



30 TOOLS

CATALOG



Funded by the
Erasmus+ Programme
of the European Union

This project has been funded with support from the European Commission.
This publication [communication] reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein.

CARBON FOOTPRINT CALCULATOR

Climate change and energy transition

Tool Purpose

The purpose of this tool is to allow anyone to assess the carbon emissions associated with its activities, whether it is a trip, an accommodation, the organization of an event, its home habits, etc. This tool was developed by the NGO ENERGIES 2050 within the frame of the project C4ET and also in link with ethiCarbon®, a solidarity-based initiative aiming to reduce greenhouse gases emissions (GHG) and promote mitigation and adaptation actions across the world.

I am a **company**, I balance carbon emissions generated by my activities

I am a **touristic accomodation**, I balance carbon emissions generated by my activities

I support activities for mitigation of and adaptation to climate change on the long-term

I organise an **event**, I balance carbon emissions generated by this event

I am an **individual**, I balance carbon emissions linked to :
My house/ My transports/
My vacations (transport + accomodation)

User notices

To use this tool, select on the tool's dedicated webpage the activity which you want to assess. Then just click! You will be driven through a range of questions; Please try to answer them as accurately as possible so that you get relevant results in the end. The tool will give an estimation of your carbon footprint (how much you emit through your evaluated actions) in kg of CO₂ (carbon dioxide). To know more about the impacts of greenhouse gas emissions and the links with climate change and the energy transition, feel free to consult our other tools: the pedagogical sheets as well as the games test your knowledge, test your memory and Eko&Logy.

Medias



[Tool page](#)



[Tool video](#)

FACTSHEETS

Climate change and energy transition

Tool Purpose

This tool consists of a portfolio of short and pedagogical factsheets which aim to inform and raise awareness on various issues related to the energy transition. The following topics (this portfolio will be further enriched in the future) are dealt with: Introduction to climate change negotiations; Five key facts to understand the negotiations and their results; The links between climate change and the energy transition; The sustainable development goals (SDGs); The sustainable development goal 7: Clean and affordable energy; The sustainable development goal 13: Climate action; Publications for citizens; and the ethiCarbon® initiative.

User notices

Using this tool is rather simple: you only have to read the sheets, by clicking directly on the ones you are interested in. You can either download them or read them online. As you may realize, these sheets are short and only give you brief information and key facts about the topics. We strongly recommend that you click on the links provided to go further on your reading and learn more. Note that these sheets will also give you relevant information that may be useful to you when playing our other games and tools, such as “test your knowledge” and “Eko & Logy”.

Medias



[Tool page](#)



[Tool video](#)

TEST YOUR KNOWLEDGE

Climate change and energy transition

Tool Purpose

The game “Test your knowledge about the energy transition and climate change” will allow you to learn and try yourself on climate and energy issues, with focus on the scientific/historical basis, the policies led in these fields, the negotiations held under the United Nations Framework Conventions on Climate change and the role of citizens in the transition towards sustainability. It will lead you through a series of questions on these specific topics; we don't expect you to know everything, so don't feel frustrated if you don't get it right straight away... This tool was built for you to learn! If you don't know an answer, why not clicking on the links provided after each answer? Even better, you can look up the information on the Internet before you answer. There are no cheating in this game!

User notices

This game is made of 4 levels. Each level includes 7 to 8 questions, randomly chosen from a pool of different questions ranged per level. Thus, you may play the same level several times without having the same group of questions to answer. For each question, you will have to choose between 4 and 5 proposals. Be careful, only one answer is correct so choose wisely. If you succeed to answer correctly at least 6 questions out of 7, you will reach the next level. To complete the game, you need to reach level 4 and then answer correctly to at least 7 out of 8 questions of this level. To start playing, click on the level 1 button in the dedicated webpage.

Medias



[Tool page](#)



[Tool video](#)

TEST YOUR MEMORY

Climate change and energy transition

Tool Purpose

This game will allow you to work on your memory but also to learn on the carbon footprint of products/individuals across the world. The carbon footprint is defined as the total amount of greenhouse gases associated with a product or a person (through his consumption patterns), usually expressed in carbon dioxide equivalent (CO₂e). Carbon emissions from our activities (also called anthropogenic emissions) play a critical role in current climate change, and the solutions cannot only come from Governments and International negotiations: it requires a shift in our consumption and production patterns, including our diet and the way we use energy. By playing this game you should realize one important thing: your lifestyle, whether it is the things you eat, buy, throw away, etc. has an impact on the climate... and you have the opportunity to mitigate this impact by consuming only what you need, stop throwing things and food away, consuming less meat and more vegetables, etc.

