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SIB (Sustainable Innovation Business) Game – Edtech and business game for sustainable and innovation solutions

Challenge

The World Economic Forum's Global Risks Report and other similar assessments attempt to identify and rank global risks. These reports highlight a wide range of interconnected challenges, including climate change, extreme weather events, natural disasters, biodiversity loss, water scarcity, geopolitical tensions, social inequality, cyber threats, and more. Addressing these challenges requires collaborative efforts from governments, organizations, communities, and individuals to foster sustainable development, promote social justice, and protect the environment for current and future generations.

Context

The SIB Game board project was first idealized by Larissa Gurjao, a professional passionate for bringing sustainability and innovation to engage all the sectors on addressing the world's social and environment challenges. She has a dream to impact many communities in the world and her ambitions to reach SIB Game worldwide was in a digital platform. When she could have investment to develop the digital game and hire the team with different skills however with the same passion to change the world.

Since then, SIB Game has been an object of study in various programs. To name a few: The founder institute, Catalyst 2030, mentoring program Deloitte, Unleash and Microsoft for startups. At this moment, we are developing the product and business while also part of masters in social entrepreneurship at University of Southern California (USC).

Outcome

Sustainable Innovation Business (SIB) is an innovative game and methodology to build awareness and influence action around sustainability. Companies, universities, schools and NGOs are some of the institutions we can help.
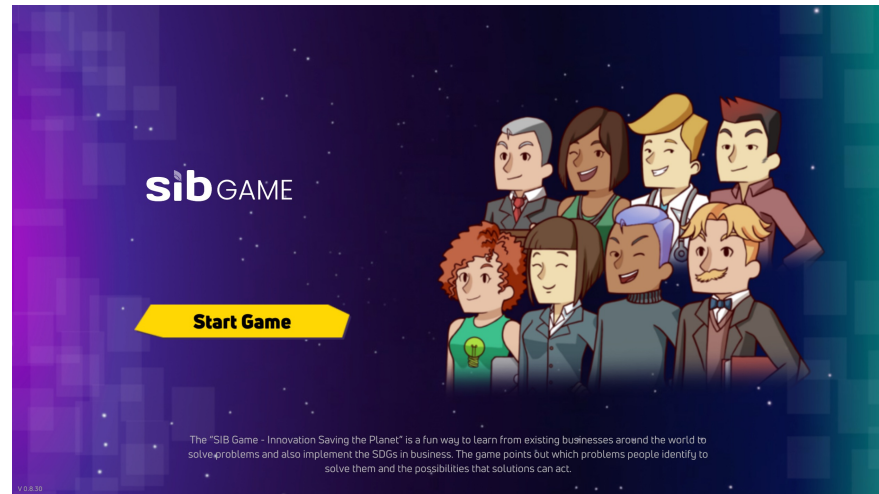
It's a collaborative game, where the role of each participant is crucial to solving the problems of the world together.

By playing the SIB Game, participants learn how to apply the SDGs in their business, create new social innovation solutions, find out what actions can be taken to solve problems and how to boost their business with a focus on ESG (Environmental, Social and Governance).
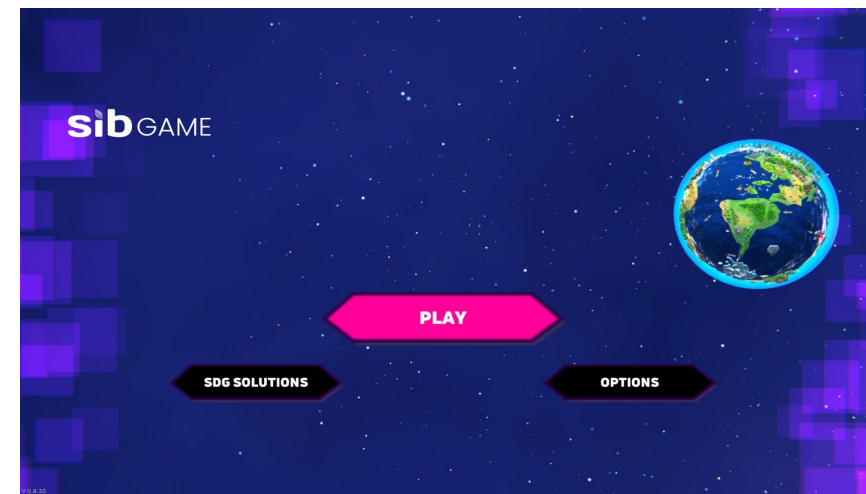

