-created to match other age groups and audiences, combining elements in a new and creative way.

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