Through this opportunity I got to work with several wonderful high school students for the duration of the semester. I highly recommend checking their work through the code below.

The goal of the project was to have individuals step back from their normal everyday life and take a look into some of the most endangered ecosystems. The game encourages players to consider how their actions may influence ecosystems, and take steps to decrease their impact.

Overall Ecoliteracy is an important part of public health, even to the health sciences. The amount of leadership, creativity and initiative this field takes is astounding and I feel honored to be able to experience and practice it.

Project Goal

During an era of legitimate long term environmental damage, using a narrative to immerse students in endangered ecosystems in today’s modern world can help connect them to sustainability.

To the side is a QR code to my finished project and accompanying video. Feel free to “Take Steps in Nature”!