

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).

Patrik Bertilsson, Producer

Professional experience:

CEO of Gmerce, a development studio with a focus on mobile games, educational games & IT solutions.

8+ years experience in game production and managing development teams.

High-skill technical background developed working as a CTO and being a part of a VR start-up.

Worked with gamification & IT solutions for known brands like Tuborg, Bilka, Lenovo, The Danish Defence, and Coolshop. Passionate about gamification and how to use it more in the world.