

# IVONA

## AN ECO-MATADOR

THE FUTURE OF THE RESILIENT HUMAN RACE



### LEVEL 1 LEARNING LEVEL

This game is an opportunity to learn about renewable energy. You answer questions about things that you learnt. You have to successfully complete three stations of theory and practice. Two of them are random and the piezo-station is fixed because all the site is designed with piezo electricity system.

### LEVEL 2 EXPERIENTIAL LEVEL

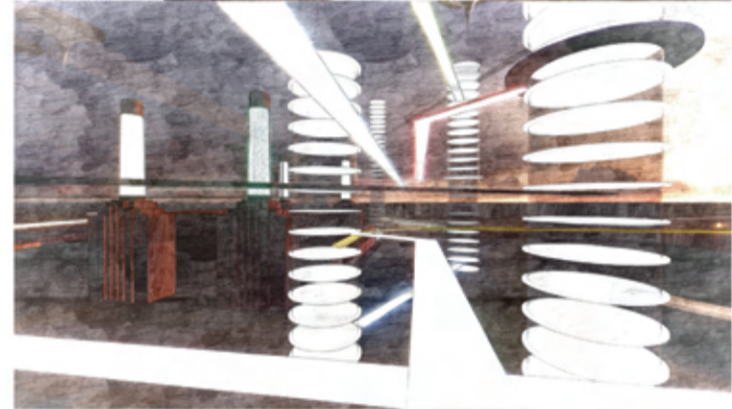
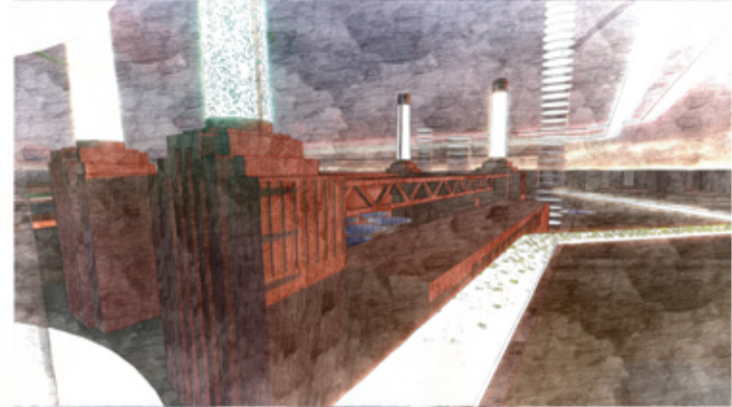
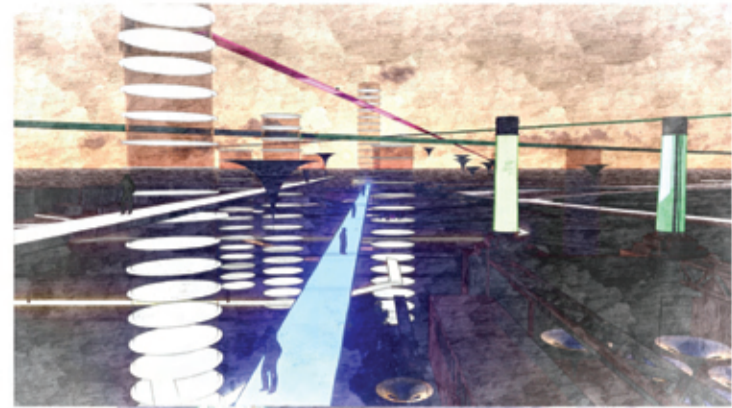
You will be tested on all your acquired knowledge in level 1. You must practice the skills which you obtained in level one. For example: piezoelectricity, wind energy, solar energy and hydropower.

### LEVEL 3 MISSION LEVEL

You will be able to practice and resolve disaster-event scenarios and actively participate in avoiding the reoccurrence of natural disasters. You are in simulated scenarios which mimics the true occurrences of global warming, earthquakes and sea-level rising. You will obtain the merits of a "superpower" status-quo that will permit your entry into level 4.

### LEVEL 4

Your omnipresence is welcomed and you are now amongst 'The Children of Ivona'.



## AN ECOLOGICAL SYMBIOSIS BETWEEN THE BUILT ENVIRONMENT, NATURE AND SOCIETY

