

## Carbon-less

#### Konverto

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## Team - eSpace



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## About the Carbon-less project

#### IDEA

- Tracking individual employee carbon footprint by:
  - surveys (base and specific)
  - categories (e.g. Transport, Food, Waste)
- Showing statistics

#### GOAL

- Motivate employees to reduce carbon footprint with gamification:
  - Score-based system
  - Leaderboard with colleagues
  - Section with suggestions
- Supervisors of every company branch can choose campaigns, and track data of their employees

### Research

#### Main sources of CO<sub>2</sub> emissions for an average individual:

| Category            | Share of a person's<br>total emissions | Explanation                                      |
|---------------------|--|--|
| Transport           | ~30–35%                                | Personal car use, flights, public transportation |
| Household<br>energy | ~25–30%                                | Electricity, heating, cooling,<br>gas, water     |
| Food and drink      | ~20–25%                                | Diet, food production, food<br>waste             |
| Waste and packaging | ~5%                                    | Landfills, plastic, unrecycled<br>materials      |

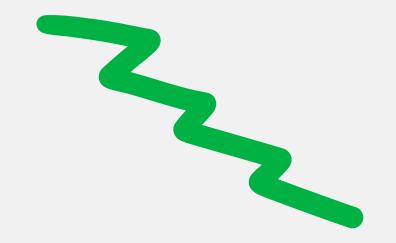


## Keytechnologies

Angular



Python, Fast API,
Tortoise



PostgreSQL



# Thank you very much!

You can visit our project on: <a href="https://hackaton-carbonless.digitalcube.dev">https://hackaton-carbonless.digitalcube.dev</a>

