



# PROBLEM

92%







Many youth care about climate change

but feel stuck. Carbon tools are too complex and not made for them.

of young people in Malaysia think that climate change is a crisis.

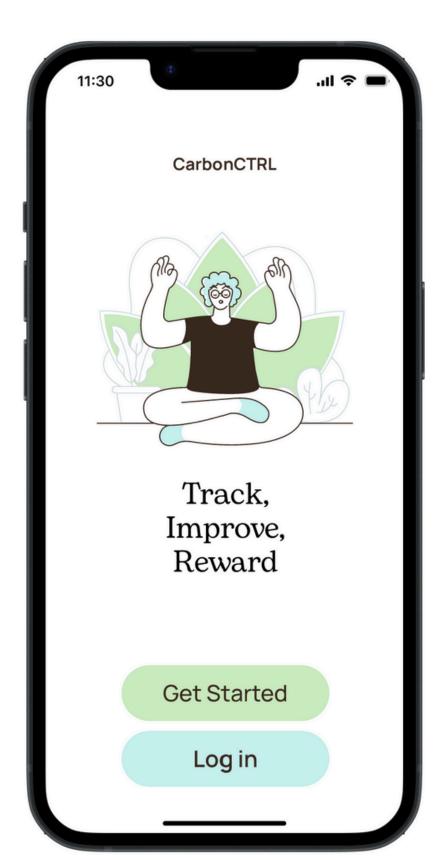
National Youth Climate Change Survey (NYCC), Change for Climate by UNDP and UNICEF.

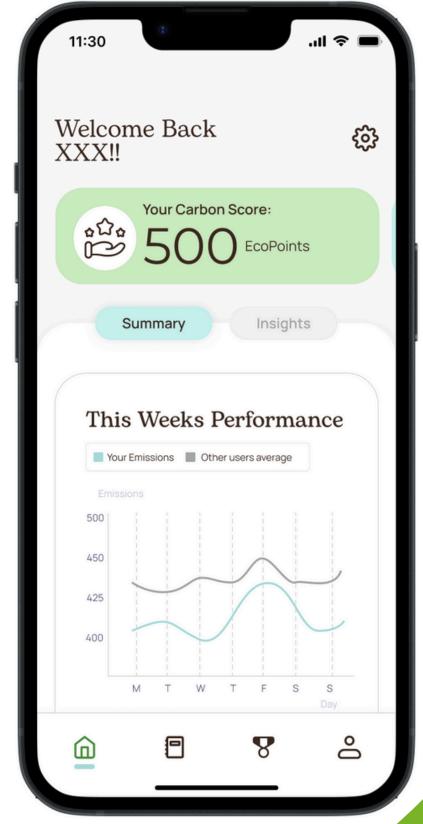
## Solution:

## CarbonCTRL

a Friendly and Intuitive

Carbon Emission Tracker app





# VALUE PROPOSITION

#### **USER**

- Earn points by tracking habits
- Redeem at partner cafés and shops
- Stay engaged by weekly challenges

#### **PARTNER**

- Boost sales
- Increase brand visibility
- customer loyalty
- Free marketing

#### **PLATFORM**

- Win-win ecosystem for users and partners
- Scalable reward system drives growth and retention
- Sponsorship and collaboration

## **SWOT Analysis**

#### Strengths

- User-friendly interface designed for youth
- Quick and intuitive (under 3 minutes)
- Personalized tips and feedback
- Gamified features increase engagement

#### Weaknesses

- Simplified calculations may lack precision
- Limited feature set compared to enterprise tools
- Dependent on user honesty and consistency

#### **Opportunities**

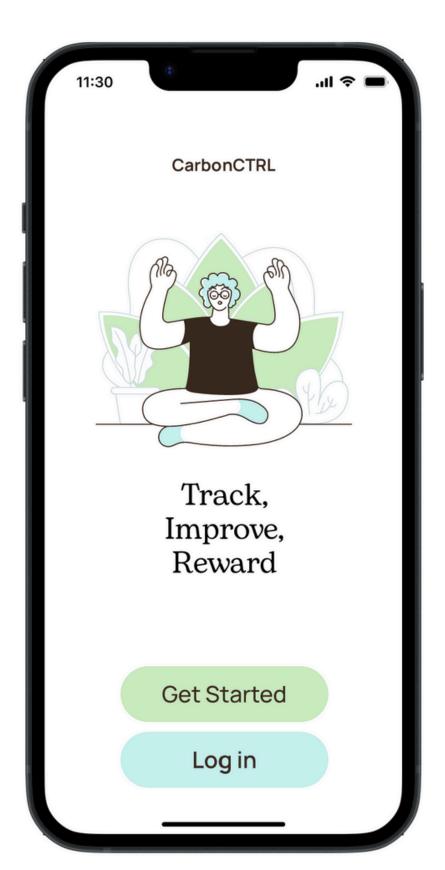
- Partnering with schools and youth organizations
- Expansion into reward-based environmental challenges
- Data insights for policy and education

