



MOVE MINING COMPETITION

Participants:

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Wonder Mine's methodology is based on three basic phases which are:

- a) Educating,
- b) Finding
- c) Sharing.

Consists in an application that will use technological implements for creating an augmented reality. Motion graphics of daily objects into schools will be uploaded in this app in which students will find and scan stickers that will be hidden along the high school's building like laboratories, libraries, classrooms. The objective of the app is to show what are the ore minerals (sources) that components the desired object, so, the students will run in search of the knowledge.

The intention of the app is to get the people's awareness about the importance of mining in our daily lives, how it is involved and how essential is for getting the raw materials we need for the industries and for ourselves.

The costs of the project will be around \$1000, in which, \$450 will be destined for the app's creation, \$300 for effective logistics, \$150 for media strategies, and \$100 for the WonderMine's stickers.

The Wonder Mine app is oriented for 10 years to 14 year students of different public and private schools, at first, the initial test will be done in a local school of Guayaquil where the public will be Ecuadorian kids with the idea of recreating the activity in other schools inside and outside the country. Our ambition is to reach in all schools in América with the idea to show how effective is this proactive style of education and how Mining is important.

Wonder mine for a wonder future.