

## Introduction

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The Business Gamification System is designed for 12th-grade business students, aligning with the values and manifesto goals of KNQ Pride. The system aims to engage students in the subject area of business while promoting inclusivity, diversity, and sustainability.

## Theme and Narrative

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**Theme:** Queer Futures in Business

Students take on the role of entrepreneurs and innovators, working towards creating a more inclusive and equitable business world.

## Key Components

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### Character Roles:

- CEO of Inclusion
- Marketing Maverick
- Sustainability Specialist

### Point System:

- Inclusion Points
- Creativity Points
- Sustainability Points

## Rewards

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### 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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### Individual Challenges:

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

### Group Quests:

- Queer Business Plan Competition
- Inclusion and Diversity Marketing Campaign
- Sustainability Hackathon

## Assessment and Reflection

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### Methods:

- Queer Business Reflection
- Inclusion and Diversity Assessment
- Sustainability Evaluation

## Reflection Prompts

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### Prompts:

- Queer Business Impact
- Inclusion and Diversity Insights
- Sustainability Strategies

## 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.

## Appendix

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### Theme-Specific Slogans:

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