### BEAR IN MIND

Challenge 2 – Konverto Team No bots

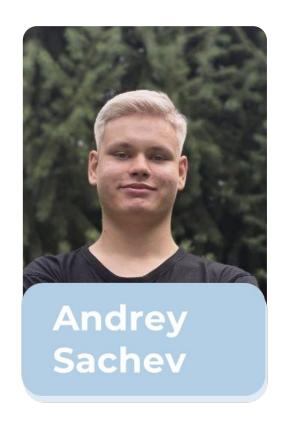
### TEAM

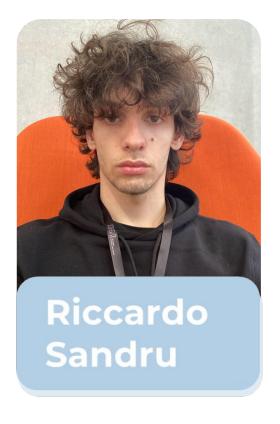
### Vibe checkers, public speakers, data collectors





#### Developers, designers





# WHAT HAVE WE DONE? to the planet

#### **Bear in mind**

is a web and mobile interface to **track carbon footprint** of employees

#### What do we achieve?

**Education**: get informed about the impact of everyday actions → curiosity as a driver

Simple engagement: visual unit of impact (ice melting)



Easy and fun way to be aware of the CO2 footprint

### HOW DID WE DO IT?

#### Approach and methodology

Data: annual sustainability report + user data insert

**Gamification**: actions inserted through the interface

#### **Key technologies**

vue.js, node.js, express.js, SQLite

#### Challenges

How to be engaging but not policing

## **DEMO**

https://test-noi-hackahton.onrender.com/



