

Leikas Traum

by Noa Kitzinger



“Leikas Traum“ (Laika's Dream) is a 2.5D story/puzzle game in which the player accompanies the Soviet space dog Laika on a surreal dream journey through space. After a turbulent take-off, Laika wakes up on a strange, unknown planet that seems to have a special connection to her.

On her journey across the planet, Laika meets a handful of other space animals who all used to live on Earth and, like Laika herself, have had a difficult past living with humans. Piece by piece, she learns the stories of these animals while trying to recover her own memories.

The aim of this game is to give players an insight into the world of animals. Is it fair how humanity treats animals? Under what circumstances do we cause animal suffering, and can we morally justify it for ourselves if the motives seem reasonable enough?



Solar Valley

by Lisa Lewandofski

Welcome to Solar Valley, the green city of the future. Here, people live in harmony with each other and with nature. Every

resident actively engages in the community and is open to sharing about their life and profession. But they need your help. Outside of this idyllic life, there are dark places: the industries. They pollute the environment, and plants have no chance of survival.

Solar Valley is my sketch of the future. No one can predict what the future will look like. I've outlined my ideas in a sketch-like manner. The player journeys through the past, present, and future, as if in a drawing book. Along the way, you meet residents of Solar Valley who tell you about their work and life as solar punks. Some will give tasks like "pick up the trash" and "water the plants." Through these small activities, the player helps create a better, greener future. These tasks and dialogues are also meant to encourage real-world change.

The application is designed as an app, currently developed only for Android.



Ocean Call's

by Pelin Bilger

THE OCEAN IS DROWNING... ..in plastic. But like me at the beginning of my research, you might think that the biggest problem is visible on the surface, as we know it from the Great Pacific Garbage Patch. But what if I told you that only 15% of the plastic is on the surface of the ocean, 15% on the beach, and a whole 70% lies deep in the ocean? Such facts reflect just the tip of the iceberg.

In the learning app "Ocean Calls," you will dive into the depths of this issue in a playful way. Using your finger, you control a garbage-collecting robot whale via the touchscreen and embark on a fascinating exploration of the ocean's depths. The simple controls make the app accessible to both young and old.

Alongside you are accompanied by a scientist, providing valuable knowledge. Get swept away, discover new depths of a life with less plastic, and learn how every contribution counts in protecting our oceans.

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