



2026-05-21 Social innovation, SMM

A Gamified Approach to Sustainable Mining Education



MINE2LEARN

Mine2Learn aims to develop a **gamified learning platform**, which simulates the mineral value chain while integrating Environmental, Social, and Governance principles.

- Playability (Engagement) + Educational Awareness (Effective Learning)
- Target users:
 - students with mining-related courses
 - mining industry professionals
 - mining industry stakeholders
 - young adults into role-playing games



The Team

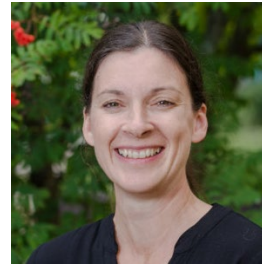


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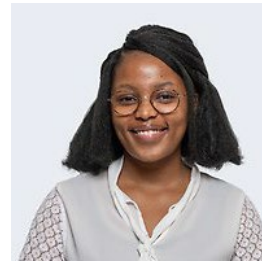


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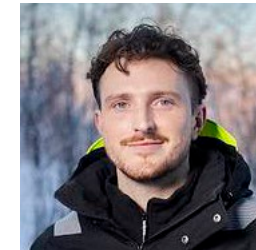
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Law/Jurispudence



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Ewa Andersson & Linda Ökvist
Education Specialists
Teknikens Hus



Ross Armstrong
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What's next



Game Development



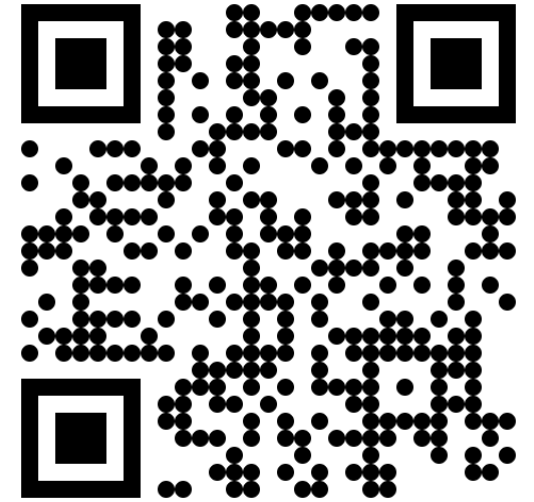
Evaluation

Register and try the game in our next testing round and give us feedback!



Outreach

Geologins Dag Sep 12, 2026 Teknikens Hus



Register at
www.mine2learn.se



MINE2LEARN