Team BEAT
SLIC Forestry and Ecosystems Challenge
By: Erik Sharrer, Vinay Garimella, Sean Altice, and Lily Flick

As there is an increase in population and a push towards urbanization, wildlife and forest populations, plant and animal alike, are being negatively impacted. The team is tasked with designing a method to increase awareness of forest health, and provide information to wildlife and forestry services on demand. In order to help support healthy forest ecosystems and their byproducts, the team is proposing a design for an "App" that creates an interactive, crowd-sourced map that tracks forest health. The proposed design tracks the user's location through GPS and will then prompt the user to answer yes or no questions on a "tree health report card" about the health of their surrounding area. For each area that a user fills out a "tree health report card" for, they will be awarded a certain amount of points. As an incentive, for each measure the user takes to increase the health of the area, such as contacting wildlife authorities or simply picking up trash, they will be awarded an amount of points that corresponds with the difficulty of the task. These points will be used to rank users so that they can compete to see who the "top environmentalist" is. Additionally, once a user reaches certain point milestones, such as every hundred points or so, they can donate money to an environmental charity of their choice. The amount of money donated will correspond to the amount of points they gain. By selling advertisement space on the app, the team can earn this money in order to monetize forested lands and encourage people to take part in helping the environment. This "App" can be used by hobby environmentalists, or anyone else interested in maintaining and bettering the environment.

Example Screenshots