

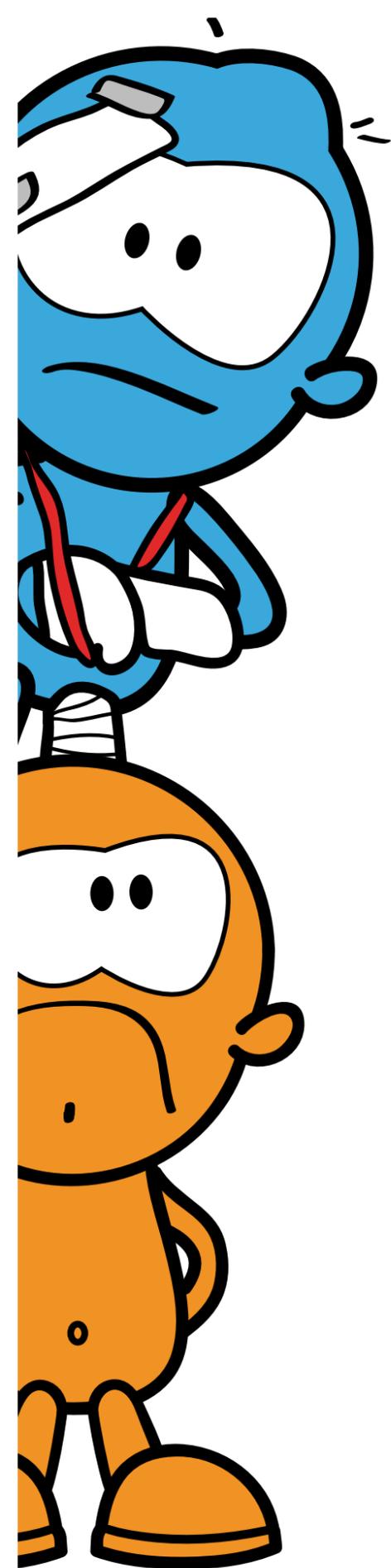


'me![®]

LO QUE NOS DIFERENCIA Y HACE ÚNICOS
A CADA UNO DE NOSOTROS.

Humanity[®]

LO QUE NOS UNE E IDENTIFICA A TODOS
COMO SERES HUMANOS.



Proyecto

me!Humanity es una colección de personajes que busca promover aquello que nos une y nos configura como seres humanos, así como también destacar aquello que nos diferencia a cada uno de nosotros.

La propuesta de valor del proyecto está en el concepto que hay detrás de la colección. **me!Humanity** trabaja nuestra IDENTIDAD. La identidad individual, implícita en el “**me!**”, y la identidad social en el “**Humanity**”. Somos todos únicos y diferentes (**me!**) y también, tenemos mucho que nos une e identifica a todos como seres humanos (**Humanity**). Sin importar el **me!** que seamos, somos parte y pertenecemos todos al mismo lugar.

La identidad se trabaja a lo largo de toda la vida, así es que **me!Humanity** es una colección multigeneracional. Hay personajes para todas las edades: niños, adolescentes y adultos. **me!Humanity** busca mostrarnos hábitos, costumbres y valores sociales con el fin de promover armonía tanto en la convivencia social como en la vida personal.

me!Humanity intenta transmitir desde una posición optimista, lo que cada personaje tiene para decir desde su lugar. De esta manera, a través de la identificación con el personaje, la audiencia puede verse positivamente influenciada.

me!Humanity se encuentra en la industria del “Licensing and Entertainment” y su objetivo es vender licencias de uso en todos los territorios. Uruguay fue un caso de éxito para **me!Humanity**. El siguiente paso del proyecto se encuentra en extrapolar este caso de éxito al mundo entero.

Caso de Éxito

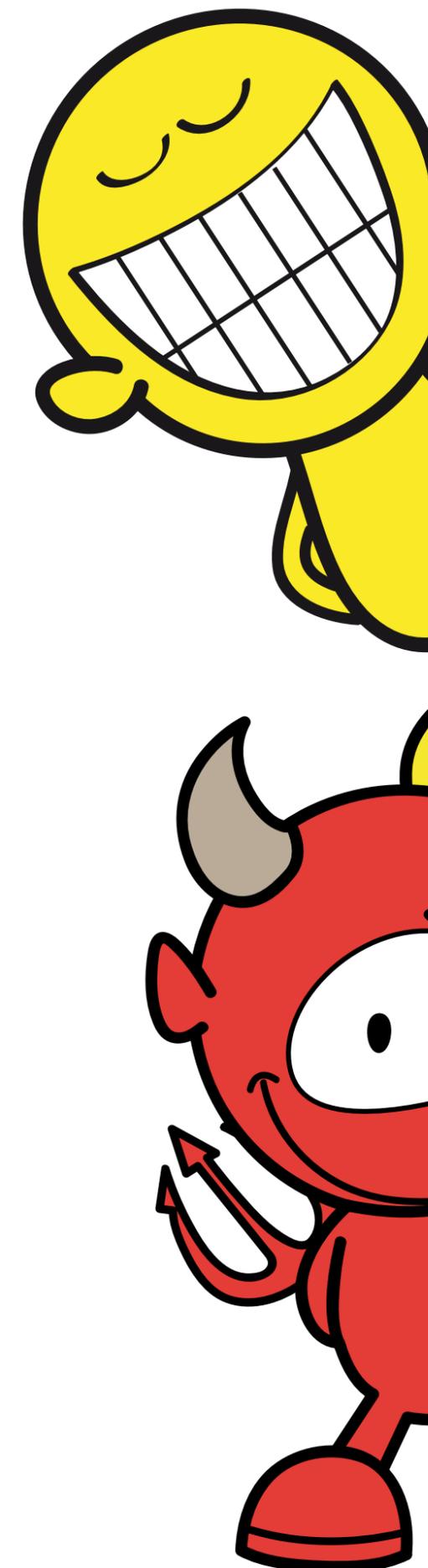
me!Humanity ha demostrado que ha comercializado con éxito su propiedad intelectual y su marca en Uruguay, otorgando licencias a un conjunto de socios estratégicos en los negocios de manufactura, comerciantes e incluso corporativos.

