



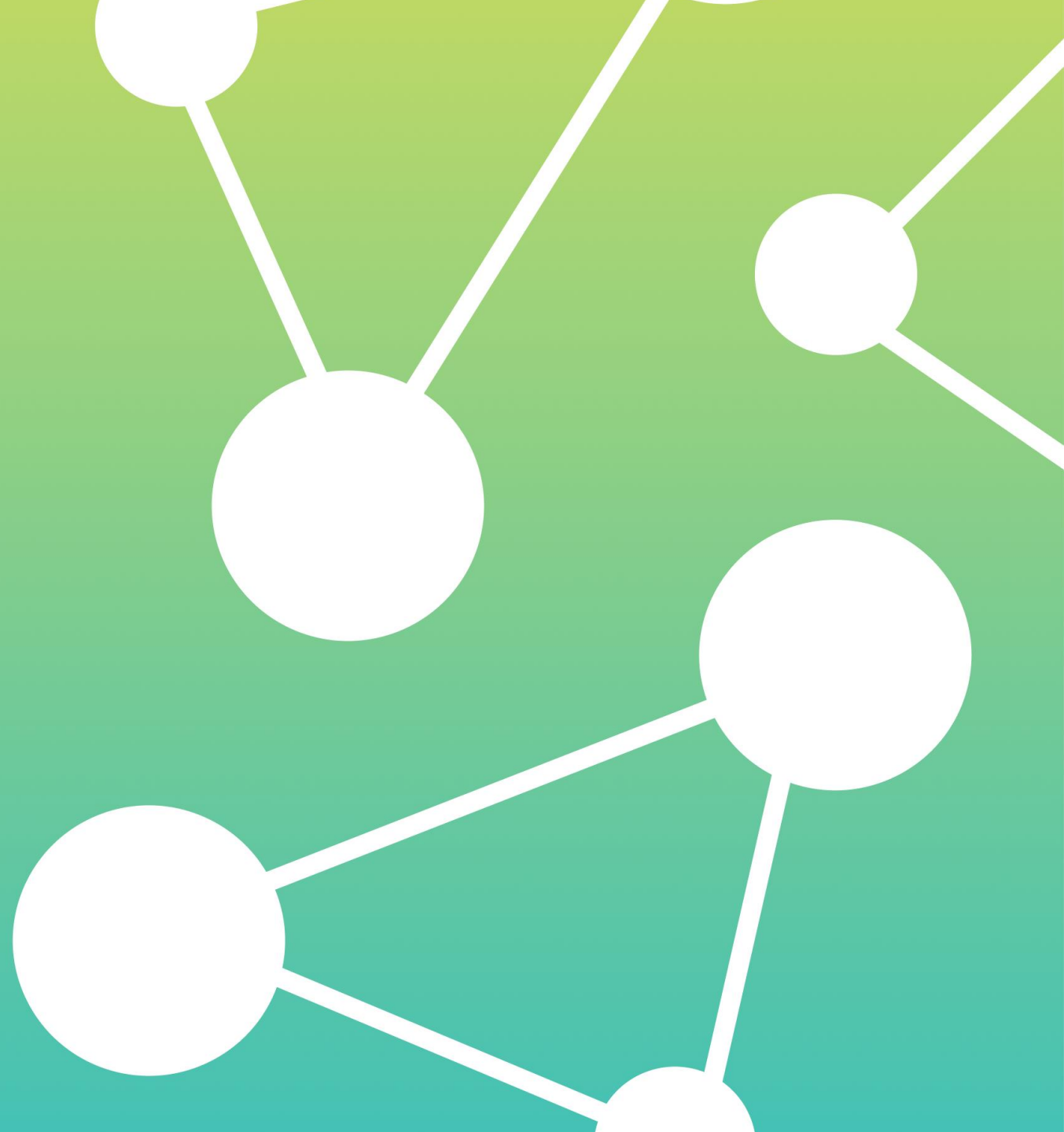
# GovTech Connect

Transforming Government, Together



**MyPolis**

MyPolis  
Presentation



# Key Info



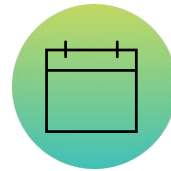
