	ricks Evaluation		
00D Project	t ID: #47		
Part A	GOOD Scorecard		
#	Questions	Points	Rationale
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1	PEOPLE Does the proejct solve pressing societal challenges?	Score	
1-1	Improving Livelihoods Does the project improve people's well-being, health or living conditions? Does it improve access to basic goods and services?	8	FishNBricks aims to contribute to the general improvement of living conditions for people in Indonesia, especially in the city of Ambon. They want to create jobs, fight poverty and enable affordable housing in the long term.
1-2	Reaching those in need Does the project address people at risk, i.e. vulnerable or marginalized groups or people who live in precarious circumstances or in extreme poverty?	7	The focus is on low-income communities and slums in Indonesian cities that are most severely affected by environmental pollution from plastic waste.
1-3	Social cohesion and prosperity Does the project promote tolerance, inclusion, social participation, gender equality or peaceful coexistence? Does it significantly generate new, fairly paid jobs and thus contribute to prosperity?	7	The project works together with six different NGOs in the region to find solutions and possibilities for the recycling of plastic waste on site. Through the innovative processing of the plastic and versatile applications, new jobs are to be created
		7,3	
2	PLANET Does the project protect our environment and conserve natural resources?	Score	
2-1	Saving our planet Does the project help to conserve or to restore terrestrial or marine ecosystems? Does it protect biodiversity? Does it help to counteract climate change?	8	FishNBricks aims to remove plastic waste from the environment. In doing so, they contribute to the regeneration of ecosystems and the protection of animals.
2-2	Sustainable use of natural resources Does the project boost a mindful use of scarce natural resources? Does it contribute to a circular economy? Does it bring about behavioural change or a change of mind-set to engage for the environment or animal welfare?	10	The goal is to collect plastic from beaches, public facilities a private individuals. The waste is processed into plastic brick: which have countless potential usages. The plastic waste the acquires a new and long-term value.
2-3	Leading by example Does the implementing organisation keep its own ecological footprint low? Are there self-commitments or certifications for environmental protection or climate neutrality in place?	7	FishNBricks has lean structures and works with local people and organizations on site.
		8,3	
3	GAMECHANGER Is the solution innovative, inspiring and has the power to drive real change?	Score	
3-1	Social Innovation Is it a new, inspiring concept, which tackles a social or environmental challenge in a different, possibly disruptive manner? Is the solution convincing and can inspire people in different places?	8,5	FishNBricks is not the only initiative that addresses the issue of plastic waste. However, it is a disruptive idea. The team consists of multifaceted members including engineers and they are working with various partners to successively improve their approach and technologies.
3-2	Entrepreneurial Spirit Does the team demonstrate initiative, agility and entrepreneurial spirit? Does it have the ambition to unleash the full potential of the idea? Does the team count on cooperation and knowledge sharing to scale its positive impact? Is the underlying business model convincing?	8,5	The team shows strong entrepreneurial spirit. Since its founding, the team has already grown. They work with partne from the industry and researchers, have further developed their ideas and turned some of them into reality.
3-3	Implementing power Does the team have the necessary resources or growth strategy to move forward? Does the project have a governance structure that balances purpose and profit?	9	The team is very structured and combine skills from diverse fields. They organize themselves in different teams (strategy engineering, material, public relations) and establish cooperations with NGO's, companies and research institutio to make the project grow big. They have been awarded different prizes (e.g. DB Award, Enactus National Cup 2022).
		8,7	, , , , , , , , , , , , , , , , , , , ,

4	WIN-WIN Can we support the project effectively with our means?	Score	
4-1	Leverage Can we make a difference with our financial support, media work or mentoring? Is the project still young or is it at a critical stage of development? Does the project benefit from the additional visibility?	8	FishNBricks is still a relatively young project and financial support can help to achieve future goals. The media work can additionally contribute to a stronger awareness and visibility.
4-2	Good Timing Is there a specific occasion, such as an ongoing crowdfunding or media campaign, that we can support? Is the subject particularly topical? Is the type of solution a gap in our portfolio?	8	The project has developed well since the first idea in 2019, but is still in a prototyping phase. Several steps are still missing to enable a spin-off as a social business. This is exactly where GOOD can fill a gap.
4-3	Community Engagement Is the project connected to a region where the GOOD community is strongly represented? Was it recommended or honoured by the impact community? Was it selected through a community vote?	9	FishNBricks won first place in the Innovation category alongside two other projects at the Enactus Startup Accelerator in Frankfurt in March 2023. GOOD is official partner of the Award.
	Score	8,3	
Part B	Contribution to the 17 Global Goals		
Severity	Reason		
***	SDG #14 - Life below Water FishNBricks reduces ocean plastic by collecting and processing plastic waste on beaches before it washes (again) into the sea.	14 LIFE BELOW WATER	
**	SDG #12 - Responsible Consumption and Production By processing plastic waste directly on-site, FishNBricks contributes to a circular economy on Indonesia's islands.	12 RESPONSIBLE CONSUMPTION AND PRODUCTION	
**	SDG #9 - Industry, Innovation and Infrastrcture FishNBricks is pioneering new ways of recycling particularly for types of plastic waste which typically have been considered as non-recycleble.	9 INDUSTRY, INNOVATION AND INFRASTRUCTURE	
**	SDG #11 - Sustainable Cities and Communities FishNBricks contributes to the solution of the waste problem, especially for remote islands that use plastic or find it on the beaches, but have not been able to make good use of it so far.	11 SUSTAINABLE CITIES AND COMMANNITES	
*	SDG #13 - Climate Action FishNBricks has a business model which allows to produce bricks with very little energy, hence substituting more energy-intense building materials.	13 CLIMATE ACTION	

Part C	Explanation	
	Scorecard	17 Goals
Method	The scorecard consists of 4 sections of three questions each, all equally weighted. It reflects the aspects which we consider to be most important. The choice of criteria is explicitly intended to encourage reflection. For example, a project is not necessarily less valuable if it scores lower in the "Planet" category, as not every project aims to protect our planet. Nevertheless, the distinction between People and Planet helps to better understand the core objectives of a project, which cannot be described by the SDGsa lone. In the context of sustainability, it is often referred to people, planet and profit, or progress, or prosperity. For us, the third "P" clearly is integral part of the People dimension and if furthermore reflected in the section "Gamechanger" where we analyze the power of a project to drive social change.	We link all the projects we support to the 17 SDGs. The scorecard is designed in such a way that solutions that contribute to a large number of SDGs tend to score significantly higher than those narrowly focused on only one or very few SDGs (like e.g. a wind park in the Western hemisphere). We weight the SDGs by awarding 1 to 3 stars for each of the SDGs to which the project makes the most relevant contribution, for a maximum total of 10.
Legend	The evaluation takes place on a scale of 0 to 10 points and is converted into percentages in the chart on the GOOD website. To what extent does the respective scorecard question apply:	
0	not at all ("Kick-out criteria")	
1	almost not (10%)	
2	not really (20%)	
3	only to a very limited extent (30%)	
4	to a certain extent (40%)	
5	to a good extent (50%)	
6	to the majority (60%)	
7	to the great majority (70%)	
8	almost entirely (80%)	
9	entirely (90%)	
10	exceptionally (gamechanger) (100%)	
Current evalu	ation	
Date	30 March 2023	
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