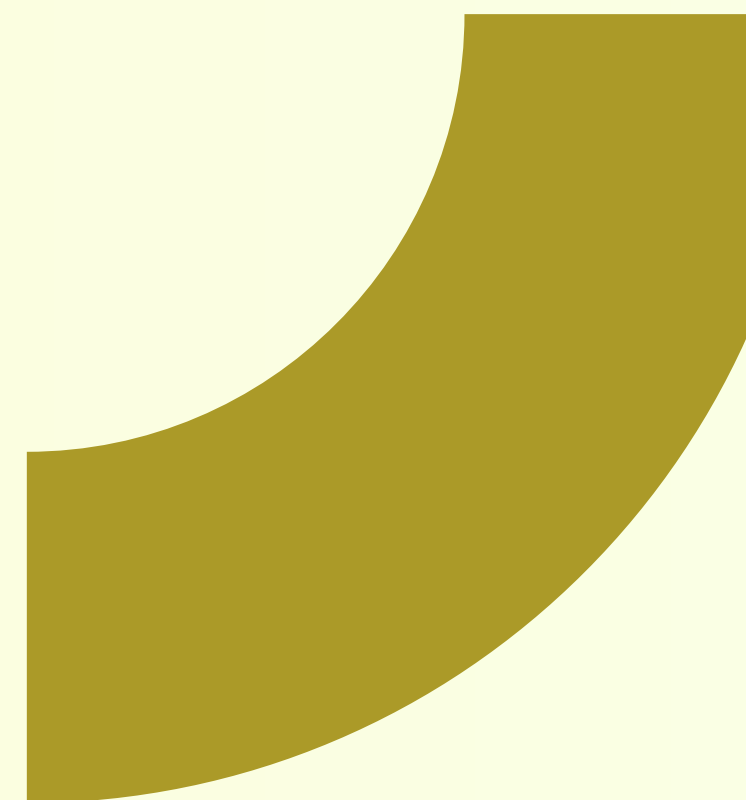




# PROJECT CARDS OF FATE

A GAME TO DEFEAT THE  
CORRUPTION

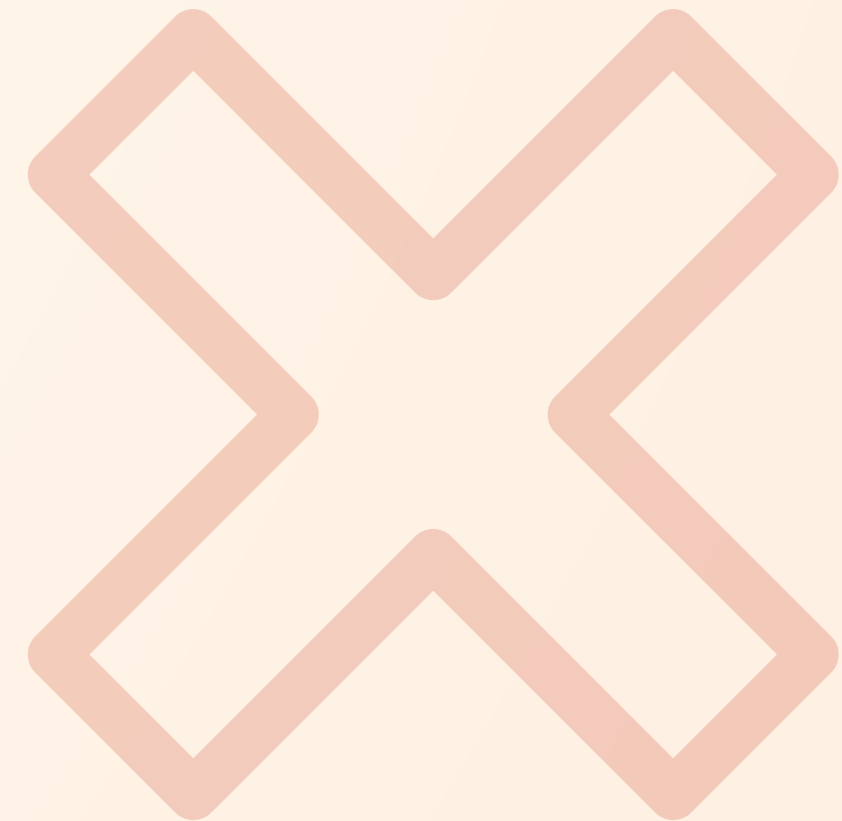


# THE CHALLENGE



# Corruption

1. **Erodes trust** in institutions.
2. Social and economic **inequality**.



Need for **systematic ethical education** in school.



Not rule enforcement — but **reflection**.



In our country, Brazil:

Up to **4% of GDP damage** by **political corruption**, every year.

Lack of **systematic ethical education** in school.

*Corruption is no longer a local matter, but a transnational phenomenon that **affects all societies and economies.** (UNCAC, 2003)*

# ■ ■ ■ OUR ■ ■ ■ PURPOSE





1 Promote **honesty** from early stages.



2 Approach the gamification as a medium for **reflection** and **change**.



3 Bridge the **fun** and **learning**.





# THE PROJECT

A decorative graphic consisting of several overlapping, elongated oval shapes in various shades of teal and light blue, arranged in a cluster to the right of the word 'PROJECT'.

# CARDS OF FATE

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- ➡ Digital card game;
- ➡ Engage young players in the challenges of Ethics;
- ➡ Each turn represents a moral dilemma disguised as a card;



Screenshots from prototype version.



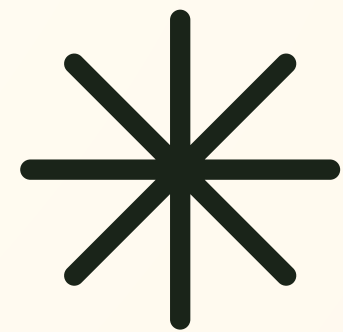
**LOGO DESIGN**

# TECHNOLOGY

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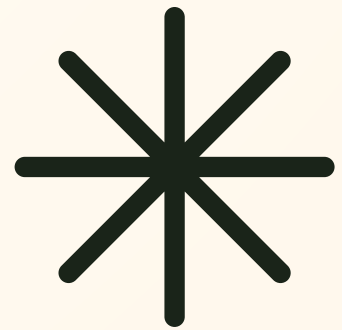
- Unity Engine / C#
- Multi-Platform (Computer and Smartphones)
- Immersive and original design art and audio tracks.

# POTENTIAL



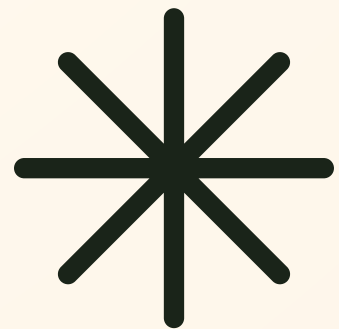
## **SCALABLE**

for new ethics topics.



## **INCLUSIVE**

for diverse socioeconomic contexts.



## **EMPOWERING**

youth into ethical agents of change.



**THANK YOU!**