**MyPolis**

**MyPolis**

<https://www.mypolis.eu/>



Lisboa, Portugal



2018



11-50 People

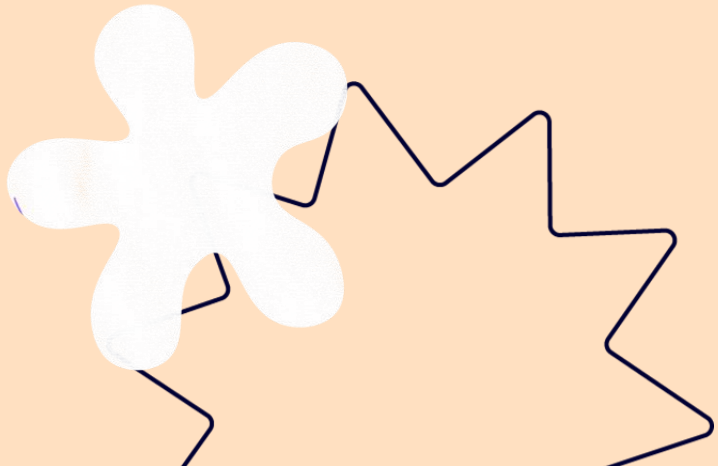
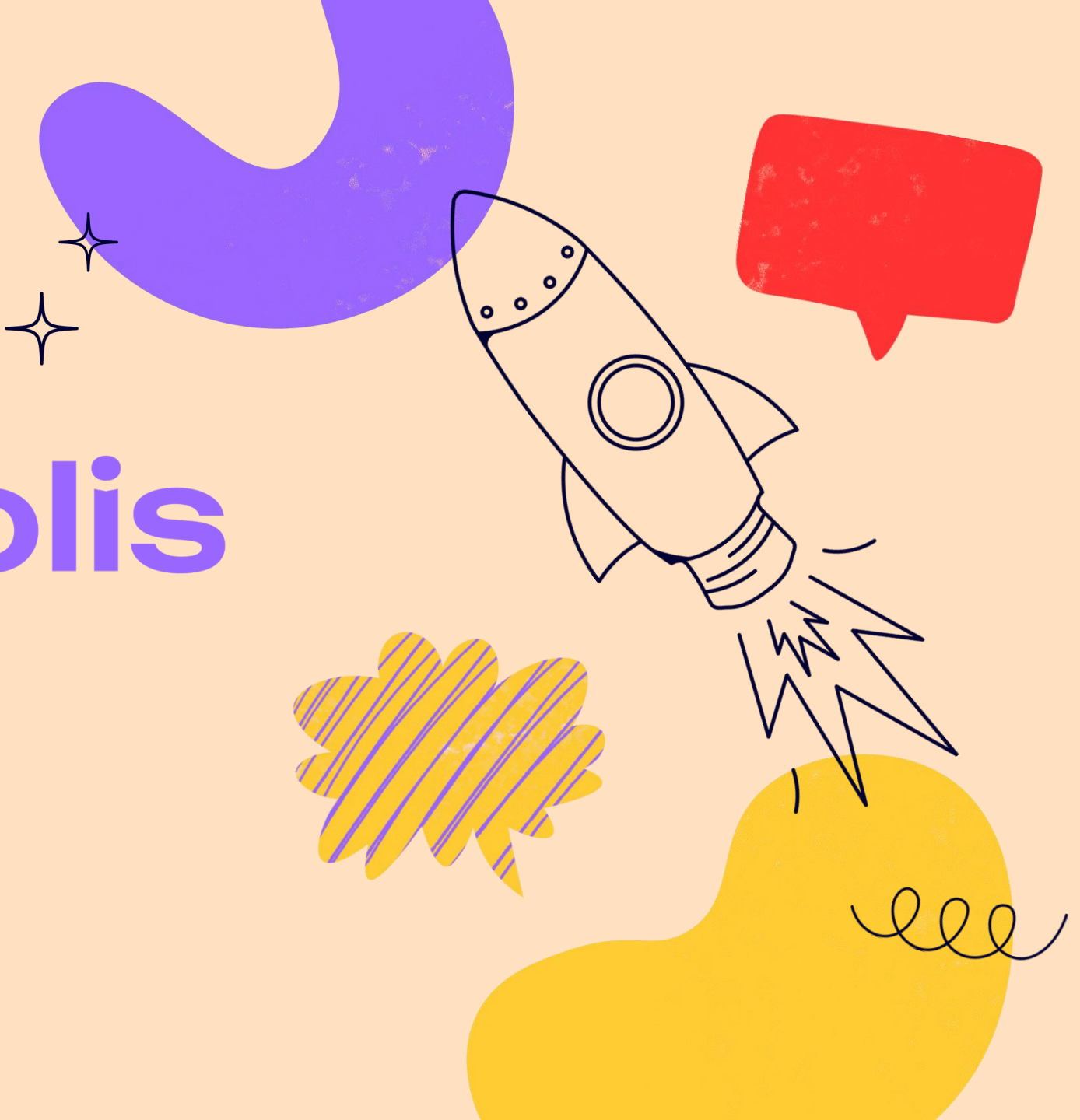


