

# CARDANO GPS Adventures

Excercise + Explore + Collect  
using the Cardano Blockchain



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Cardano Beam

GPS based Assets on the Cardano Blockchain





# Driving Cardano adoption through ...



**Gaming**




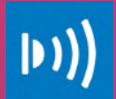
**Exploring the world**



**Collecting NFT**

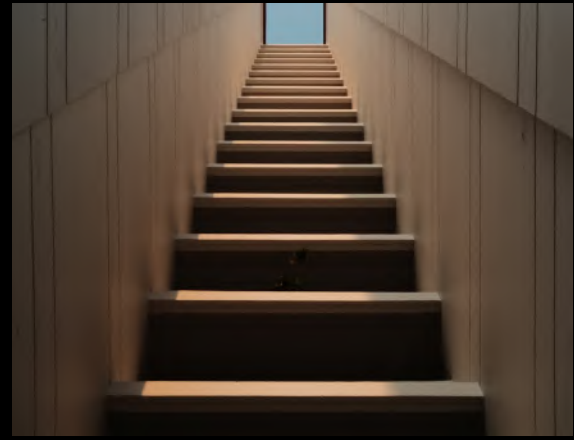


# Registration Phase

- Participants interested in joining the Cardano GPS Adventure can configure their Avatar
- The Avatar is minted via  as an NFT - this step is triggered from the School of Gaming Website
- This NFT is transferred to the Cardano Beam  wallet of the participant and is used to identify the participant in the next phases
- The link between the gaming profile and the wallet is created

# For each Level

(1) a computer gaming element sets the stage



(5) enables the next "Level" in the computer game

(4) NFT created dynamically



(2) some GPS tasks to be done in the physical world



(3) The tasks sub-divided into "checkpoints"



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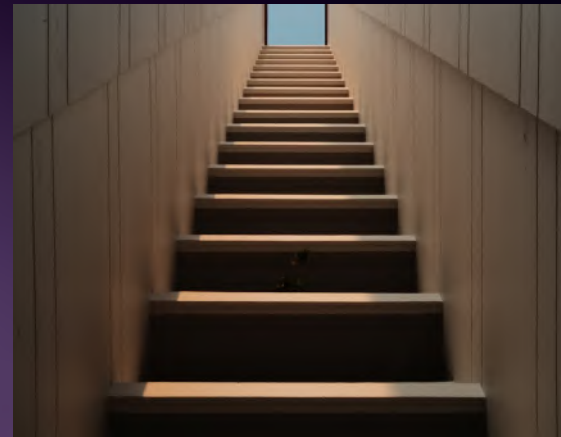
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Adventure

consists of multiple



Levels

requires to visit multiple



Checkpoints

Collect NFT as a rewards for mastering the levels. The NFT are generated dynamically and made available to the Cardano Beam Platform (this takes place via the  API)

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# LEADERBOARD

RANKING	TEAM	MATCHES	KEL POINTS	PLAYER POINTS	TOTAL POINTS	WIN
01	Player Name	05	20	17	09	03
02	Player Name	05	20	17	09	03
03	Player Name	05	20	17	09	03
04	Player Name	05	20	17	09	03
05	Player Name	05	20	17	09	03

Leaderboard visualizes the progress of each participant.

- Number of checkpoints for the respective adventure
- Distance travelled (in km)
- Time spent outside (in hours)
- Number of NFT collected

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# BACKUP

# Pilot Initiative with Students in Espoo, Finland

Leverage the pre-existing network of students from the School of Gaming (SOG) in Espoo

- SOG has an international customer base among private schools from Asia to Europe and to South America
- More than 3000 children participate in SOG's activities each week

→ idea is to pilot in Espoo and scale from there!



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# Pitch

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