En solo unos pocos meses, **me!Humanity**, tuvo presencia en todas las principales tiendas, supermercados y puestos de venta del país, vendiendo una amplia variedad de productos con sus personajes: vajillas, tupper ware, ropa, juguetes, libros y muchos otros. Es importante enfatizar que **me!Humanity**, no invirtiendo en comunicación o promoción, demostró ser exitosa y vender tantos productos en las tiendas como cualquier otra licencia de personajes famosos. Sin seguir el camino tradicional que siguen las caricaturas, es decir, sin aparecer en programas de televisión o películas antes de comenzar su proceso de licencia, **me!Humanity** demostró ser querido y buscado por los clientes.

Esto nos ha dado la confianza absoluta para demostrar cómo se puede extrapolar este éxito a cualquier otro lugar, donde la colección aún no se conoce a nivel mundial, y seguir el mismo camino que hemos seguido en Uruguay. Además, nos hizo pensar, qué pasaría si promovemos la colección a través de diferentes canales, tales como: TV, videojuegos, aplicaciones, redes sociales, con un alcance global mientras aumentamos nuestra presencia en otras regiones!

Nuestro principal objetivo era demostrar el éxito en un entorno pequeño y controlado, otorgar licencias con un alcance local y, por lo tanto, poder planificar de manera cuidadosa y estratégica cómo expandir la propiedad intelectual a nivel mundial. Intencionalmente no hemos otorgado licencias a otras empresas interesadas que querían llevar la colección al extranjero, ya que queríamos controlar y planificar específicamente cómo dar el siguiente paso. Habiendo demostrado el éxito y el interés de los licenciarios por la colección, ahora estamos avanzando y buscando:

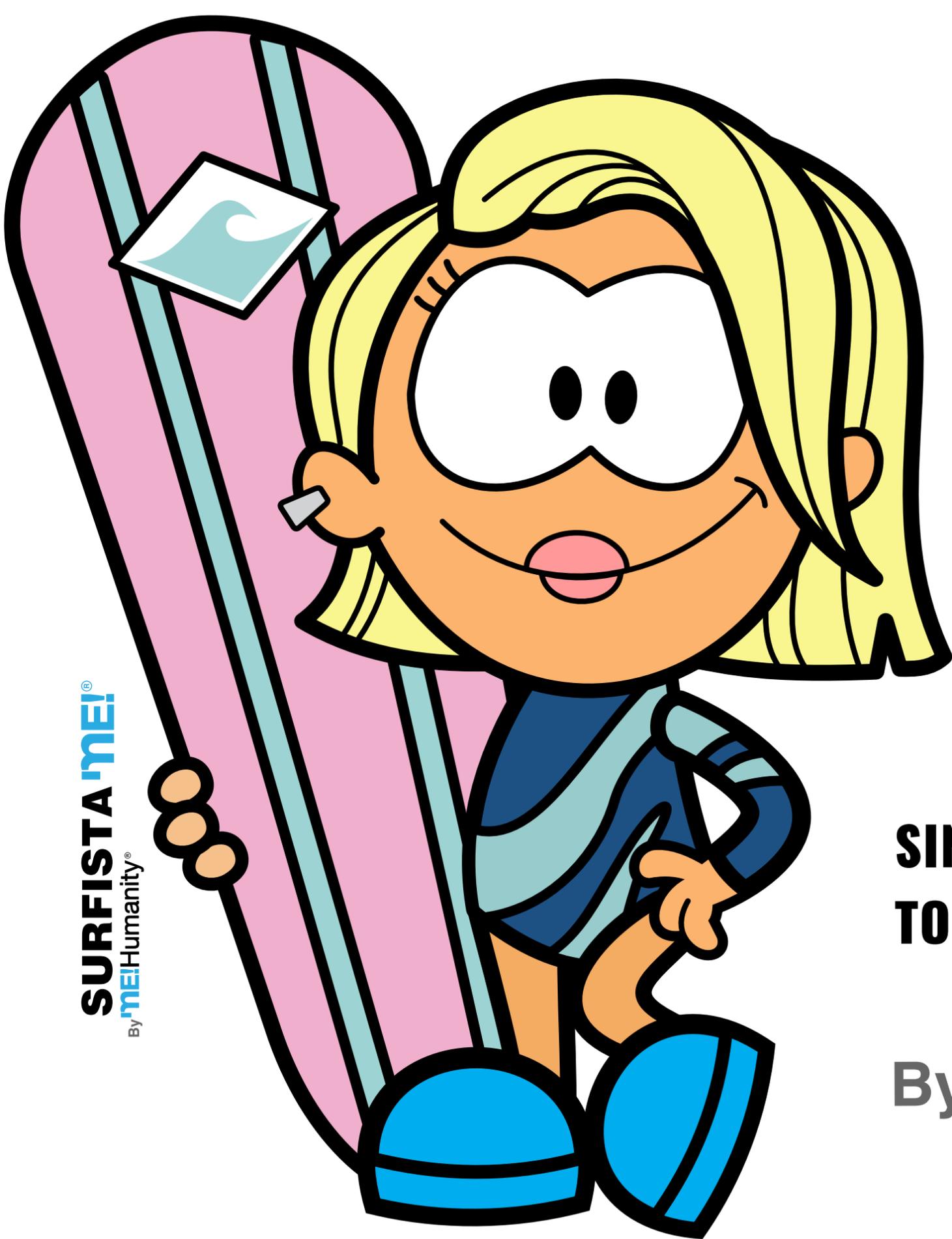
- Empresas interesadas que desean obtener una licencia y asociarse con **me!Humanity** para promocionar la colección a nivel mundial, principalmente a través de películas, series de televisión, videojuegos, aplicaciones, series de libros, etc.
- Empresas interesadas que deseen licenciar la colección para ventas directas, de la misma manera que lo hemos hecho en Uruguay, a través de fabricantes, minoristas, etc.





