HOW AR GAMES CAN INSPIRE SUSTAINABILITY

Niantic, Inc. Yennie Solheim Director, Social Impact

Niantic's Mission: Inspire people to explore the world, together

CHANGING THE GAME

To overcome sedentary lifestyles and social isolation, Niantic created a new kind of gameplay, "Real World Games." Real world games follow three guiding principles:



EXPLORATION OF THE WORLD



PHYSICAL EXERCISE



REAL WORLD SOCIAL INTERACTION **Real World Impact**

100+ national parks rivers and trails

visited last year**

38+ billion km

walked by players since 2016*

600M friendship

connections made through our games 47% of players feel motivated to connect w/ others***



*https://nianticlabs.com/blog/adventuresync/ **https://nianticlabs.com/blog/sireport18/ ***https://www.gamesradar.com/pokemon-gos-community-has-walked-23-billion-kilometers-so-far-enough-to-get-you-to-pluto-and-back-and-there-again/





A JOURNEY INTO











Niantic + Sustainability

SUSTAINABILITY CAMPAIGN 01

Community + Niantic led in person or virtual events

PARTNERSHIPS & COLLABORATIONS 02 Features, processes, & partnerships

OUR WORKSTREAM

INTERNALLY SPEAKING Features, campaigns, & data

FORWARD THINKING Creating clarity & productivity

03

04

across internal teams

SUSTAINABILITY CAMPAIGN

Each year, Niantic hosts a sustainability campaign for players and local non-profits. The goal is to connect players with their local organizations and find ways to live more sustainably.

Engagement:

- clean up events
- sustainability efforts
- donations
- social sharing





We clean out 158kg trash at #Huayamilpas, on the @NianticLabs #EarthDay vent. #AugmentingReality @PokemonGoApp @ingress



Based on player engagement and total number of events held, in-game rewards across participating games are released for players after the clean up events.

Activation:

- in-game rewards
- partner promotions
- public promotion



Join Us for a Worldwide Cleanup with Mission Blue! Today

Get ready, Trainers, we've added a brand new avatar shirt so you can show your support for Earth Day!

Looking to make a difference this Earth Day, April 22? Like to play Pokémon GO? We're hosting local cleanup events around the world for Pokémon GO players, and you're invited! Mission Blue, an organization dedicated to protecting the oceans, needs the help of Pokémon GO Trainers. If at least



NIANTIC

We work alongside other organizations to measure total impact, understand the implications, and report out on it.

Measurement:

- kg trash collected
- impact statements
- total players engaged
- countries engaged



Tommi Partanen @TommiPartanen · 1h I collected some trash from the nearby forest while checking out a few



- 176 NGO hosted events & 300 player hosted events
- 41 countries & 6 continents
- **17,000** players volunteered **41,000**

hours

- 145 tons of trash was collected
- Partnered with 46 NGOs

145 tons of trash picked up

THAT'S MORE WEIGHT THAN 20 ELEPHANTS!

PARTNERSHIPS & COLLABORATION



Niantic seeks long term partnerships with local and national organizations. These include organizations like:

- National Park Foundation
- Leave No Trace
- Mission Blue
- Playing for the Planet: UN Alliance

National Park Foundation...

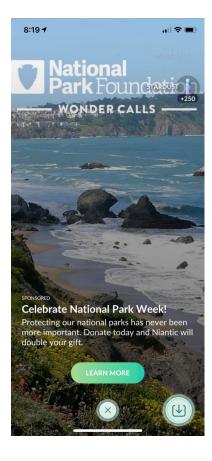




PARTNERSHIPS







INTERNALLY SPEAKING



We seek to consistently evaluate our impact on the environment

from an internal perspective as well, which includes:

- Assessing local office impact:
 - \circ food & waste creation
 - \circ real estate impact
 - employee commutes & energy consumption
- Consistently checking in with, and regularly keeping up to date on best sustainable practices
 - $\circ \quad \text{internal knowledge reports} \\$
 - research new & evolving practices we can consider

INTERNALLY SPEAKING

FORWARD THINKING



WHERE TO?

- Consistent campaigns that **seek to engage players** in the their local communities & with their local nonprofit organizations
- Continually **evaluate the impact of our work** across local offices, games, and events
- Cross **game tweaks that encourage more sustainable practices** across individual behaviors

thank you!

YENNIE SOLHEIM <u>yennie@nianticlabs.com</u> @YennieSolheim