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ECOPOLY:
PLAY NOW,
SAVE THE
PLANET!

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About the Project



Project Name: Ecopoly: Play Now, Save the Planet!
Big Idea: Climate Action

13 CLIMATE ACTION



About the Project

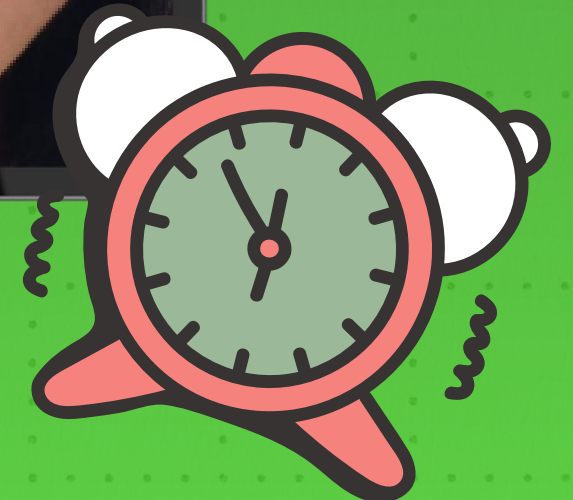
**HOW CAN WE MAKE LEARNING
ABOUT CLIMATE CHANGE FUN,
ENGAGING, AND EASY TO
UNDERSTAND?**

ABOUT ME!

Team Member : Amabel T

Organization Name : Leap English and Digital Class

Location : Surabaya, East Java, Indonesia





ENGAGE

- Many students learn about environmental issues in theory, but it can feel distant or overwhelming. I noticed that it's hard for people to understand how everyday decisions — like consumption, energy use, or waste — connect to larger environmental impacts.
- I have always enjoyed board games and wondered if games could be a way to make sustainability more relatable. I chose this topic because I wanted to create a learning experience that feels fun and interactive instead of lecture-based.
- Climate change and environmental degradation are global challenges, but meaningful action often starts with awareness and behavior change. If people don't understand the consequences of choices, it's harder to make sustainable decisions in real life.



INVESTIGATION

- I researched environmental topics such as carbon footprints, resource management, and sustainable lifestyles to understand what concepts could be translated into gameplay. I also visit mangrove park and have an expert session with a member of the SeaSoldier Community. Not only that, I found out more about board games and how people interact through games.
- Through brainstorming and prototyping, I experimented with different mechanics, rules, and scenarios to find ways to represent real-world trade-offs. Feedback from peers helped refine the game so it balances learning with enjoyment.
- This process taught me that designing a game about sustainability requires simplifying complex systems while still keeping the message meaningful.



INVESTIGATION



My visit to Mangrove Park and explanation from SeaSoldier Community has opened my eyes!

#SEASOLDIER



ACTION

- **Identifying the idea**

- I started by exploring how a board game could help people understand environmental challenges in a more engaging way. I thought about how real-life choices could be represented through gameplay.

- **Researching sustainability concepts**

- I learned about topics such as resource use, environmental trade-offs, and sustainable behaviors to make sure the game reflects real-world issues.



ACTION

- **Designing the game mechanics**

- I created rules, scenarios, and objectives that allow players to make decisions and see how those decisions affect environmental outcomes.

- **Creating the prototype**

- I designed the board, cards, and visual elements using digital tools like Canva and simple materials to bring the concept to life.

ACTION

The Board and cards



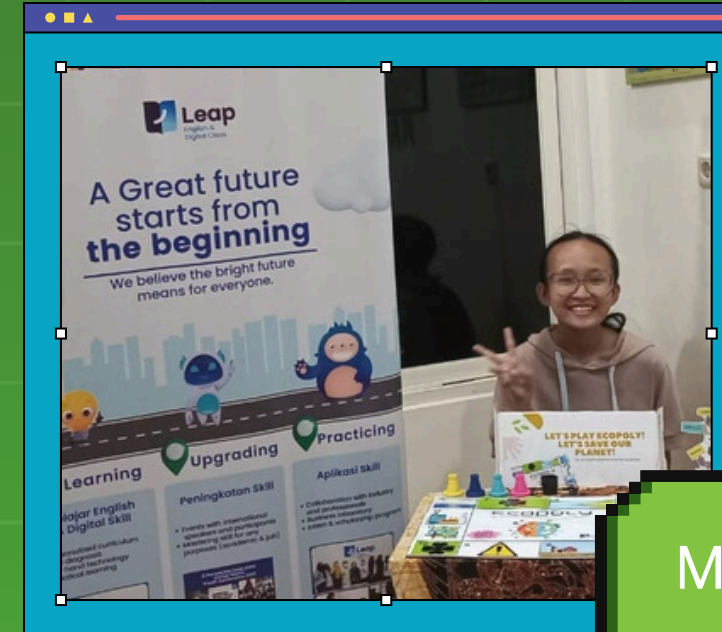
ACTION

- **Testing with players**
 - The game was tested with classmates to observe how players interact, what they understand, and what could be improved.
- **Gathering feedback and improving**
 - Based on feedback, I refined the rules and adjusted elements to make the game clearer, more balanced, and more meaningful.