User notices

The tool focuses on the carbon footprint of 12 common consumption products and the ones of citizens in 12 different countries. It works like a classic memory/match the pair game, the difference being that the two cards you need to match are not fully identical: one card represent the product and its carbon footprint, its pair only indicate the carbon footprint. When the game begins, only the back of the cards appear (the same for every card). Click on one card then another, if they match both will stay face up. If not they will be turned face down again. The level is completed only when you find all pairs and therefore all cards are faces up. The pairs are presented on the home page of the tool, along with some explanations of the respective carbon footprint (expressed in grams or kg of CO₂e). Have a careful look at this before you play.

Medias



[Tool page](#)

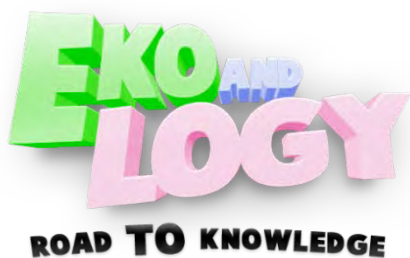


[Tool video](#)

EKO & LOGY

Climate change and energy transition

Tool Purpose



The 3D game “Eko & Logy, road to knowledge” has a gameplay inspired by snake and ladders and other board games. It will put your knowledge to the test.

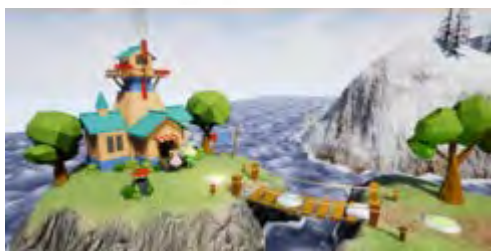
Eko and Logy are two brother and sister who have long been isolated on their island. The construction of a new bridge changed their lives: they are finally able to travel through various environments and learn more about

climate change. During their journey, they will also get more familiar with adaptation and mitigation actions and more generally with the concept of sustainable development. Pick a friend to play with and try to get first to the highest mountain, the end of your “road to knowledge”. Your rapidity to get there is entirely up to you... and a bit of luck.

User notices

To play you can download the game from the C4ET website and then just click on the file ***Eko_and_Logy.exe***. The game will open automatically after a quick scan for viruses from your computer. Note that this is a 2 players game. You can choose language by clicking in the options menu directly in the game. Start playing by rolling the e-dice and expect different situations along the way, depending on the type of box you step in (represented by a specific colour): normal box, question box, bonus box, malus box and the terrible disaster box, which will bring you back far behind. Answer correctly to the questions asked and move towards the finish line or get it wrong and move back. One piece of advice: be careful of the last disaster box!

Medias



[Tool page](#)



[Tool video](#)

SURFING IN THE DEEP OF A SUSTAINABLE OFFICE

Linking Home Life and Working Life on the Energy Transition

Tool Purpose

The prezi presentation is a tool for employees and any other interested people. The aim of this tool is to graphically demonstrate the importance and influence of companies on energy and resource use, the economic benefits of saving measures, as well as tips and further links for the implementation of measures at home. The prezi can be used and disseminated as it is, but companies can also adjust it to their own energy-saving concept/environmental approach and include own figures, highlighting the advances the company is making in the reduction of energy consumption and environmental impact. It is recommendable that the information provided for implementation at home is adapted to local conditions (e.g. local contacts, fees, brands, etc.). Also, projects and topics within the company can be added to the prezi or elements can be removed.

User notices

The prezi can be used both as a presentation, but also as a mean to independently explore the relation of the company to energy & the environment. After opening the link, click on the 'present' button to start the presentation on your screen. Use the left and right arrows at the bottom of your screen or on your keyboard to navigate through the presentation. To jump to a particular topic, simply click on that topic. If you are on a topic (or subtopic) and would like to zoom out a step to have a look at the bigger picture, just click on the arrow in the lower left corner.

Medias



[Tool page](#)



[Tool video](#)

PROJECT OF THE MONTH

Linking Home Life and Working Life on the Energy Transition

Tool Purpose

With the help of the "Project of the Month" tool, companies can draw their employees' attention to various energy issues at regular intervals. The company's energy management is explained briefly and simply, and tips for home use are given for every topic. This way, employees gain an understanding of the company's energy saving efforts and are encouraged to gradually address different aspects of energy consumption in their private lives. The aim of the tool is to promote the exchange of ideas between colleagues regarding different measures.