Bernardo Branco Gonçalves



# MyPolis

Democracy for all



Civic engagement is boring

and...

Civic engagement is boring

and...

Democracy is dead!

well not really but...

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it's 2500 years old and it's still hard to:

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- Engage with young citizens and to make them care;



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- Convey the power and importance of voting and participating to the younger generation;

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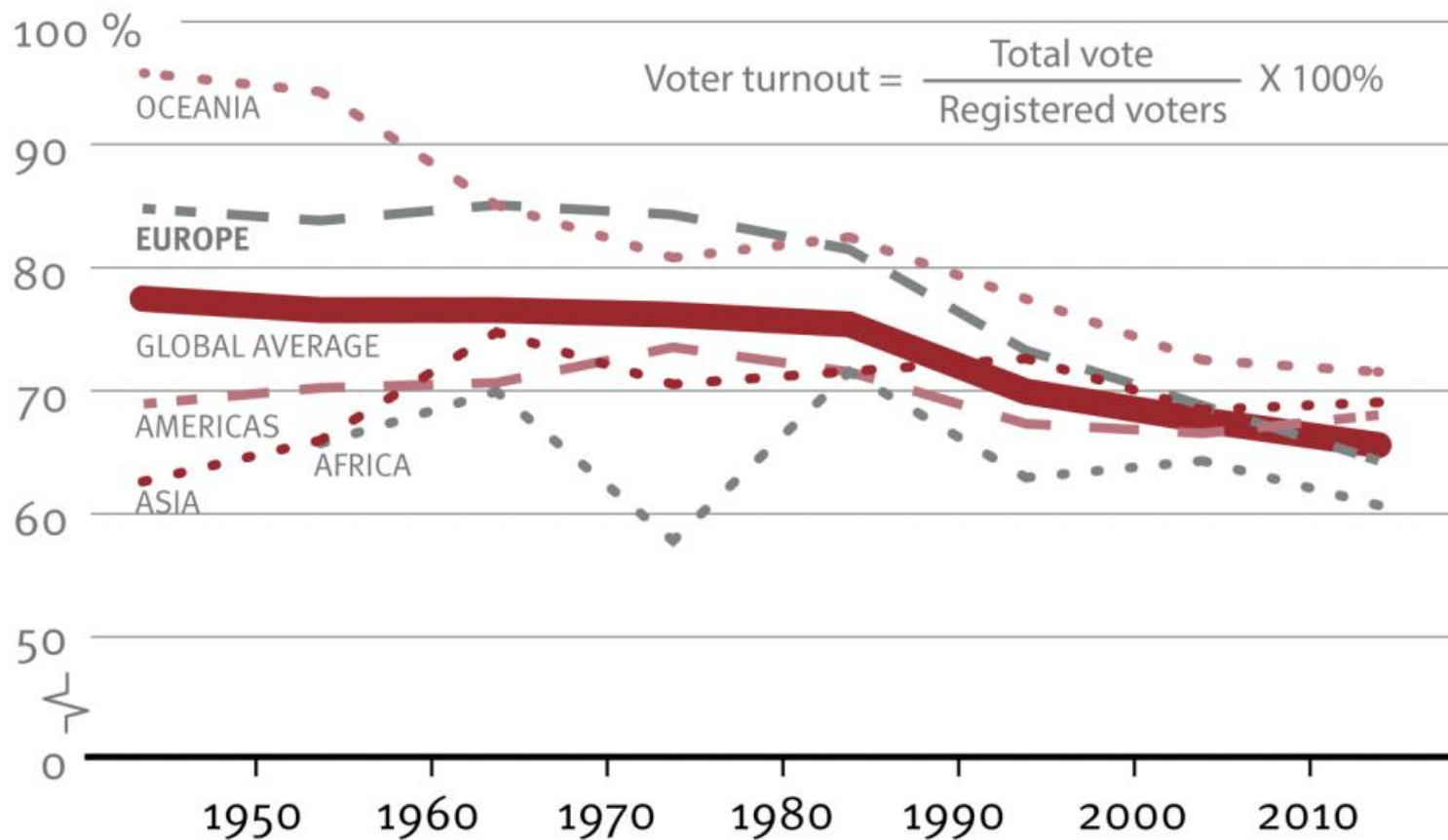
- Engage with young citizens and to make them care;
- Convey the power and importance of voting and participating to the younger generation;
- Make political systems engaging;