**SOMOS TODOS ÚNICOS
SOMOS TODOS HUMANIDAD.**

By **ME!**Humanity®



SURFISTA 'ME!
By 'ME!Humanity®

**SIN IMPORTAR EL me! QUE SEAMOS,
TODOS PERTENECEMOS Y TENEMOS UN LUGAR.**

By 'ME!Humanity®

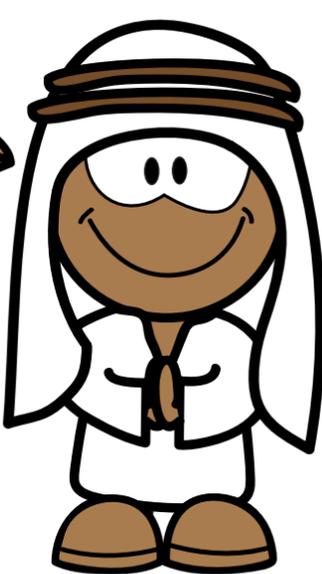
HAWAIANO 'MEI'
by 'MEI' Humanity



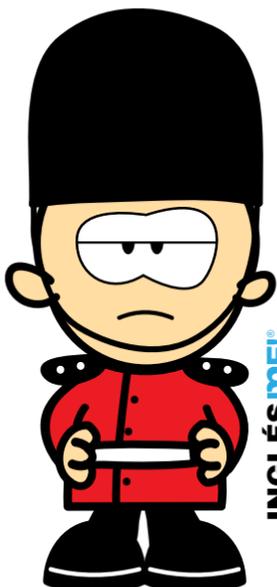
CHINO 'MEI'
by 'MEI' Humanity



ÁRABE 'MEI'
by 'MEI' Humanity



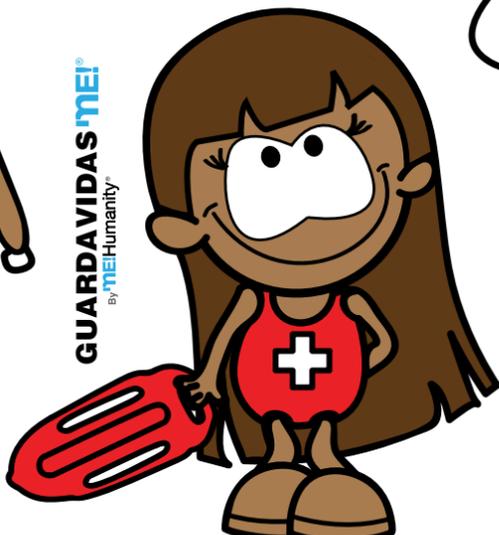
INGLÉS 'MEI'
by 'MEI' Humanity



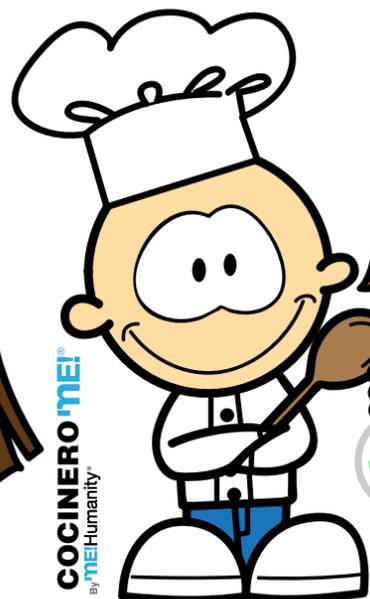
PILOTO 'MEI'
by 'MEI' Humanity



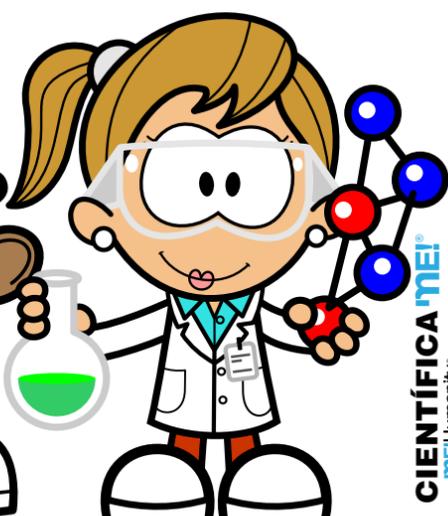
GUARDAVIDAS 'MEI'
by 'MEI' Humanity



COCINERO 'MEI'
by 'MEI' Humanity



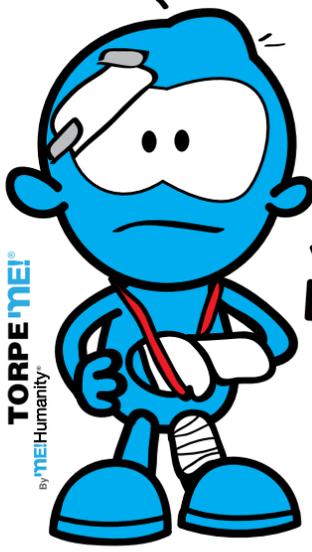
CIENTÍFICA 'MEI'
by 'MEI' Humanity



RASTA 'MEI'
by 'MEI' Humanity



TORPE 'MEI'
by 'MEI' Humanity



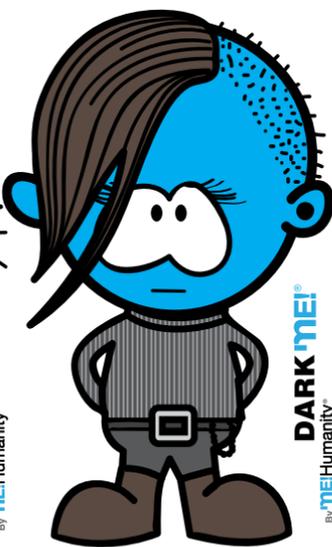
TRAVESO 'MEI'
by 'MEI' Humanity



DJ 'MEI'
by 'MEI' Humanity



DARK 'MEI'
by 'MEI' Humanity



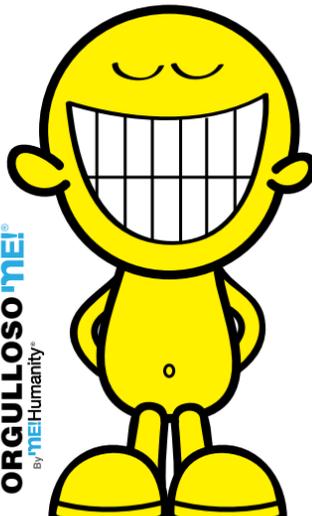
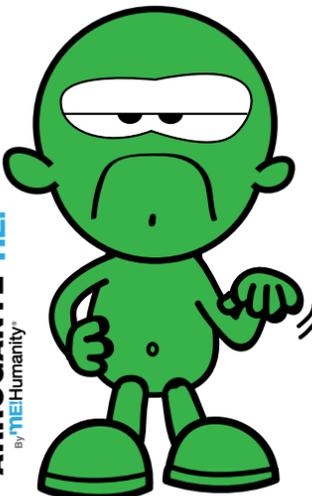
GAMER 'MEI'
by 'MEI' Humanity