User notices

Within the framework of the tool, 12 exemplary fact sheets were designed: one topic per month spread over a year. These fact sheets can either be used as they are - all that needs to be done is insert the company logo and contact person, or they can be adapted to the company's specific needs. This means that the company can pick out suitable topics from the exemplary fact sheets, formulate its own topics (text and pictures) and insert them into the template or the company-specific layout, as well as determine the duration and interval of this activity. There are also several possibilities for dissemination: the fact sheets can either be sent by e-mail (e.g. together with the company's newsletter) or be printed and displayed in the company's most frequented locations (e.g. canteen, common rooms, notice board, etc.).

Medias



[Tool page](#)



[Tool video](#)

SUSTAINABLE EMPLOYEE OF THE MONTH

Linking Home Life and Working Life on the Energy Transition

Tool Purpose

On the one hand, the quiz is designed to help employees internalize and deepen the knowledge on energy transition they gained in previously applied tools. On the other hand, they may expand their understanding of the energy transition easily and comfortably, as the quiz contains further in-depth information. At best, the quiz will create a little competition for the best result among employees and thereby encourage even more people to join in. The aim is by the resulting enhanced understanding to help employees to rethink energy consumption and sustainability in their private lives and serve as a motivation to share this change with others.

User notices

The quiz is available online and can thus be distributed via the company's mailing list. It consists of three levels (beginner, advanced, and expert) with seven questions each. To complete a level successfully, at least 6 out of 7 questions must be answered correctly. Immediately after answering all questions, a list of correct and incorrect results appears. It also includes further information on correspondent energy topics. As an additional incentive, the company could award prizes for the most successful participants. It is also advisable to customize the quiz so that some company-related questions can be included and questions are being kept up to date in terms of energy innovations. To do so, please contact the project team.

Medias



[Tool page](#)



[Tool video](#)

GUIDELINE SUSTAINABILITY DAY

Linking Home Life and Working Life on the Energy Transition

Tool Purpose

The Guideline for a Sustainability Day aims to help companies to draw the attention of their employees to a future-oriented energy supply concept. Organizing an event for employees demonstrates the companies' commitment to the topic. The innovative ideas presented/created (by experts) in the course of the day can be thought-provoking for both the companies themselves and the employees. Additionally, learning theory and research have consistently concluded that educational activities that provide a practical part or the chance to experience the educational input result in higher learning gains and retention. After completing the tool, citizens will have gained a comprehensive overview of possibilities for sustainable energy and, at best, be motivated to rethink their consumption habits consequently.

User notices

The Guideline for a Sustainability Day is a protocol/methodology containing practical advice on how to plan an event about renewable energy/energy efficiency. Examples for the set-up of the day (e.g. cooking with solar cookers or biogas units, interactive exhibitions, examples of information brochures, video screenings on the topic, etc.) are given to facilitate the preparation. The brochure intends to serve as an inspiration for companies and encourage them to come up with their own ideas. Since renewable energies have been continuously developed, the newest technologies should constantly be included into the concept. If questions occur during the organisation, please do not hesitate to contact the project team.

Medias



[Tool page](#)



[Tool video](#)

SUSTAINABILITY IN EUROPEAN COMPANIES

Linking Home Life and Working Life on the Energy Transition

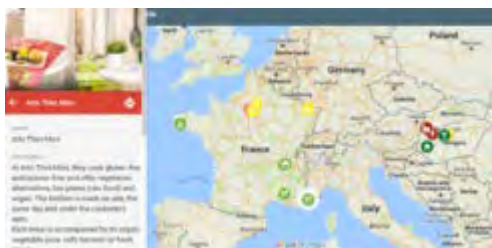
Tool Purpose

This interactive map is a Google Map showing examples of sustainable practices within companies in every partner country. When exploring this map, users will be provided with practical examples that can be applied at home or at their own companies. Every example contains some brief information on the best practices and measures implemented in the company, pictures, as well as the link to its website. Using this information, employees can easily contact companies or even visit them. After going through so many different best practices, users will also be aware of successful energy efficiency measures in European companies of all sizes, ranging from small to medium and large companies.