well not really but...

it's 2500 years old and it's still hard to:

- Engage with young citizens and to make them care;
- Convey the power and importance of voting and participating to the younger generation;
- Make political systems engaging;
- Generate trust on political systems.

Figure 1: Global voter turnout by region, 1945-2015



Source: Voter Turnout Database, [www.idea.int/data-tools/data/voter-turnout](http://www.idea.int/data-tools/data/voter-turnout)

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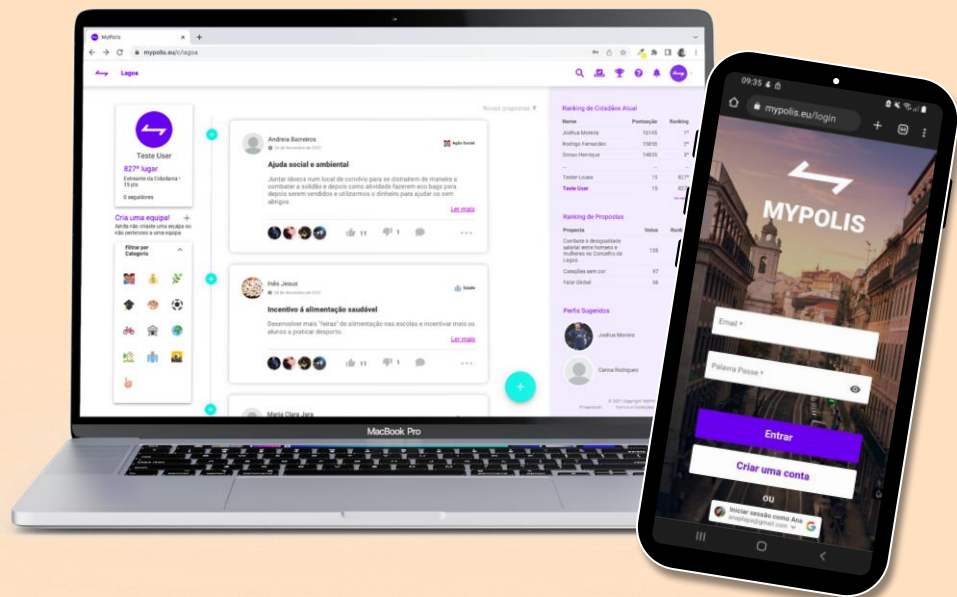


## What public representatives are doing now:

- Answering to complaints on social media;
- Communicating on legacy press;
- Struggling to reach out to young citizens;
- Having 10 meetings to buy the same old participation products with ironically very low participation rates.



# With MyPolis:



**+150** public representatives collaborated and co-created with **+27.000** young citizens.





Escolhe a tua missão



Idear  
3 desafios terminados



Arquivo

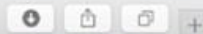


Modos de Jogo





myopolis.eu



# Capítulo 5

## Laboratório



# With MyPolis:

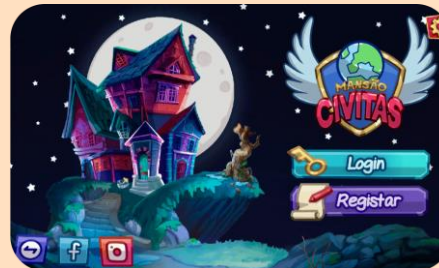
Youngsters and children have access to practical and fun ways to learn citizenship in and outside classrooms.



