

The people behind the project

Torben Wind, Founder and Chairman

Professional experience:

Serial Entrepreneur. Co-founded the software company Navision, acquired by Microsoft in 2002.

Involved in projects that will contribute to the realization of science-based recommendations for environmental sustainability with emphasis on climate change mitigation and the conservation and restoration of natural eco-systems.

Through innovations in technology, art, education and other key levers, all projects seek to help ensure a sustainable future for us and other life on earth.

Steen Halbye, Project Lead

Professional experience:

CEO, Serial Entrepreneur, Venture Capital.

20 years within media and communication as Founder and CEO of media agency, advertising agency and digital agency. Then Partner in the venture fund SEED Capital with primary focus on Cleantech investments. Latest CEO for the food company Løgismose Meyers, founded by Claus Meyer, with activities within retail, restaurants, food production and food services.

Education:

Master of Law (University of Copenhagen). Master of Business Administration (Insead).

Inez Harker-Schuch, Head of Educational Programme

Professional experience:

Researcher/lecturer, serious educational game (SEG) developer, Founder/director of environmental science education foundation.

15+ years developing curriculum and pedagogical frameworks for environmental science education in the public school system. 10+ years in research (environmental science education in traditional and new media) and lecturer (environmental management in Europe/climate change impacts, adaptation and mitigation). 5 years in SEG development and research.

Education:

Double MSc (Environmental science - University of Natural Resources and Life Sciences, Vienna; Agriculture/agronomy – University of Copenhagen); PhD (under examination: The Australian National University); Post-doc (University of Copenhagen).

Jeppe Bisbjerg, Development Guide

Professional Experience:

VP Publishing, Founder, Advisor.

10+ years of mobile game publishing and production experience for the global app store markets. Founder of Jay Bird Games, a consulting and angel investment firm in the cross-media industries, games, film etc.

Advisory board member at a select few companies on gamification and go-to-market strategies for digital products.