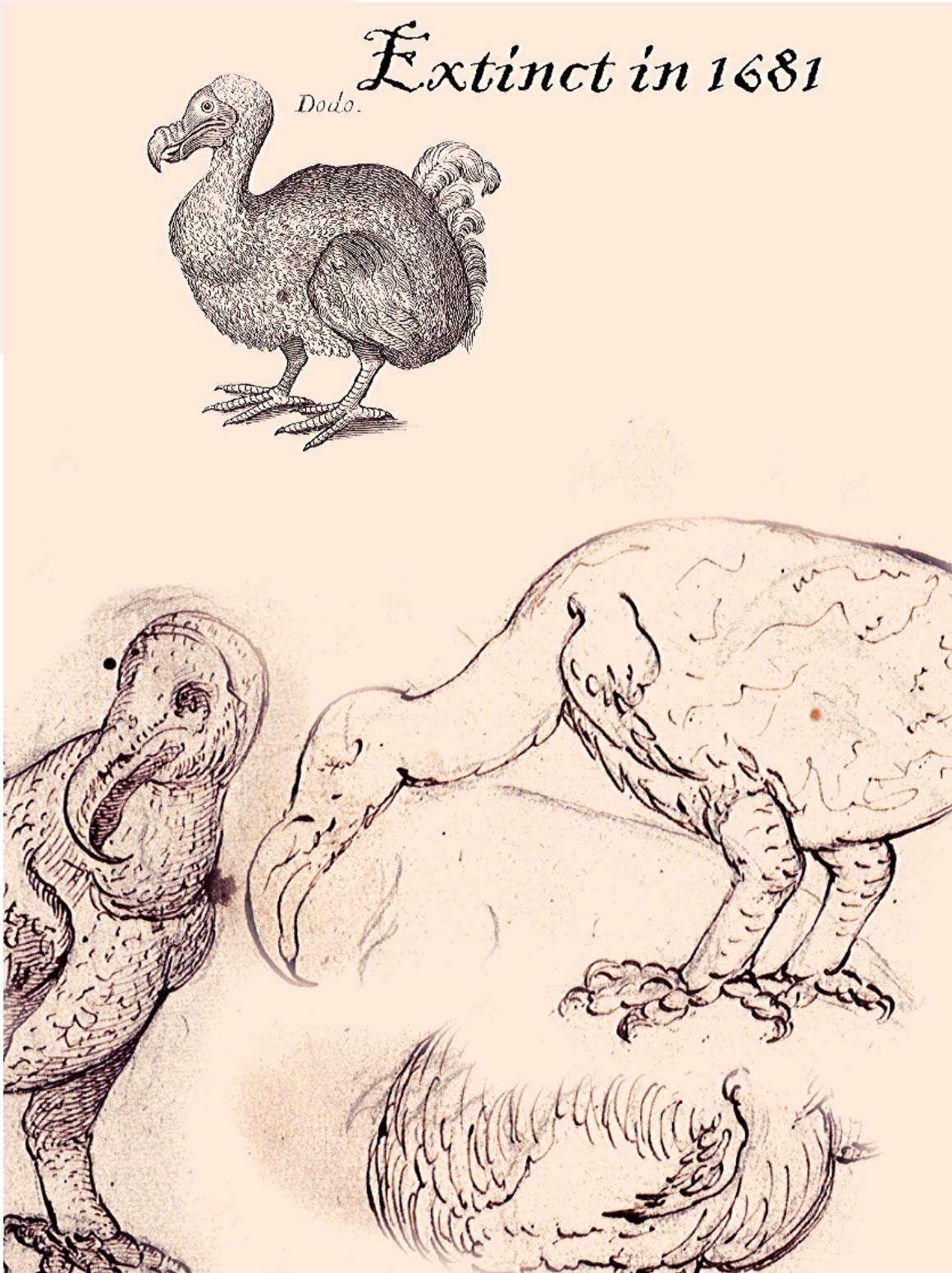


DODO ADVENTURE



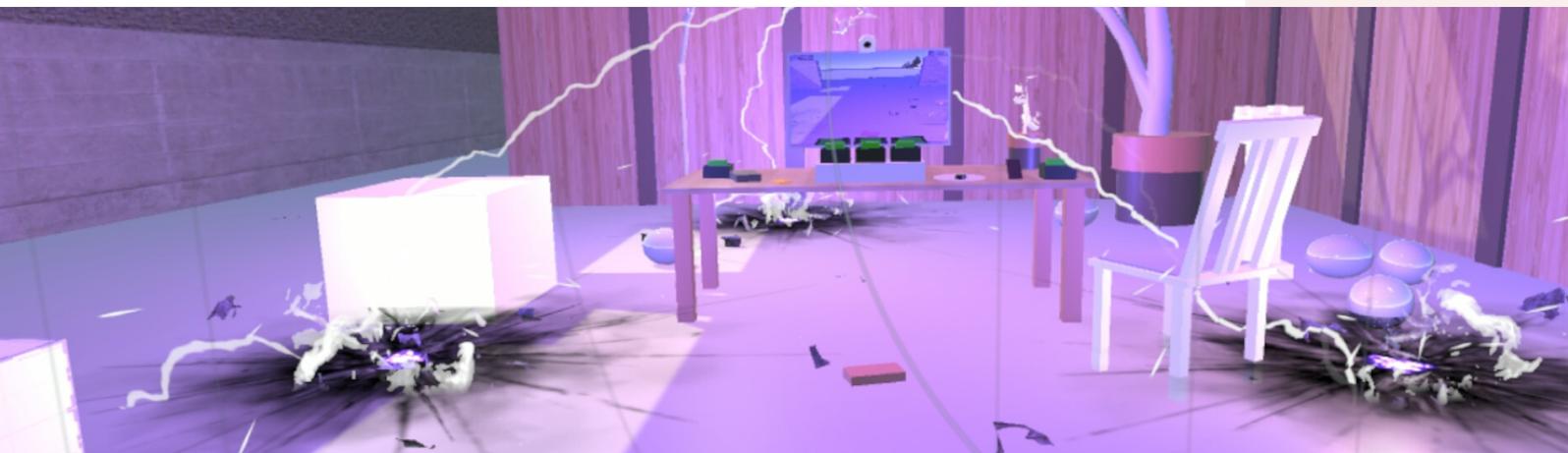
“BRACE YOURSELVES, THE DODO ADVENTURE IS COMING!”

“Dodo Adventure: Museum Edition” is an effective educational tool that helps to inspire strong empathy towards animals. VR experience takes visitors on a journey where they can see the invasion of habitat through the eyes of a dodo bird. Story-based VR game offers deep emotional engagement which is an excellent conversation starter.

Different topics can be covered: Animal rights, invasive species, climate change, extinct animals, conservation and the role of museums including the history of colonization.

Once upon a time the sailors arrived to the tiny little Hamari island (located quite close to Mauritius island in the Indian Ocean) and saw a kind and caring bird that looked suspicious.

The bird couldn't fly, and the sailors were hungry. After the sailors tried to fish for two days without success, they decided to start approaching the kind flightless bird. One night the bird was in the cave finally to take a rest from the hot day. The sailors were hungry, and the bird became scared.



THE EXPERIENCE

Besides being a crowd pleaser, recent research has shown that using VR experiences can have a longer and more positive impact on changing behavior than using videos or articles.

Now is the time to act. Currently the climate crisis and the nature offer a great opportunity to help the environment and the animals. Currently, TechLemon is creating a new audiovisual experience where the theme is climate change and endangered and even extinct animals.

THE STORY

This story based digital VR experience is meant to communicate with people with a new style that is already proven by the latest research. We have developed and experience that is called DODO adventure series.

The experience addresses the story-driven approach to biodiversity and sustainable development, enabling the user to experience positive behavioral change in immersive audiovisual gaming experience. We are the animals.

The game is designed so that the player experiences the virtual world in a fun and beautifully designed tropical environment. Forget your to-do list. It's time to escape to the Hamari island!

Currently, TechLemon Ltd is developing a VR game series that addresses the issues surrounding human impact on biodiversity and climate change.

TechLemon Ltd. Company, is currently developing a Virtual Reality, story-based experience, where the player experiences an extinct animal and solves tasks, all in Virtual Reality



In the first episode of the dodo Adventure series, the player experiences something unusual. The experience utilizes virtual technology created by our company, TechLemon Ltd, which has been used for example, in our Odyssey VR: The Deep Space Expedition game.

The main goal of the game is to present certain natural and man-made changes on the tropical imaginary island of 'Hamari'. The game experience is based on short, scientifically proven experiences.