Citizenship Explorers



Citizenship Agents

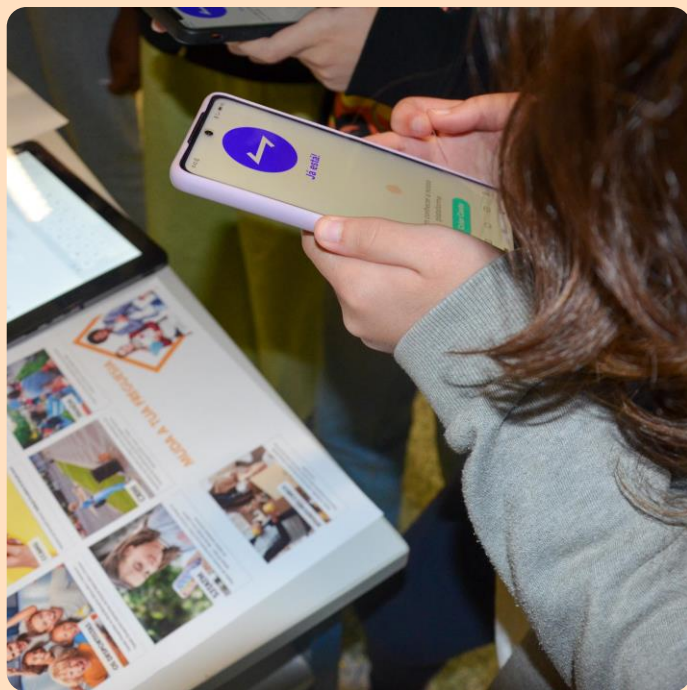


Civitas Mansion



**99%**  
of teachers evaluate the games with >7 (1 - 10 scale)

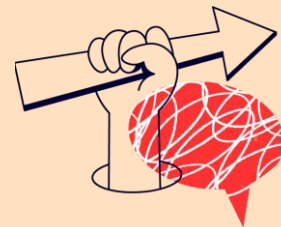




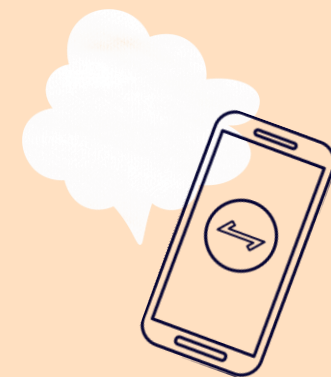
+200

implemented proposals

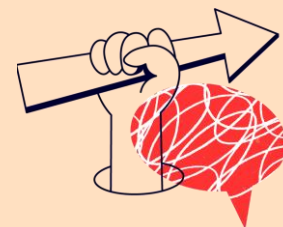




**+38,46%**  
Autonomy





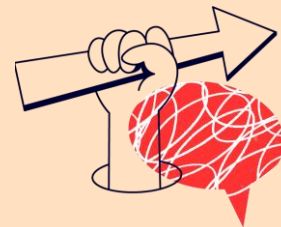


**+38,46%**  
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**+46,15%**  
Students responsibility towards  
school

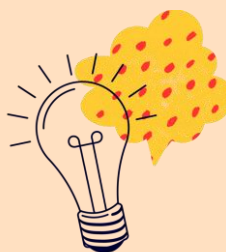




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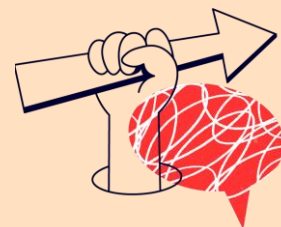


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Creativity

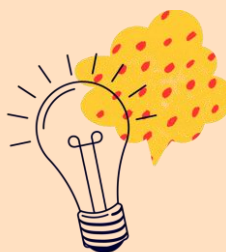




**+38,46%**  
Autonomy



**+46,15%**  
Students responsibility towards  
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**+33,33%**  
Creativity



**+58,97%**  
Awareness about participation  
channels



Why now?

## Why now?



We need new ways to  
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Leverage new tech and voting [AI for ideation, web3 DAO's for voting].

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We need new ways to engage. Online discourse is at an all-time high.



Leverage new tech and voting [AI for ideation, web3 DAO's for voting].



Need to nurture democracy globally.

