

PURPOSE

What is the biggest purpose behind your idea?
(a highly aspirational tagline that tries to solve a global challenge)

DAWNING THE ERA OF MENTAL HEALTH TO PERSONALIZE EDUCATION

Mental illness is a silent killer, especially amongst today's youngsters. We aim to make ripples in the field of mental health in students by inculcating in them a sense of good mental well-being, right at the educational level - all with an innovative video game!

SOCIAL IMPACT

What positive impact does your idea have on society?

GOOD GAMING: PROMOTE WELLNESS, NOT VIOLENCE

Our idea helps to facilitate children in prioritizing mental health along with their education curriculum for a stronger and resilient future.

By collaborating with mental health experts and effectively involving the parents and teachers in the student's mental health, we aim to bridge the communications and interactional gap between parents and teachers with the students in the field of mental well-being.

This means more mindful students, less suicide and mental illness rates, and excellence in life.

ENVIRONMENTAL IMPACT

What positive impact does your idea have on the environment?

GREEN GAMING: SUSTAINABLE, MINDFUL, RESOURCEFUL

We will manufacture our video game adhering to the principles of Green Gaming - powering our data through data centers powered by renewable energy sources, minimizing waste.

Our idea also fosters the sustainable use of resources and environment-consciousness, not just by the product, but also to the customers through our various tips.

Our periodical tips and prompts will focus on reducing eco-anxiety and increasing environmental well-being too!

PEOPLE

Who will benefit from your idea?

STUDENT POPULATION

Over 2 billion students between ages of 4-18 years

MOONSHOT

Describe your idea in 3 sentences!

WE-NIVERSE

Reach out to every student across the world and incorporate wellness into learning systems

A fun video game that students can play for 15-20 minutes - At the end of the game (based on the player responses to various components of the game), a wellness profile is generated

Using machine learning to analyze psychological state, a few activities to enhance wellness are suggested

BREAKTHROUGH TECHNOLOGY

Which technologies help you realize your idea?

A FUTURE IN VR

Our idea employs the futuristic use of Virtual Reality and Machine Learning in video games to enhance user experience and quality of results.

FINANCIAL IMPACT

How do you make sure your idea is financially sustainable?

A SOCIAL ENTERPRISE

We are a social enterprise seeking to MAXIMIZE profits and MAXIMIZE benefits to the society and environment. Key partnerships with schools will help us generate our major source of revenue. We will obtain key financial resources through crowdfunding, venture capitalists, local funding and outreach programs, and business incubators. We will also partner with NGOs to access more people (especially in the rural areas). An alternative source of revenue we will depend on is Sponsorship.

Using advanced VR technology in the long term reduces our costs and boosts efficiency in all kinds of ways, especially achieving cost-effective gaming.