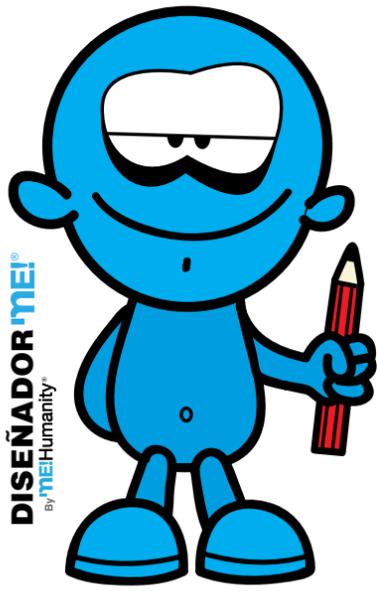
ARROGANTE 'MEI'
by 'MEI' Humanity



ORGULLOSO 'MEI'
by 'MEI' Humanity



DISEÑADOR 'MEI'
by 'MEI' Humanity



BOMBERO 'MEI'
by 'MEI' Humanity



POLICÍA 'MEI'
by 'MEI' Humanity



FÚTBOL 'MEI'
by 'MEI' Humanity



SURFISTA 'MEI'
by 'MEI' Humanity



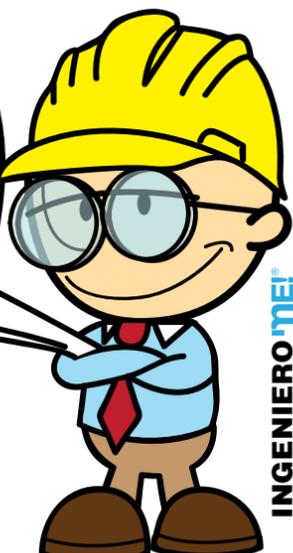
GLOTONA 'MEI'
by 'MEI' Humanity



SURFISTA 'MEI'
by 'MEI' Humanity



INGENIERO 'MEI'
by 'MEI' Humanity





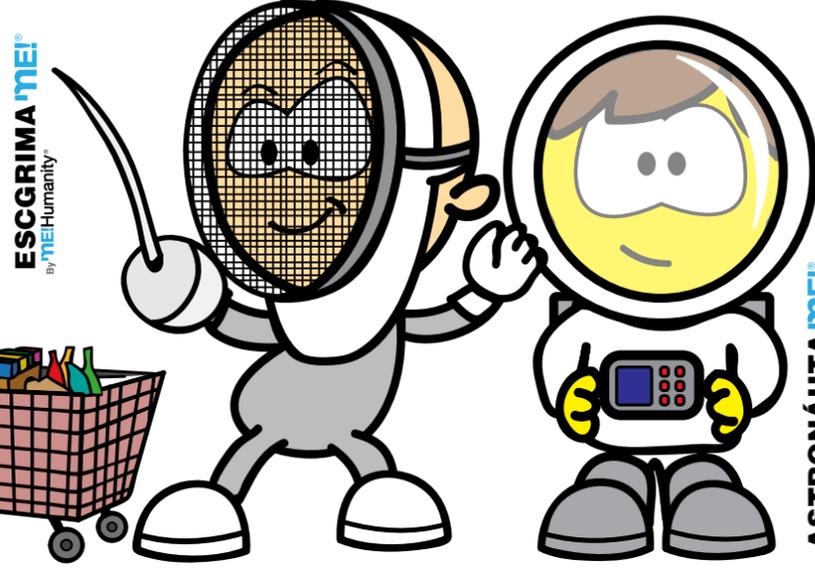
SUPERACIÓN 'MEI'
By 'MEI' Humanity



PADRE 'MEI'
By 'MEI' Humanity



