

Concept Abstract

Submit the one-page abstract with your concept video.
Abstract submission is required before concepts are posted online.



Team Name, Concept Name, Team Lead Name:
Mining Education, Education, Ariana Fatima Arteaga Pastor.

In a few words, describe the general idea of your concept (game/social media/signs/book, etc.)

Mining Education it's an application of a trivia game with questions and answers with alternatives, consisting of three levels, where each level is related to a specific topic, distributed as follows: minerals in Peru, the stages of mining and sustainable development in mining.

The objective of the game is that the user learns about formal mining by answering the questions of each level, in case of mistake the game will show the correct answer, giving the user the opportunity to restart the game as many times as necessary to obtain a maximum score.

In a brief paragraph, describe your concept and how it will change the public's perception of mining.

Mining education seeks to share real information by questions and answers about the importance and use of minerals, their form of extraction and commercialization, also how this economic activity contributes to the development of the country; this will allow the student to learn while playing in order to change their perspective, encouraging students to be part of this great sector.

In a few words, describe your intended audience.

The target audience of mining education is high school students from all over the country, from different cultures and realities, who are immersed in the world of technology and video games.

How far reaching do you envision your concept, that is, how many people and at what age ranges do you think your concept will reach?

Minig education is aimed at teenagers from 12 years onwards, in a first instance we will take our application to schools in the city of Trujillo, then we will spread it to all educational centers, trying to work in cooperation with the mining sector that seeks to change the perspective of mining in Peru. We will then expand it nationally and internationally, adapting it to the reality of each country. Minig Education being of global reach will be available on the web with immediate and free accessibility, in cases where there is no internet access the game can be transferred by USB key in the form of APK, and will be compatible with any operating system of a Smartphone.

Please show a general breakdown and total projected cost of your project, if it were to be noticed or sponsored.

Budget for the development of the game (software) = \$ 2 000.00
Play store services (annually) = \$25
App Store Services (annually) = \$99
Travel = \$2,000
Total: \$4 124

Briefly please include any additional information you would like judges to know about your concept.

In Peru, the majority of the population rejects mining activity because of the misinformation shown in the media. With Mining Education we seek to show true information, where our questionnaires will have a reliable source of information. In which we will highlight the real importance and contribution that this activity has, contributing to the development of the country.

In addition, we will have a mini-game about mining, which will be presented after each level to capture the user's attention and make him/her finish the game successfully.

At the end of the game, the user will get a personalized virtual diploma, according to the score obtained, with the objective of having a significant goal for the user.