User notices

This interactive map will be available through a link from google maps and can thus be distributed via the company's mailing list. Every company is marked with a different coloured 'pin', depending on the size of the company and the recommended size for companies to follow the example, but also an iconography describing the sector. Once the map is open, employees can select the country of their interest, the size of the companies they want to investigate, or focus on a specific sector. Users decide on how to use the map – whether they only want to get the information about the company, actually get in touch with them, or, in the case of employers, even organise visits with employees. From time to time, it should be checked that the companies in the map are still implementing what they stated when the map was created. Additionally, it has to be updated with new examples. Companies that set good examples are encouraged to contact the project team and can be included into the map.

Medias



[Tool page](#)



[Tool video](#)

RENOVATE: REPAIR, REUSE AND RECYCLE

Citizens-driven circular economy in buildings

Tool Purpose

This Brochure is made to raise awareness on possibilities to reuse building materials when undergoing a house renovation.

The goal of this brochure is to inform, to guide on technical issues, but also to give practical advices: how to dismantle, where is it possible to find second hand materials, how can we maintain materials or architectural elements in good condition, how can we repair.

User notices

This brochure of 12 pages is downloadable, readable as an e-brochure on internet or printable as an A5-format leaflet.

Medias



[Tool page](#)



[Tool video](#)

RENOVATE AND EXTEND THE LIFETIME OF MATERIALS

Citizens-driven circular economy in buildings

Tool Purpose

This infographic will show you on a short and visual way, the most evident elements that can be maintained, repaired, improved, reused or transformed during the refurbishment of a house.

After looking and reading the infographic, people who are refurbishing their house will have ideas of the existing alternatives to demolish and throw away building elements.

User notices

This poster is downloadable, readable on internet or printable in an A3 or A2-format.

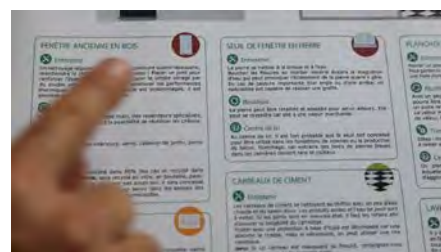
Once printed you can hang it in places, where people have to wait.

It also can be used as an illustration on a website in a presentation or a brochure...

Medias



[Tool page](#)



[Tool video](#)

CIRCULAR ECONOMY AND REFURBISHMENT

Citizens-driven circular economy in buildings

Tool Purpose

This game encourages people to reflect on the re-use of materials in refurbishments and to consider solutions on a playful way. It also stimulates to think of the future of the materials when it comes to an end of use.

- It's questioning the people on what they can reuse when they make a renovation of their house.
- To make known the notion of circular economy applied to renovation works at home;
- To raise awareness about recovery, repair, re-use and recycling;
- To show waste as opportunities;
- To learn more about what materials do become at the end of their life;
- To encourage creative ideas..

User notices

The game is a support of animation during an awareness-raising. It is played with a playmaker and 2 to 4 players. Duration: 20 - 40 minutes. The goal of this gameboard is to advance as little as possible towards the square "sorting centre" at the end of the game board, which represents the end of life of a material.

The loser is the participant who first arrives at the « Sorting centre » square, the winner is the participant farthest to the « Sorting centre » square.

To play you need to download: the playinstructions, the actioncards, the materialcards, A5card and the board. Pawns are not provided, but use your imagination and you'll find some bits and bobs you can use as pawn.

Medias



[Tool page](#)



[Tool video](#)

INVENTORY NOTEBOOK

Citizen-driven circular economy in buildings

Tool Purpose

Before starting renovation works, it is ideal to draw up an inventory of the present materials in order to evaluate their potential. Identify elements with character, those that have heritage value, those that are simply in good condition, those you would like to keep, those you could resell or give.

It is a basis step action to act for a circular economy.

User notices

This practical notebook can be viewed in the form of an e-booklet. It is advisable for citizens who undertake a renovation to download and print this notebook in order to use it practically, to indicate measurements and observations on the spot.

Medias



[Tool page](#)



[Tool video](#)

CONFERENCE: CIRCULAR RENOVATION

Citizen-driven circular economy in buildings

Tool Purpose

Eye catching, easily adaptable, Prezi presentation is meant to explain the concept of circular economy applied on the building environment.

This presentation will be used for conferences addressed to citizens, tailored guidance for our various stakeholders.

User notices

The duration of this Prezi conference is about 45' to one hour.

