PARTNERSHIP

#changetheworldplaying #together

Disclaimer: The pricing in this document is indicative and are typically set for December 2021. The prices are meant for indirect channel partners and don't apply to Sustainability Games direct clients.

Sustainability Games enables
you to **engage**, **educate & activate**
your clients workforce

Take it **step by step**. We'll be your partner and guide to make the most out of the Sustainability Games

Step 1

Step 2

Step 3

Book a 7-day free trial on
BigTopics.today to get familiar with
the content and the gamification.

(15 minute tour & on boarding included)

Step 2

Sustainability .games

Choose a BigTopics.today **membership** that fits your needs. As a channel partner you are advised to resell at least plus 30%

Players per game	3 months (p/m)	12 months (p/m)
0 - 10	€ 50,-	€ 35,-
11 - 50	€ 90,-	€ 65,-
51 - 250	€ 200,-	€ 145,-

Custom content games	On brand games
€ 295,-	€ 1.750,-
(per round)	(per template, including 6 round types)

Note: prices are "starting from" and could differ depending on service level and features

Step 3

Host your own on brand Academy-as-a-Service and enable your edge on sustainability.

Setup (on brand)
€ 12.500,-

Custom content
€ 295,- per round

Concurrency (sessions per game)	Hosting (p/m) (steady cost)	Cost per Player (variable cost)
0 - 100	€ 50,-	€ 8,-
101 - 1000	€ 250,-	€ 5,-
1000+	tbd	tbd

Note: prices are "starting from" and could differ depending on service level and features

circular

linear

Transformational Client Learning Journey

Enabling circularity & organisational adoption from operator to boardroom

Impact Program

going circular

realise impact

Educator Program

Continuous measuring

learning knowledge & skills

Identify strength & talent

Booster

develop understanding

Events & Liveplay

Conversation starters

growing consciousness

beginner

performer

8

Products

Products	Purpose	Competency Blocks	Duration
Conversation starters	Raise awareness by providing an eye-opener or relevant insight. Get the right discussions about sustainability.	Awareness	One-off Minigame 5 - 15 min
Booster	Engage, educate and activate with a powerful shot of gamified content. Get your ambition boosted.	Awareness, Knowledge, Impact	Three-game Track 60 minutes
Harmoniser	Develop a company wide understanding of sustainability while identifying talent and strength	Awareness, Knowledge, Values	One-game Firestarter 20 - 30 minutes
Educator Program	Awareness, Knowledge, Skills, Values in a collaborative gamified e-learning program with exam and certificate	Awareness, Knowledge, Values, Skills	Six-game Track 6 weeks, 30 min pw
Impact Program	A team battle with a lot of action and real impact	Awareness, Knowledge, Values, Skills, Impact	Six-game Track 6 weeks, 20 min pw
Performer	Have all products tailored to your own academy. Full of actionable data and improvement perspective.	all	Yearly memberships only
Events	The Easy Game Creator and Tac-Tic-Talk are perfect for events and LIVEplays. (BETA)	all	All memberships

Sustainability
.games

Minigames are constructed by CompetencyBlocks and are the main entity on the platform for players

Competency Blocks are designed to measure specific competency based on the UNECE Competency Matrix for Sustainable Development

Rounds each CompetencyBlock consists of one or more rounds which are host to the storyline, the explanation, feedback and the Interaction Types

Interaction Types are content specific interactions to support the development and test of the competency. *Examples: GoodorBetter, EarthBuilder, MatchQuiz, TinderQuiz, ValueCompass, SecondChance ABC, Profiler, ImpactCalculator, SimonSays, Questionnaires, Polls, and Actions*

Tracks & Challenges are multi-game / multi-day programs with team battles, certificates

LIVEplay Is a game play modus where people play the same games and the time during live events on location or through the use of Zoom/Teams etc

Teamplay Although it is possible to single play the minigames, people mosty play as a team wheather in a LIVEplay or in their own time. Teamplay is designed to develop feedback on a group level

Roles The (non administrative part of) platform holds three active user roles: player (plays games), quizmaster (hosts minigames), change agent (hosts tracks)

The next and last slide is a one-pager in Dutch which serves as an info sheet for end-users (and thus higher prices).

Wij geloven dat mensen de circulaire economie kunnen realiseren. Het is een kwestie van duurzaam leren denken en doen. Daarmee ontwikkel je competenties en verander je (organisatie) cultuur. BigTopics.today maakt duurzame kennis en skills voor iedereen bereikbaar, toegankelijk en meetbaar.

Ga naar www.bigtopics.today

BIGTOPICS
.today

Enabling sustainability and organisational adoption

demo

1.
Bewustwording

2.
Betekenis geven

3.
Distributie

4.
Reproductie

5.
Activatie

6.
Meetbare impact

Platform features

Quiz, Puzzle & questionnaire

Sense & Sentiment

Collective Action

Data & Dashboards

Systems thinking

Exam & Certificate

- TacTicTalk
- Calculators & Profilers
- Community & Chat
- Challenges & Prizes
- Digital Escaperoom

Een schaalbare mix van antropologie en leren in teamverband

Minigames

Van eye-opener, gespreksstarter, super effectieve kennisoverdracht tot organisatiebrede 0-meting met 5 - 15 minuten durende minigames.

Vanaf **€ 45,- p.m.**
Custom content: v.a. 495,- per minigame

Tracks & program

Een track of challenge is een reeks minigames. Van bewustwording, skilltraining tot meetbare impact. Leren was nog nooit zo doelgericht.

Vanaf **€ 6,50 p.p.**
Custom content: v.a. 1.750,- per track