



## **DigiEduHack Solution Georgia - Educational Games Hackathon**

### **Challenge: Georgia - Educational Games Hackathon Challenge 2020**

## **Qvevri**

### **Game about basic attributes of wine and winemaking**

Wine is one of the best inventions for our civilization. At least we Georgians do believe so, May be partly because it was invented in Georgia some 8000 years ago. Gamification of winemaking is for us coalescing of ancient tradition and newest, creative, perspectives

## **Team: Black Room Games**

### **Team members**

Gioegi Gignadze, Andria Jandieri, Rezi Qaldani, Dachi Janelidze

### **Members roles and background**

In this hakathon our youngest team members are participating.

Giorgi is actually coding this game.

Rezi and Andria are working on Visuals.

As for me, Dachi, I am just helping them to organize better.

### **Contact details**

Info@blackroomgames.com

# Solution Details

## Solution description

Our solution is "Qvevri", Serious e.g educational game that is about winemaking and teaches players basic concepts of the whole process. Objective of our game is to deliver basic knowledge of winemaking to players. It is designed to light up interest about wine and its production cycle from with the fermentation of grapes to go to market strategies. By playing our game players will be incentivized to find up more details about wine, its production process and Georgian traditional approaches of it.

## Solution context

Game is designed to teach basic habits and knowledge of winemaking, further it can be developed to acquire additional detailization in the winemaking process. Finally, our game will rise awareness about winemaking.

## Solution target group

As it is mobile game, targeted audience is mainly children and youth who are interested in learning winemaking.

## Solution impact

By playing Qvevri players will enjoy making wine in traditional Georgian way and by it will study the basic principles of winemaking.

## Solution tweet text

Gamifying Winemaking

## Solution innovativeness

Gamified approach to such traditional cultural heritage as winemaking is itself extremely tricky. As it is known established cultures are not very flexible to new approaches so our game might become new fresh air into this industry

## Solution transferability

This game can be developed for different agro industries. Previously we have developed one serious game about farm and its general requirements, which was educational in terms that it was delivering basic standard information about agricultural disciplines. Qvevri is distinctly developed for winemaking and its specific characteristics.

## Solution sustainability

In the long term we see our game as a fun introductory product used even in schools or agricultural

institutions. It can ser as a stand alone tutoring tool for particular wine tipes.

### **Solution team work**

Youngest members of our team was participating in this hakathon, Giorgi is just 13 years old and Rezi is 21. This hakathon will be very good experience for them.

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