Adaptation by C4ET partners will be possible in giving national/regional examples of renovations, good practises of circular economy.

Medias



[Tool page](#)



[Tool video](#)

CITIZEN'S VIEWS ON ENERGY CONSUMPTION

Citizens involvement in energy policies

Tool Purpose

The goal of this survey is to address citizens' attitudes towards own energy consumption. Through this survey, we are to find out citizens' attitudes, based on which we can develop educational methods to inform citizens on sustainable energy development, energy transition and energy legislation, with the final goal of increase of citizens' participation in policy development processes in energy.

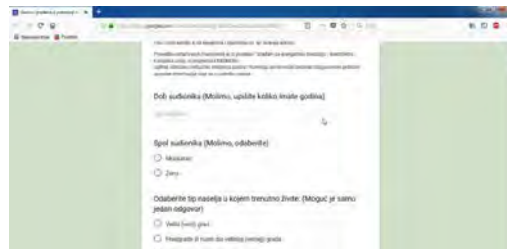
User notices

This is a survey containing 20 questions. User has to fill the data or choose between existing answers. Users can also leave their email contacts the end of the survey and if they want to know more about results of the survey they will be informed.

Medias



[Tool page](#)



[Tool video](#)

YOUR OPINION COUNTS

Citizens involvement in energy policies

Tool Purpose

The purpose of this tool is to motivate citizens to involve in energy transition policy developments. It reminds citizens that their opinion on energy issues is important. This poster has an educational character and as such it can be used in situations where a large number of people will see it (classrooms, events).

User notices

Here is the short explanation of the poster, if needed: On the first picture you see a seesaw with thermal power plant, uninsulated house and oil platform - all « bad » energy related-things on one side, and nothing on the other. People are just wandering around doing nothing about it. But, as the poster says « Your opinion counts ». So, when all these people stand on the seesaw everything balances and we have different « good » energy related things on one side and people on the other – balancing.

Medias



[Tool page](#)



[Tool video](#)

HOW MUCH DO YOU KNOW ABOUT ENERGY TRANSITION?

Citizens involvement in energy policies

Tool Purpose

This tool's purpose is to help citizens to learn something new about energy transition in a fun and easy way. It also encourages them to share their results with their Facebook friends and inspire them to take the quiz and learn something new as well.

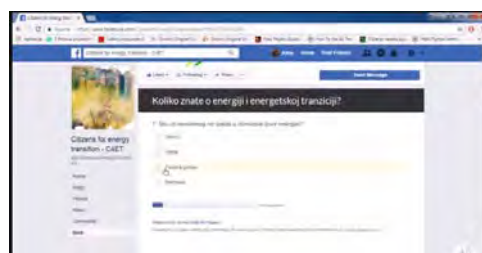
User notices

The new things that you learn in this quiz will create a good basis in case you wish to become more informed on the issues of energy and energy transition and do a research on your own.

Medias



[Tool page](#)



[Tool video](#)

SUBMARINES GAME

Citizens involvement in energy policies

Tool Purpose

The purpose of this tool is to educate users about energy transition and general climate change terms. This game of energy transition submarines is based on the real game of submarines but it is played on a board that contains many relevant energy facts.

User notices

The players are each given a 6x6 table with the same 36 facts about energy, energy transition, ways to save energy etc. They each draw 3x2 square submarines, 2x3 square submarines and 2x1 square submarines wherever they want on their tables. Then, they have to "sink" each other's submarines by guessing where they are by reading out the energy facts.

Medias



[Tool page](#)



[Tool video](#)

HOW TO PARTICIPATE IN ENERGY POLICIES AS A CITIZEN

Citizens involvement in energy policies

Tool Purpose

The purpose of this tool is to educate citizens on how to participate in energy policy development processes. Only by learning these mechanisms citizens will develop awareness about their power to impact on policies making, something that they think doesn't concern them and they can't affect it.

User notices

Once you complete reading of this e-book, you will have a better insight on the steps of participation and the process of energy policies decision making.

Medias



[Tool page](#)



[Tool video](#)

ASSESSMENT AND AUTODIAGNOSTIC

The energy transition in rural areas

Tool Purpose

How much do you know about energy transition in rural areas? Try this tool with your friends to discover who is the most expert about energy transition. This tool is an auto diagnostic instrument to test your knowledge in the field of energy transition in rural areas. On the basis of your results, you will have suggestions on how to approach our learning instruments and also some knowledge about energy transition topics. For each correct answer you will be given 1 point. At the end of the quiz, on the basis of your score, you'll know which is the most suitable tool for you and also the level.

