



AYCH QUEST

With journey maker, you have power !



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OUR AIM

We worked on management tools for the AYCH project, especially on the development of a new tool for journey follow-up for the youth.

From a basic text file, our idea was to create a dynamic version of it, using different shapes and colors. We needed to differentiate the several steps really easily.

Furthermore, as this game is dedicated to youth we wanted to enhance the playfulness of the game, and create a personal tool that could be understandable.

HACK THE EDUCATION

Give power to youth to choose their own path. We could see the results of education through skills and not schools and exams. Be the major actor of your future. And be free to construct your own CV with what you like and want to become !

COMMUNICATE

The path you create with this tool is an easy way to share your journey with someone else. With your counsellor you can create your education path that fits the best to what you want. It is the best way to reach your goals.