MADRE 'MEI'
By 'MEI' Humanity



ESCGRIMA 'MEI'
By 'MEI' Humanity

ASTRONÁUTA 'MEI'
By 'MEI' Humanity



ABOGADO 'MEI'
By 'MEI' Humanity



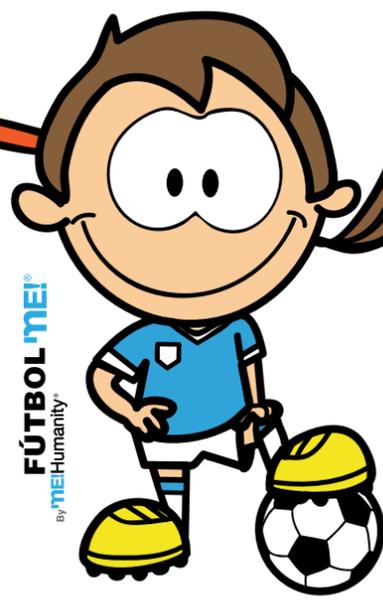
BAILARINA 'MEI'
By 'MEI' Humanity



ANGELICAL 'MEI'
By 'MEI' Humanity



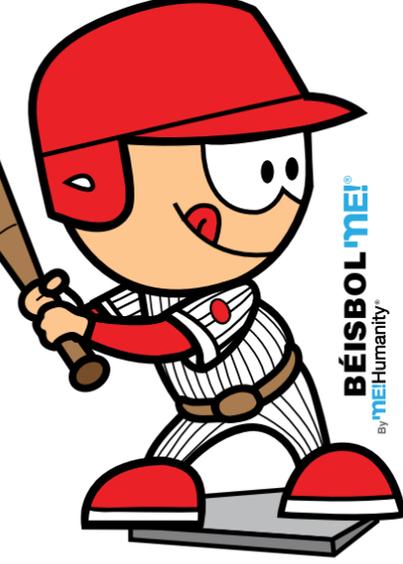
RAP 'MEI'
By 'MEI' Humanity



FÚTBOL 'MEI'
By 'MEI' Humanity



HOCKEY 'MEI'
By 'MEI' Humanity



BÉISBOL 'MEI'
By 'MEI' Humanity



VETERINARIA
By 'MEI' Humanity



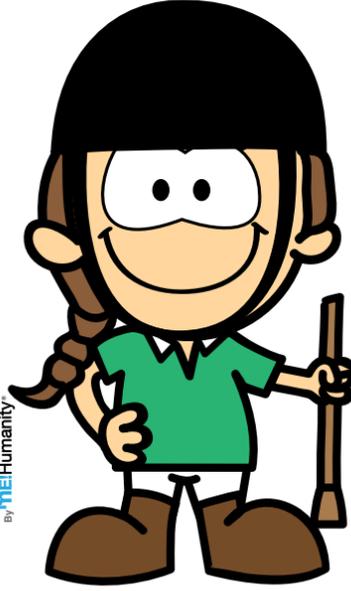
DENTISTA 'MEI'
By 'MEI' Humanity



FOOTBALL 'MEI'