User notices

Fill out this questionnaire to test how much you know about energy transition in rural areas. For each correct answer you will be given 1 or 2 points. At the end of the quiz, on the basis of your score, you will know which is the C4ET tool most suitable for you

Medias

The biomass energy is produced using?

☐ Organic waste, vegetable or animal origin

☐ Large masses of coal

☐ Old appliances

[Tool page](#)



[Tool video](#)

INTERACTIVE MAP

The energy transition in rural areas

Tool Purpose

The aim of this map is to provide a visual identification of some of the many initiatives that are led in the rural zones of Europe, and in particular of the six countries of C4ET project, to promote sustainable development, protection of the environment, energy conservation, renewable energy, development, sustainable agriculture, etc.

User notices

For each best practices we provide a description and some references to go further whenever you are interested. Through this tool we want to provide you with some inspiration to act in your daily life, using positive experiences, replicating good actions and idea from different EU countries . Everyone can act to build a more positive future.

Medias



[Tool page](#)



[Tool video](#)

« CANTINE D'UVA » VIRTUAL TOUR

The energy transition in rural areas

●● Tool Purpose

This short virtual tour will show you – through text and images – a best practice for energy transition in rural areas: Cantine D'Uva in Larino, Italy and its innovative system for the conservation of wine based on geothermal energy. Our tool will bring you inside the wine cellars!! Try it and taste it!

●● User notices

just scroll the Prezi presentation to discover the innovative modalities of production and conservation of wine

●● Medias



[Tool page](#)



[Tool video](#)

CIRCULAR ECONOMY IN RURAL AREAS

The energy transition in rural areas

Tool Purpose

What is circular economy? Targeted for citizens living in rural areas and interested to learn more about, this puzzle will make you learn the benefits of circular economy, how it's functioning and some example for rural areas just by playing it. Circular economy represents a fundamental alternative to the linear take-make - consume- dispose economic model that currently predominates. This linear model is based on the assumption that natural resources are available, abundant, easy to source and cheap to dispose of, but it is not sustainable, as the world is moving towards, and is in some cases exceeding, planetary boundaries.

User notices

Click « Start » to begin the completion of the puzzle. Move the pieces with the mouse or the trackpad

Medias



[Tool page](#)



[Tool video](#)

INNOVATIONS IN RURAL AREAS

The energy transition in rural areas

Tool Purpose

The present e-book, is dedicated to the topic of energy transition in rural areas with a specific aim to raise awareness about potential homemade rural innovative actions for citizens. With this e-book we want to provide a practical guide to some existing good practices as well as leading innovative technologies that have been developed in Italy, particularly in the Molise Region and in the Campania Region, that can be replicated everywhere in the rural areas of Europe.

It therefore aims to gather and organise documentation on climate change, policies contrasting and favouring sustainability, and energy transition.

The e-book is structured as follows: the first part consists of a general discussion about the issue of sustainability, based on most recent data and an examination of national legislation in the field of energy transition. In the second part, instead, space will be given to projects and technologies for energy conversion in agriculture.

User notices

Read it using the arrows on the screen !

Medias



[Tool page](#)



[Tool video](#)

THINK GREEN PLAY GREEN!

Influence companies to adopt eco-friendly policies

Tool Purpose

The board game “Think green play green” is a tool designed for citizens who like to play and think at the same time. It is led by a game master who poses questions or assigns players tasks in interesting topics like “how to lead a green company”, “how to handle consumer protection related issues”, “how to be efficient at your workplace”, etc. With the game, the employees can reflect on basic environmental changes and they can be more conscious during their work and using the facilities at the office. Moreover they can force leaders of the company how to act in a more eco friendly way. The tool proves that sometimes small changes can mean big steps.

User notices

The equipment consists: a game master, who lead the game (s)he manages the process of the game, from the game rule description), a printed board (format: A3; 200g), pawns, a dice, the game rule (it contains the descriptions about the boxes)

Preparation: Place the board on a table and put the pawns on the board. Choose the target group (beginner level or follower level).

The game: The eldest people is the first player. Throw a dice and step. The game master reads out the event (from the game rule). The next player is who are on his/her right.

There are some “question boxes” on the board, where the player gets a question from the game master from the “question database” (game master choose the question). If the player gives wrong answer, (s)he has to step back to the previous box.