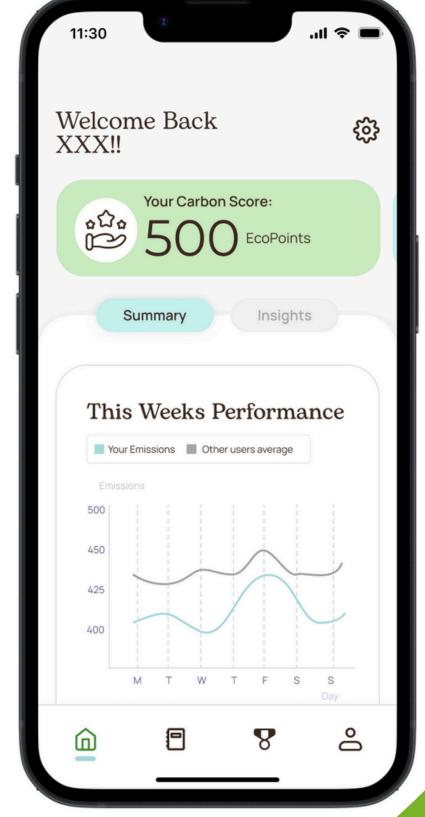
#### **Threats**

- Competition from better-funded environmental apps
- Potential user fatigue without fresh content
- Perception as non-scientific due to simplicity

## Features:

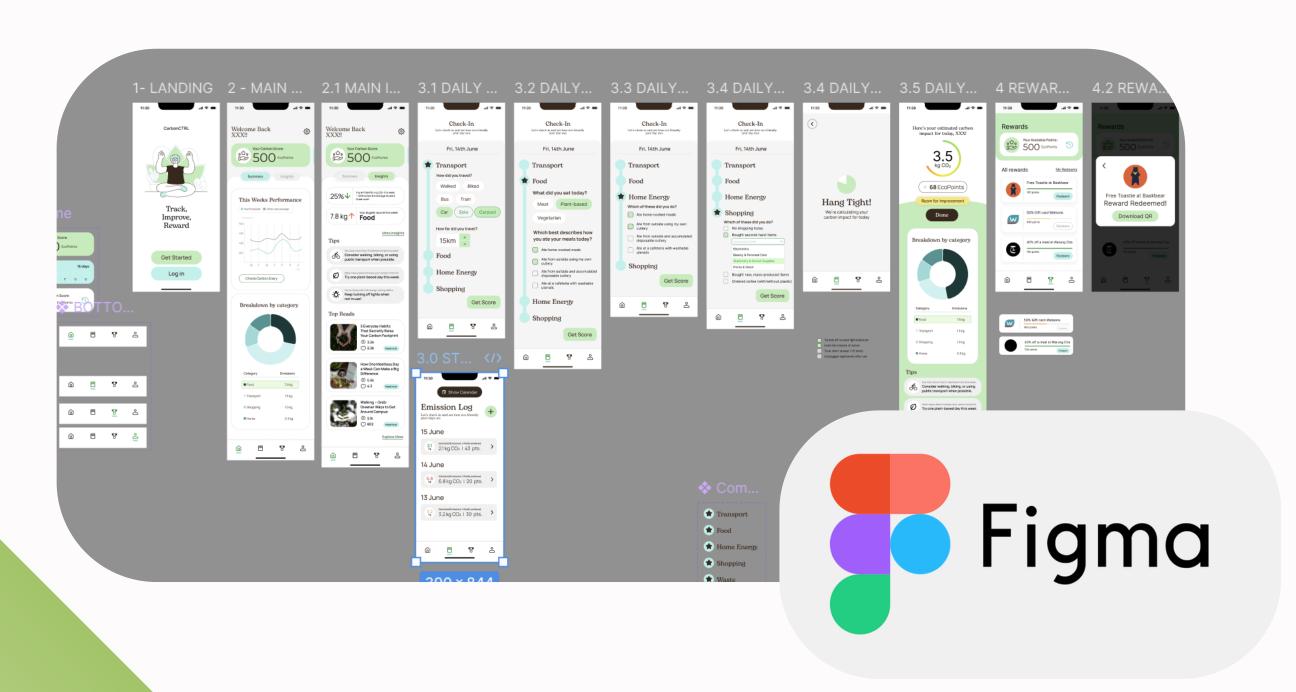
- Complete the carbon daily check-in in simple and relatable questions.
- Receive personalized tips to reduce carbon emissions.
- Earn points by making low-carbon choices in transport, food, and energy use
- Join challenges and redeem points for real rewards from partnered brands
- Track the progress through a clean visual dashboard.





### **Product Demo**

<u>App User Interface Prototype designed using Figma</u>





Scan the QR code to access our Prototype!





USRE-CENTRIC DESIGN



**GAMIFIED EXPERIENCE** 



**B2B COLLABS** 



**CLIMATE TIPS** 

# Financial Stability

1

#### **Cost Sructure**

- Main Cost: App Development, Server maintenance, and marketing.
- Additional cost: Operational Support & Partnership Management

#### **Break-Even Strategy**

Aims to reach 10,000 monthly with 5% conversion rate.

## SUSTAINABILITY & IMPACT



### Team



Noor Farah Lidiyana Project Lead & Problem Research



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Business Model & Monetization Lead



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Phanthep Thongkhaow Sustainability & SDG Strategy



Nattaphong kaewmanee
Market & Competitor Analyst



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