

Game exploring food's environmental cost among proposals by youth

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Concerned about the carbon footprint of your meals? A game being developed by a group of young people lets you plant and harvest crops, rear livestock and learn more about the environmental cost of what you decide to include in your meal.

Called FoodPrint, it features resource cards and recipes from around the world, and aims to educate people about the environmental impact and trade-offs of what they choose to eat.

The game was one of five short-listed proposals presented at a webinar on Tuesday hosted by Sus-

tainability Exchange, an initiative launched in January by non-profit group EB Impact, in partnership with Facebook and supported by the Climate Action SG Alliance.

Sustainability Exchange matches mentors to youth to get them to better understand sustainability issues and apply them in business and policy settings.

Mr Rayner Loi, 27, co-founder and chief executive of food waste tech company Lumitics mentored the team behind FoodPrint. He said: "Foodprint is a wordplay on the phrase 'environmental footprint', and refers to the environmental footprint of food."

The team comprises environmental science undergraduate Ashley

Yip, 21, from the University of California, Berkeley; geography undergraduate Lee Yang, 23, from the National University of Singapore; aerospace engineering undergraduate Ashwin George, 24, from Nanyang Technological University; and communications manager Tammie Kang, 28. They hope their game will raise awareness about the severity of Singapore's foodprint.

Participants collect points by completing recipes. Making environmentally unfriendly decisions, like choosing to rear cattle over growing wheat, adds to the global environmental damage score. The game ends when a player reaches 1,000 points, or when the global environmental damage score exceeds

a certain threshold.

On the proposal, Singapore Management University's Associate Professor Winston Chow, who was on the judging panel, said: "Gamification is always a great way to help people visualise difficult topics."

Ms Yip said the long-term goal is to have the game adopted as part of the national curriculum, and used as a tool for educators to start a conversation on climate action.

Other featured proposals focused on sustainable business practices and reporting. Team Greenbridge hopes to help smaller firms valued at under \$300 million to disclose more sustainability data, and Youth Sustainability Professionals seeks to assist small and medium-sized

enterprises in achieving sustainable business practices and reporting, and assist youth in gaining exposure to sustainability.

Team Sus X aims to empower millennial retail investors to overcome barriers to sustainable investing, while The Green Concierge is focused on addressing challenges faced by the hospitality industry in trying to adopt greener practices.

A total of 21 teams, comprising 146 young people and 59 mentors, participated in Sustainability Exchange over three months.

Prof Chow commended the proposals for the level of research and practicality, while Ms Sylvia Lee, sustainability strategy lead at Facebook, said she appreciated the

breadth of topics and the thoughtfulness in developing solutions.

Participants said they were grateful for the experience and opportunity offered by the programme.

Ms Chevon Low, 31, a member of environmental non-profit organisation PM Haze, said she enjoyed working with like-minded individuals for a cause she was interested in.

Mr Egwin Fan, 27, a recent graduate of Nanyang Technological University, said he appreciated learning from sustainability professionals, adding: "As youth, we may not have the industry experience and knowledge to understand what works in the corporate environment."

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