

Treasure Hunt Concept Design Templates

1. Title of the Concept

Whats the name of app or concept you want to show? Make it catchy and relevant to your topic.

2. Target Group

Who is this app/concept for? (e.g., 13-17year-olds, youth workers, teachers, newcomers, etc.)

3. Main Theme or Focus

What topic does it explore? (e.g., digital safety, environmental awareness, teamwork, local history)

4. Learning Objectives

What should participants learn, feel or do by using it?

5. Key Features / Mechanics

How does it work? What are the main functions or game mechanics?

6. Platforms / Tools

What technologies or methods does your concept use?

7. Short Demo or Visual

Show a sketch, a basic mockup, flow diagram, or example screen.

8. Implementation & Scalability

Can others replicate or adapt your concept? What would it take to implement it locally?

9. Final Comment

Why do you believe this app/concept could make a difference?