The winner is who first enters the finish line.

Medias



[Tool page](#)



[Tool video](#)

BE A GREEN OFFICER!

Influence companies to adopt eco-friendly policies

Tool Purpose

This “Poster” was designed for companies who are willing to engage and raise their employees’ awareness on practical energy issues. The aim is to rise awareness of employees on energy-saving tips and tasks in the work environment. With this poster employees can think of solution to make their workplace more eco-friendly with some basic steps and solutions.

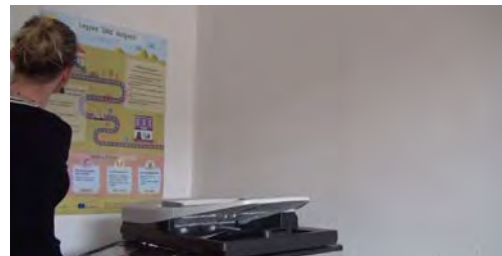
User notices

We recommend to place the poster in visible position so employees may have a look at it and start to think about the issues raised. The poster may also be used during internal trainings as well as on meetings related to sustainable development issues. The poster is both printable and usable in e-presentations.

Medias



[Tool page](#)



[Tool video](#)

RENOVATE YOUR COMPANY WITH INNOVATION

Influence companies to adopt eco-friendly policies

Tool Purpose

This ebook is about “How can citizens influence companies to behave in more eco-friendly ways – Innovation related issues”. It provides citizens – as employees – with relevant information for the development of technical, organisational and social solutions aiming at energy consumption and greenhouse gas emissions reduction. The aim of the e-book is to raise consciousness and give a general overview on innovation processes, from ideas to implementation.

In the e-book reader will find some useful description of how innovation related issues may influence the competitiveness of the company.

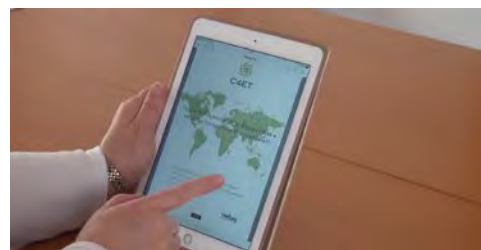
User notices

This e-book is readable online and downloadable. Its content is more professional, so we recommend it for experts.

Medias



[Tool page](#)



[Tool video](#)

FIRST STEPS!

Influence companies to adopt eco-friendly policies

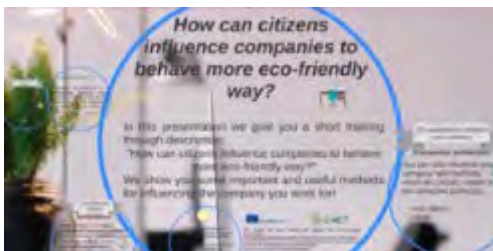
Tool Purpose

This interactive prezi presentation provides a brief introduction to important issues related to CSR, Innovation and consumer protection. The prezi is for companies that are willing to engage in these policies but do not know exactly how to put their willing into practice. Practical questions and highlights will allow readers to think of opportunities for environmental actions during their everyday work.

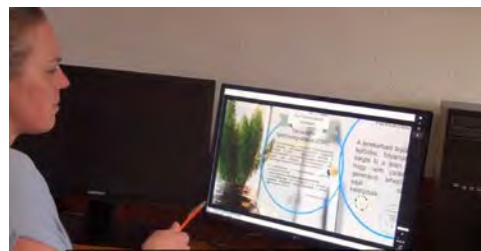
User notices

This tool consists two parts. The CSR and sustainable development are in the first part, and the innovation and consumer protection are in the second part. To start, please click on the play button. The prezi video has a voice over, please use your loudspeaker!

Medias



[Tool page](#)



[Tool video](#)

DECISION TREE GAME

Influence companies to adopt eco-friendly policies

Tool Purpose

This decision tree is an interactive game played on-line. You will be asked to address specific situations which may happen at your workplace. The answers depend very much on your motivation, what you think and which role you want to take in the given situation. The topic is related to energy issues and also present some good methods for collaborating with colleagues... to be on the winning side!

User notices

There is a situation on every screen and the player has to choose from 3-4 possibilities by clicking. The next situation (and possibilities as well) depends on the previous answer. So the user can play this decision tree on different ways. This may take you 10-15 minutes. To start, please click on the «play» button.

Medias



[Tool page](#)



[Tool video](#)