

The Problem

- Low-moderate income communities have been traditionally left out of solar investments.
- 43% of households are low-moderate income
- Biden administration released a blueprint to achieve 45% solar energy by 2050, we need to engage these communities to reach this.



Solution Overview

- The Gamifying Education and Outreach (GEO) Platform gamifies solar energy education for all.
- Interactive games will be used to inform players on how solar energy works, why it is important, and tips for the player on how to implement changes in their own lives to help the environment.
- Engagement will be incentivized through a rewards mechanism to encourage learning



GAMIFICATION CONCEPT