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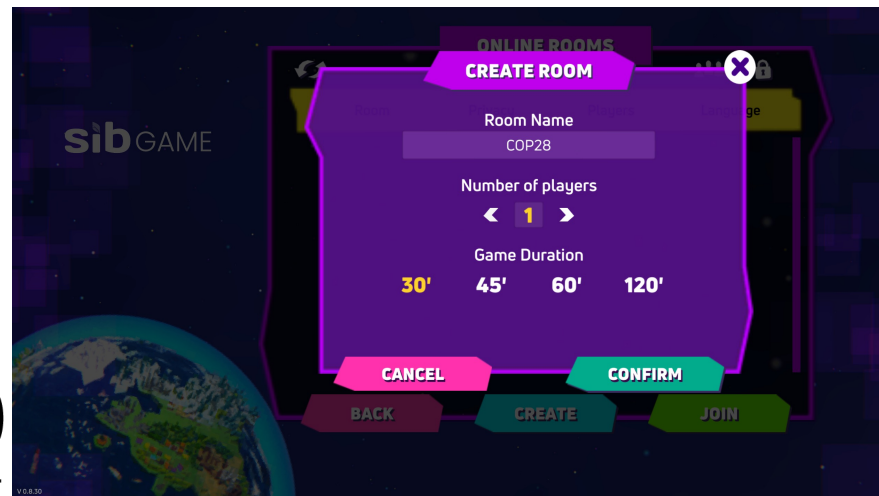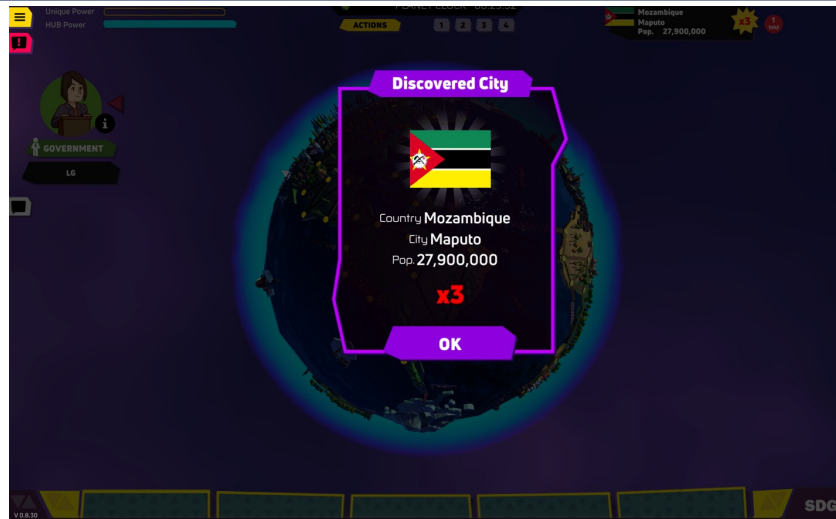SUSTAINABLE INNOVATION BUSINESS

PRE GAME SCREENS

- 1

- 2

- 3

- 4

GAME SCREENS

- 5

- 6

- 7

- 8

Ecosystem

Secondary Stakeholders

Educators / Teachers
Community Groups
Environmental Professionals
Technology provider
Researchers

Primary Stakeholders

NGOs
Educational Institutions
Organizations
Developers
Government Agencies
Players

Tertiary Stakeholders

Investors / VCs
Environmental Groups
International Organizations
Professional Associations

Organizations profile
SIB Products suggestions
User access
Payment, shopping data
Login
Organization setup
Game access
System Diagram
Game score
Innovation Sustainable solutions

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