

## Project Update: March 2018

### Public Awareness

During the last months we developed the card game, Botobattle, which includes: a) 60 rare and endangered species of plants distributed in Ukrainian Carpathians; b) 40 cards of permanent and temporary positive and negative effects influencing the distribution of these plants; and c) six cards of different vegetation belts represented in Ukrainian Carpathians.

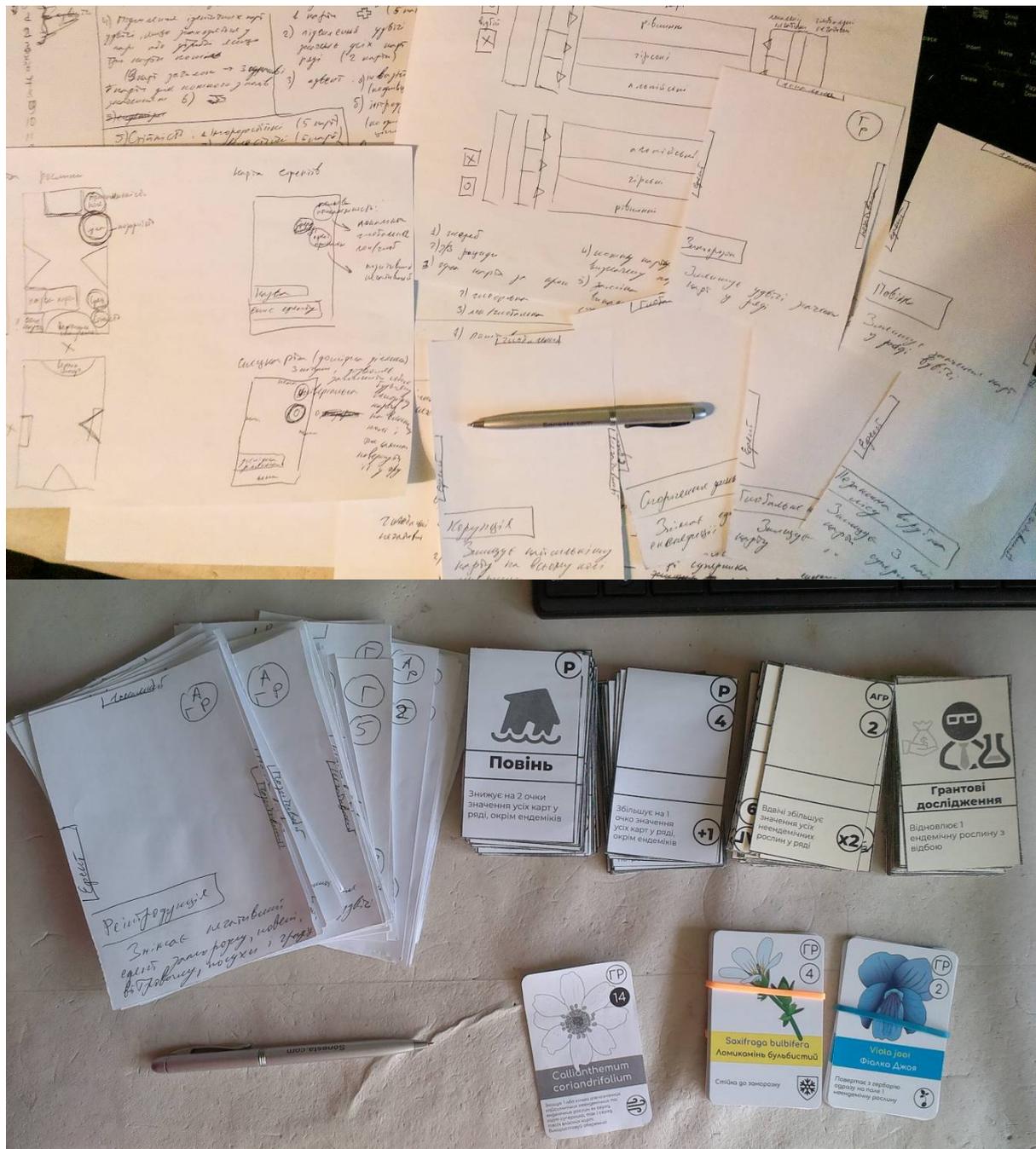


Fig. 1. From drafts to prototypes of the ecological game.

As supposed, we printed 1,000 sets of game, but to attract more people, especially teens, we decided also to print colorful boxes and completed the game by supplementary materials (e.g., printed instruction manuals, dices, counters, rubber

gums, stickers and envelops). This enriched the game and made it more easy to follow, but also much more expensive. So we covered part of expenses from own costs, but result worth this.



Fig. 2. Printed game.

The game was introduced to public on 9th March 2018 during the Whole-Ukrainian Festival of Board Games "Geek-Fest #3", which held on the basis of Ukrainian Catholic University. There the game sets were also used as prizes for winners. The game got very positive feedback from different people, both from specialists and

game publishers, and from children and parents (the game was also introduced to children studied at the UCUkids program). The attention of people was even higher than we expected, so during the first week we shared more than 30 sets of the game and we getting new requests and invitations to visit schools and nature conservation events. In particular, in close future we are planning to organise the competition in popular Ukrainian Facebook group Dovkolobotanika and also to support by prizes the International scientific conference of students and youth "Youth and progress in Biology", which will held in Lviv on 10-12 April 2018.



Fig. 3. Introduction of the game to the public.