By 'MEI' Humanity



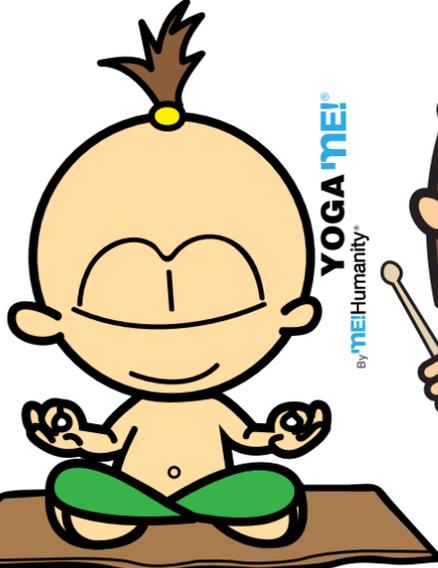
BUCEO 'MEI'
By 'MEI' Humanity



EQUITACIÓN 'MEI'
By 'MEI' Humanity



BOXEO 'MEI'
By 'MEI' Humanity



YOGA 'MEI'
By 'MEI' Humanity



BATERISTA 'MEI'
By 'MEI' Humanity



PELUQUERA 'MEI'
By 'MEI' Humanity

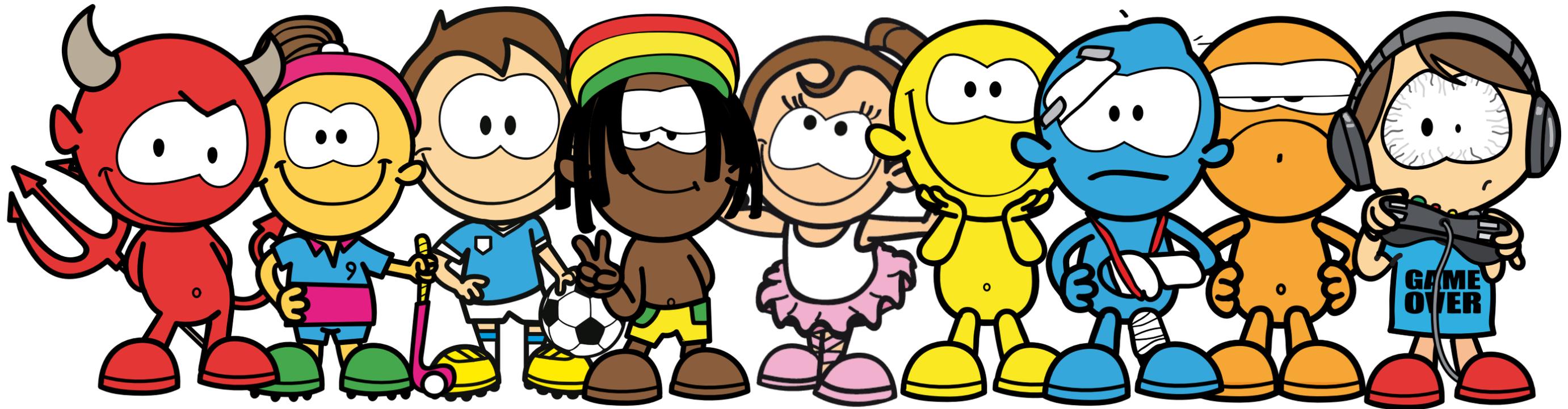


BOHEMIO 'MEI'
By 'MEI' Humanity

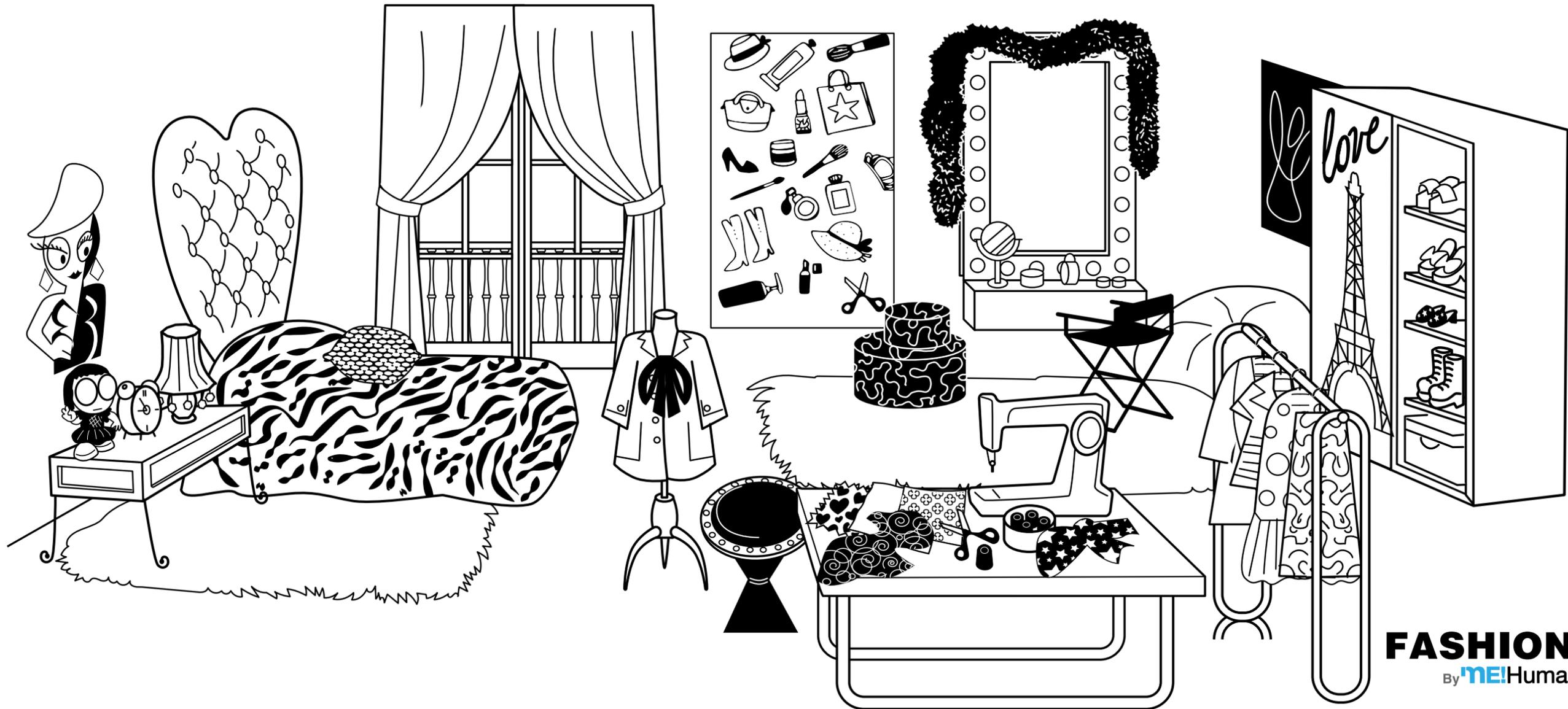
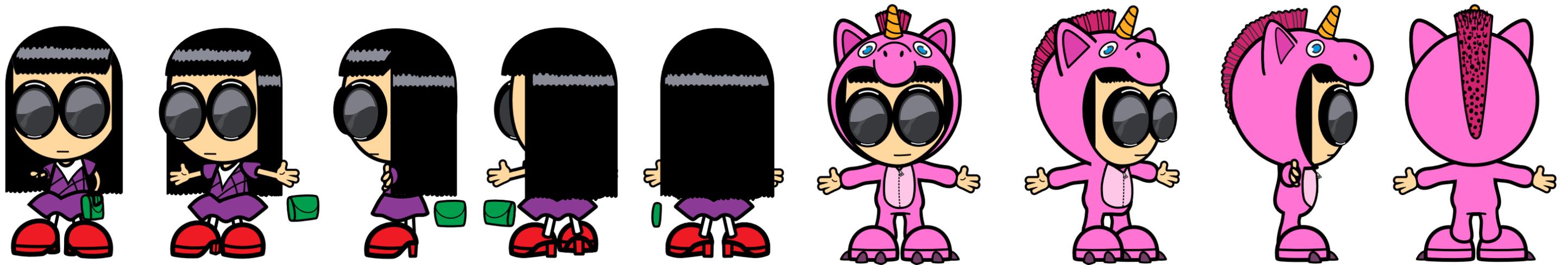


POSITIVO 'MEI'
By 'MEI' Humanity

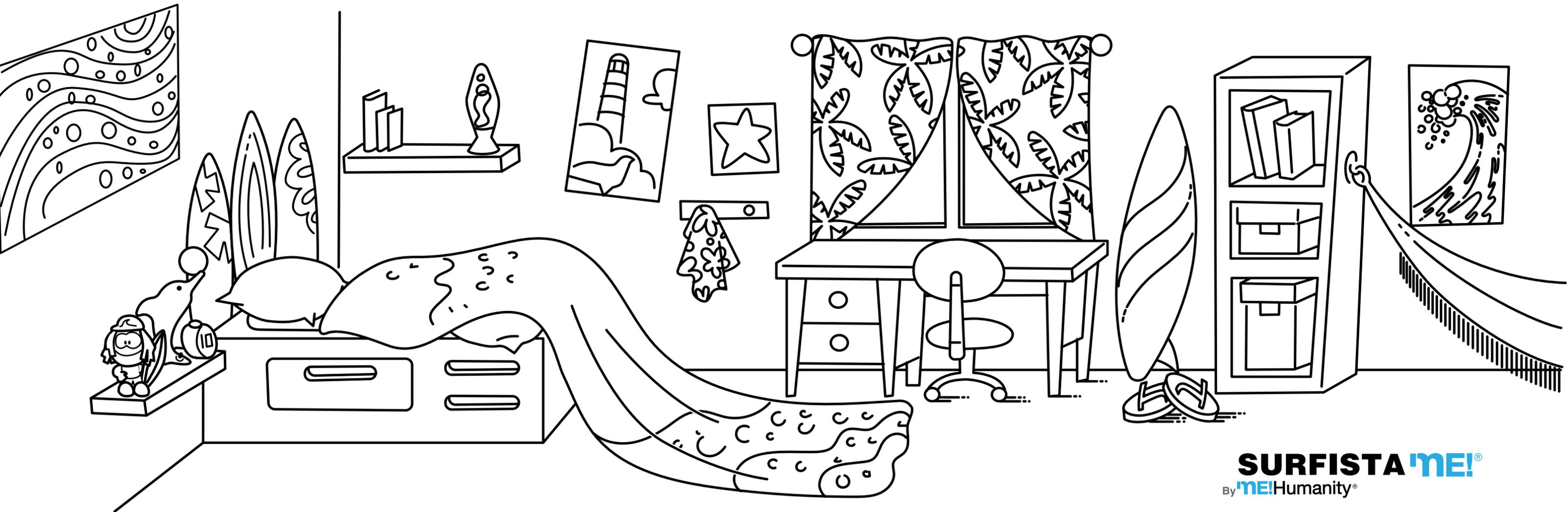
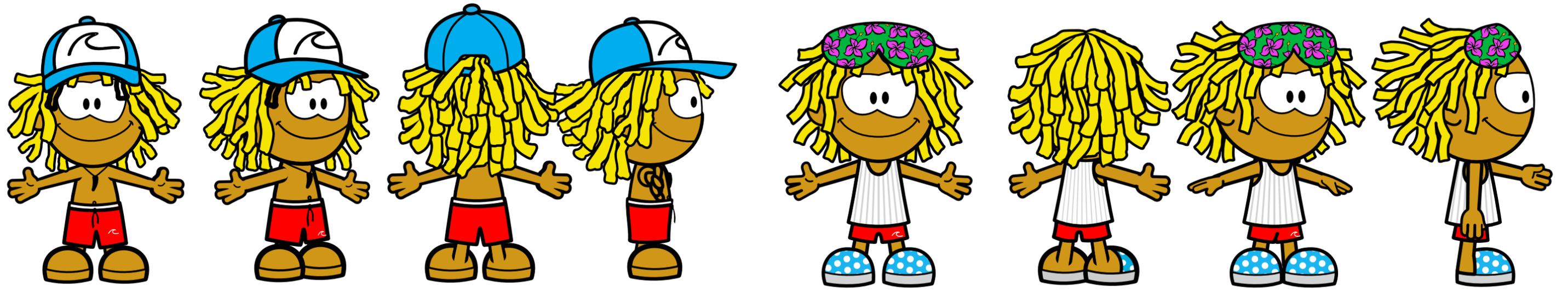
ME! HumanityTM