ACTION

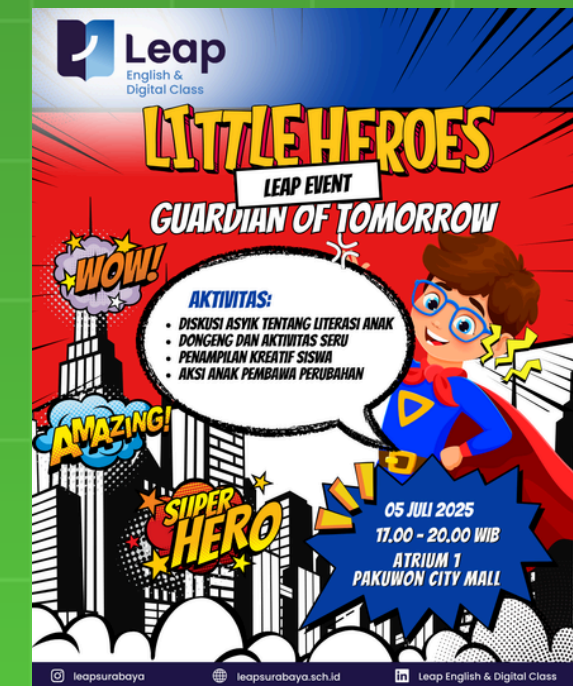
- Presenting my Ecopoly:
 - I presented my Ecopoly in an Eco Fair x YouthMADE Festival
 - I also opened a game booth in the event Heroes of Tomorrow, held by Leap English and Digital Class in Pakuwon City Mall, July 2025



My photos during Eco Fair x YouthMADE



My game booth and presentation in Pakuwon City Mall



FUTURE DEVELOPMENT

In the future, I want to turn Ecopoly into a simple web-based game so students can play it online, not only on a physical board.

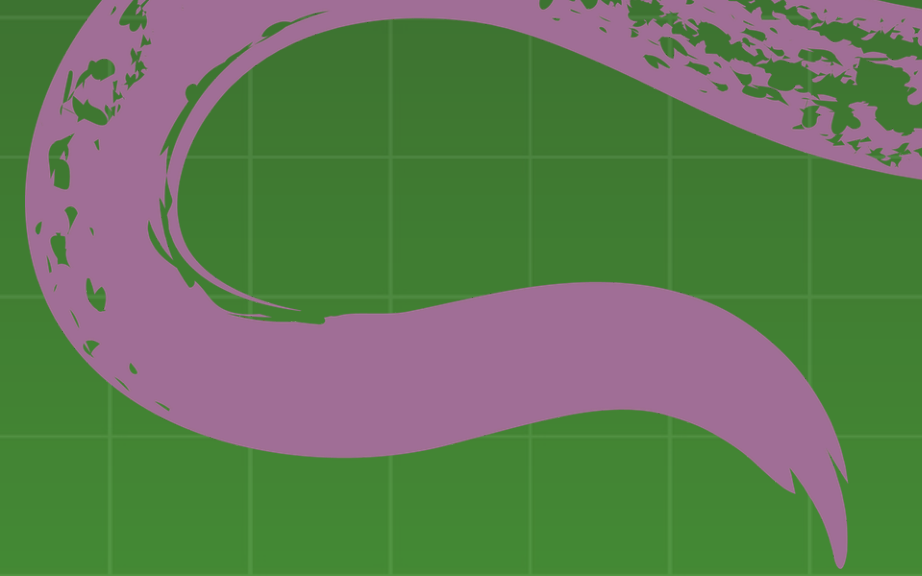
The digital version could include:

- Interactive question cards
- Score tracking
- Updated climate topics
- Local environmental challenge

This would make Ecopoly easier to share with other schools and allow students to keep updating the content each year. The goal is to keep learning about climate change interactive and accessible anywhere.



CONCLUSION



Ecopoly shows how learning about sustainability can be interactive and meaningful. Through designing and testing the game, I explored how complex environmental challenges can be translated into everyday decisions that players can understand. The project highlights that small choices matter and that creative approaches like games can help people think differently about their impact on the planet. Moving forward, Ecopoly can continue to evolve with more feedback and inspire others to learn about sustainability in engaging ways.





THANK YOU!

“If we can understand the impact of our choices in a game, maybe we can start making better choices in real life!”

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