# Team

## Management



**Bernardo Gonçalves**  
CEO

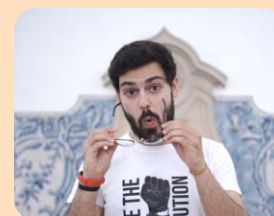


**Cristian Briceag**  
Operations director

## Tech



**Pedro Cerejo**  
CTO



**João Bastos**  
Lead frontend developer



**Lúcia Lopes**  
Lead game developer



**Bruno Martins**  
Backend developer

## Education



**Mariana Galvão**  
Director of pedagogics



**Solange F**  
Content creator

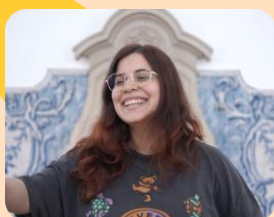


**Ilpo Lalli**  
Content creator



**Soraia Correia**  
Teacher support

## Design



**Virgínia Gonçalves**  
Designer



**Patrícia Lapa**  
Designer



**Marina Precatado**  
Teacher support



Why us?

## Why us?



+30 clients;

4 EU funded projects

(100%).

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High satisfaction from  
99% teachers and 100%  
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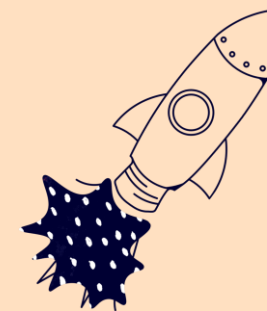
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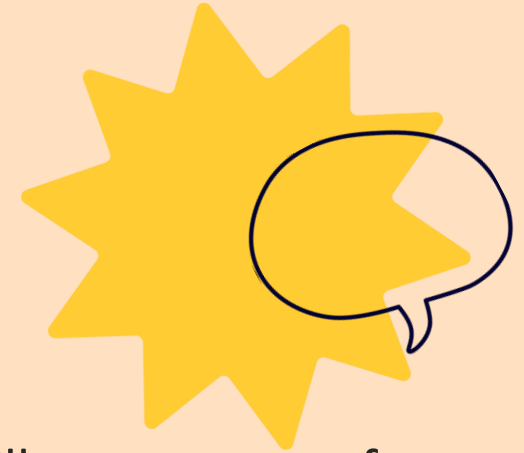
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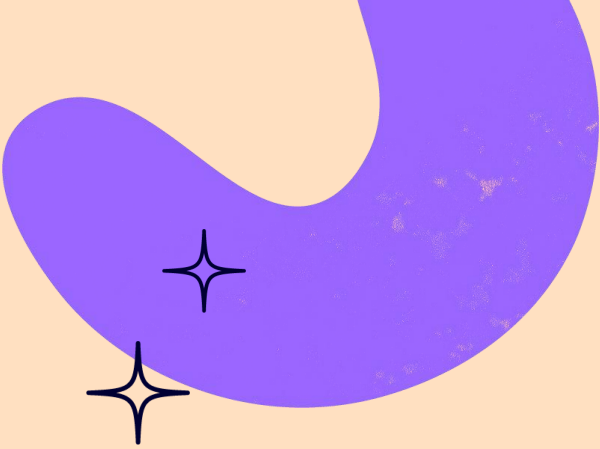
185% average growth in  
ARR; Portugal, Spain,  
Norway and Cape Verde.



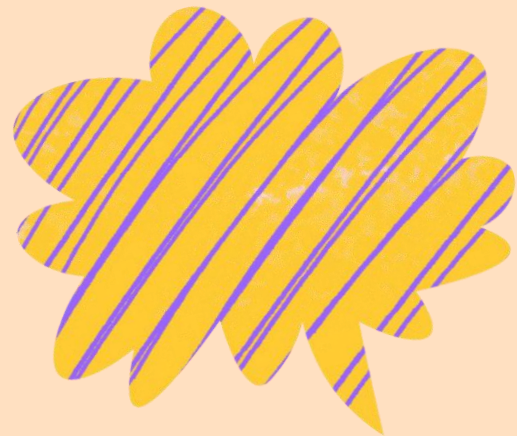
## Opportunity



- Every city will use games to foster engagement;
- Exciting new prototypes;
- Scalable to every major European city.



# Thank you!



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+351 966 180 200

