

## Introduction

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The Business Gamification System is designed for 12th-grade business students, aiming to engage them in the subject area while incorporating the values and manifesto goals of KNQ Pride. The system utilizes media sponsorships and aligns with classroom technology.

## Theme and Narrative

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**Theme:** "Queer Futures in Business"

Students take on roles such as CEO of Inclusion, Marketing Maverick, and Sustainability Specialist, working towards creating a queer-friendly business ecosystem.

## Key Components

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### Point System:

- Inclusion Points
- Creativity Points
- Sustainability Points

### Rewards:

- Media Stardom
- Social Media Spotlight
- Sponsorship Acknowledgment
- Queer Business Mentorship
- Eco-Friendly Business Kit

## Levels and Progression

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### Levels:

- Queer Business Novice
- Inclusion Innovator
- Sustainability Specialist
- Queer Business Leader

## Challenges and Quests

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### Challenges:

- Queer Business Pitch
- Inclusion and Diversity Case Study
- Sustainability Challenge

## Leaderboards and Competitions

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### Leaderboards:

- Inclusion Leaderboard
- Creativity Leaderboard
- Sustainability Leaderboard

## Badges and Achievements

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### Badges:

- Inclusion Badge
- Creativity Badge
- Sustainability Badge

## Implementation and Tracking

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### Digital Integration:

- Queer Business Platform
- Inclusion and Diversity App
- Sustainability Software

## Conclusion

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The Business Gamification System provides a comprehensive and engaging experience for 12th-grade business students, promoting inclusivity, diversity, and sustainability while fostering a deeper understanding of queer business principles and values.

## Theme-Specific Slogans

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### Slogans:

- "Empowering Queer Futures in Business"
- "Inclusion and Diversity in Every Venture"
- "Sustainability in Action: Queer Business Leadership"