

OVERVIEW

A social enterprise that engages in environmental education and science communication through gamification and volunteerism. Founded in 2016. We offer product and services with using our game brand Ecofunopoly® (founded in 2009). Website : ecofun.id

CUSTOMER & MARKET SIZE

CUSTOMER

Children age 7-12 years old, Middle to Upper Class
Parents age 30-45 years old, Private Companies, NGOs

MARKET SIZE

29,794,000 Elementary school students in Jabodetabek and other big cities and 23,941 Companies (Mid-Large Scale)

BUSINESS MODEL & REVENUE

BUSINESS MODEL

Bricks and clicks model

REVENUE

Product sales, Service fee, Gamification fee

COMPETITOR & VALUE PROPOSITION

COMPETITOR

Kummara, Hompimpa Games, Feiratochi, Demeira, Kompas

VALUE PROPOSITION

Science based content, Eco-awareness, Interactive

IMPACT

Problem and Solution.

About 1 billion people have learned about capitalism and green through Monopoly Games, but how about learning sustainability?

Impact Indicators to date.

70% of users review are positive, reduced 400 kg waste, 6 SMEs partner, 10 women

Business Indicators to date.

6,700 game users, 7 board games produced, 1,9k Instagram followers



Rise Inc.



United Nations
Educational, Scientific and
Cultural Organization

UNESCO



UN VOLUNTEERS



IFRC

SELECTED PARTNERS & CLIENTS

TEAM

- 1. Annisa Hasanah, CEO & Game Developer, 29**
MSc in Lands. Arch
- 2. Namira Andiani, Game Designer, 29**
BS in Agronomy
- 3. Andik F., Social Program, 35**
MSc. Agr. Sustainable Int. Agri