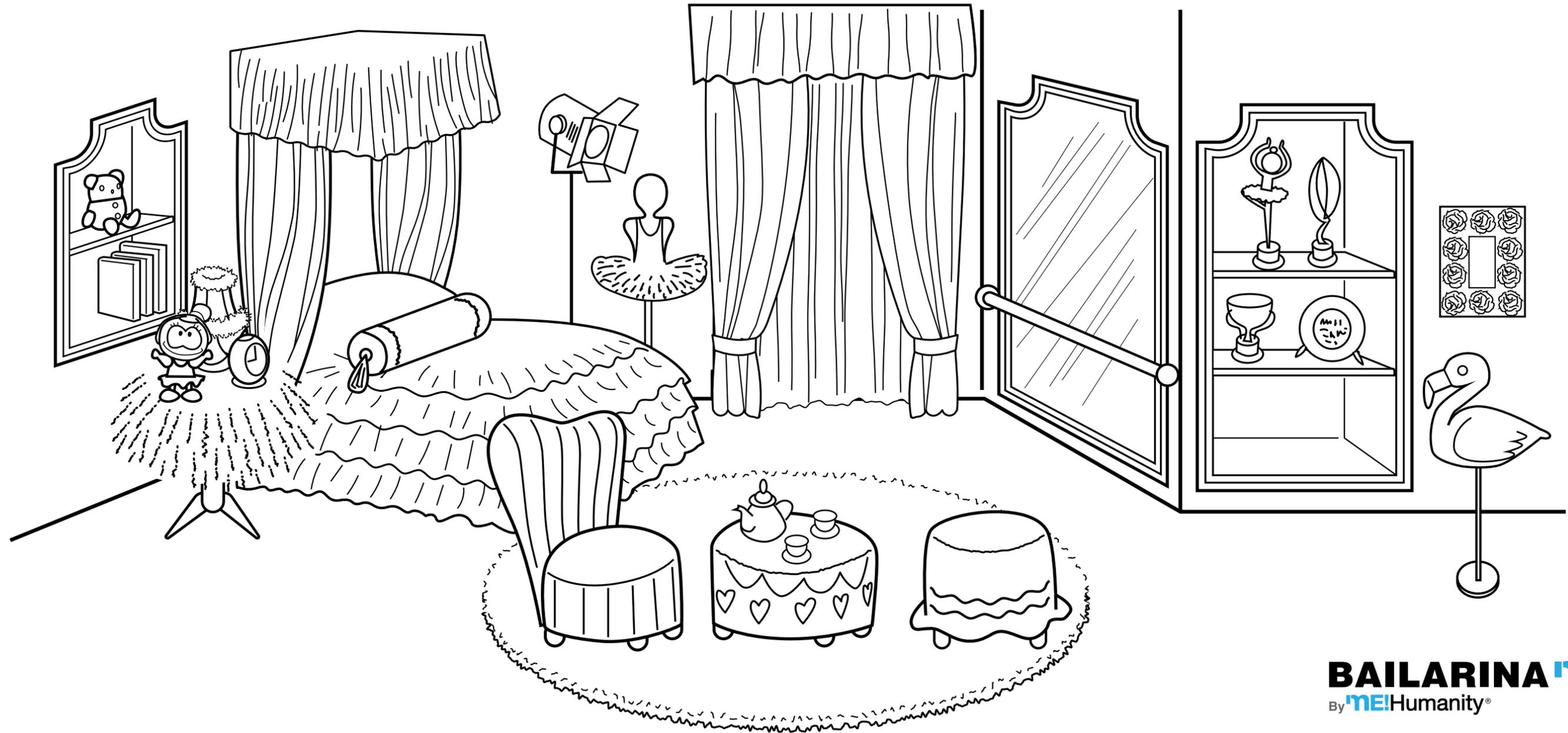
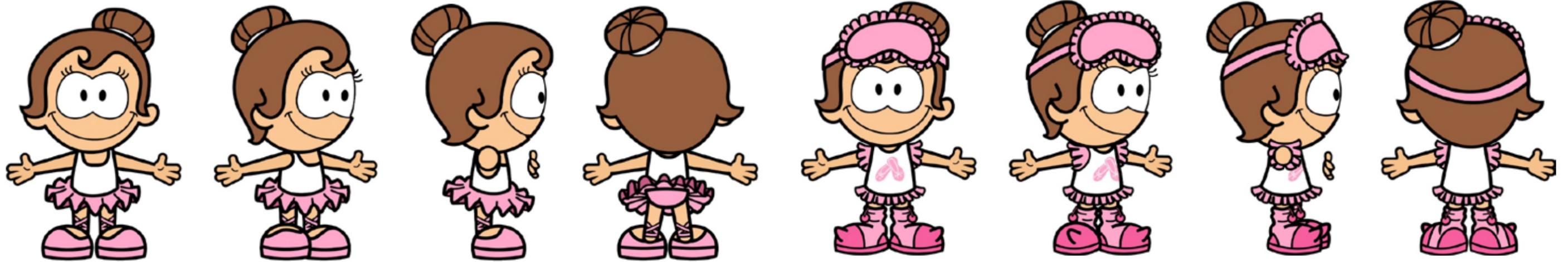


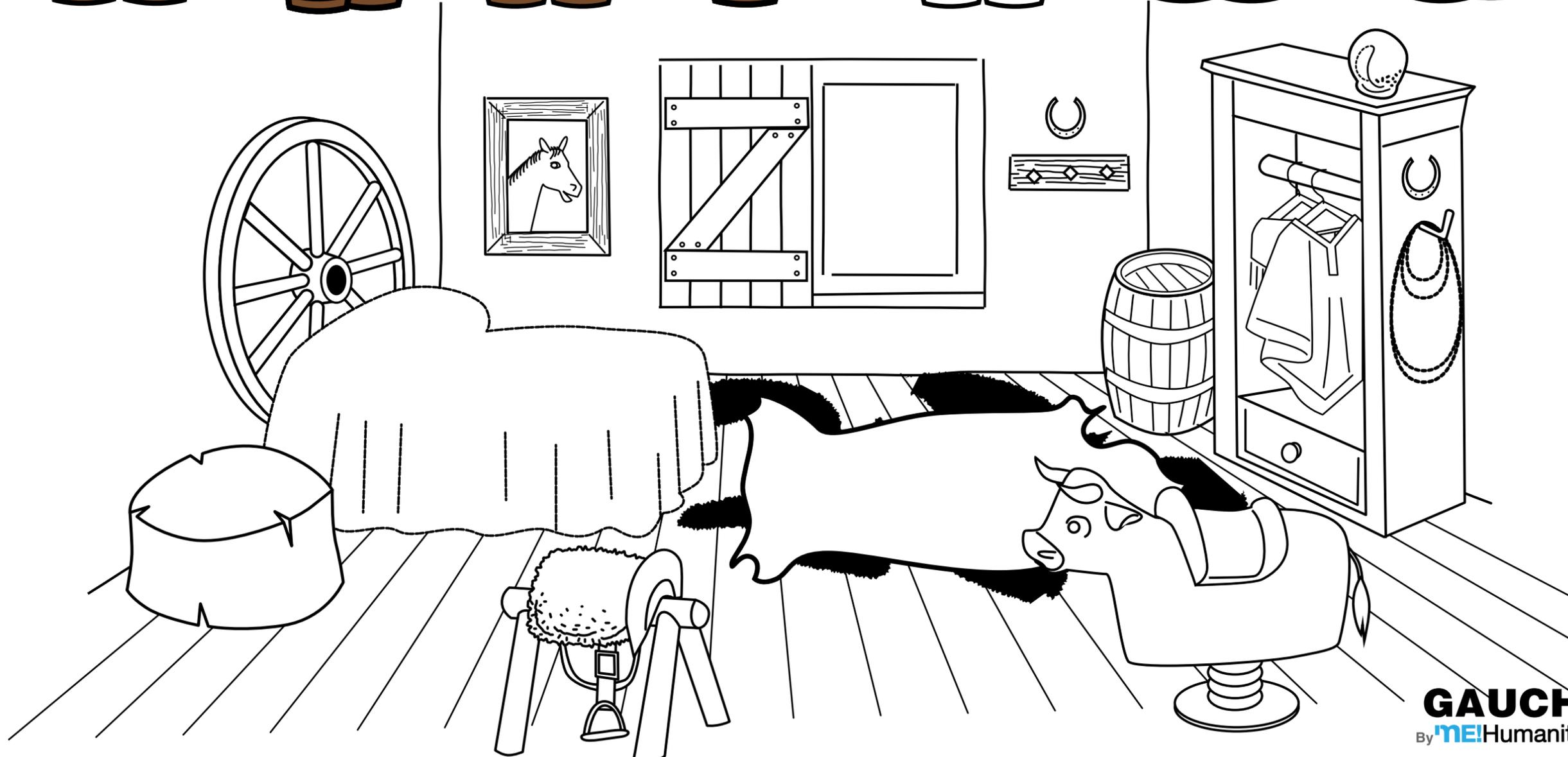
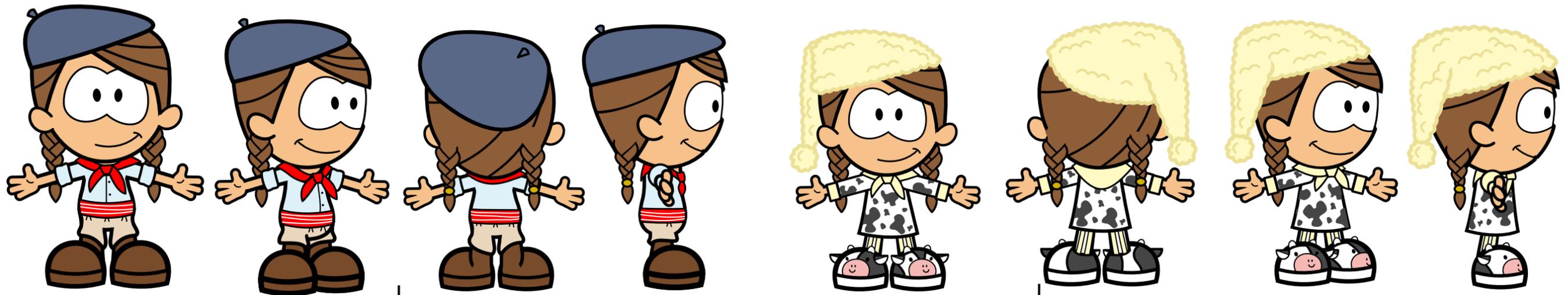
SOMOS TODOS ÚNICOS, SOMOS TODOS HUMANIDAD.

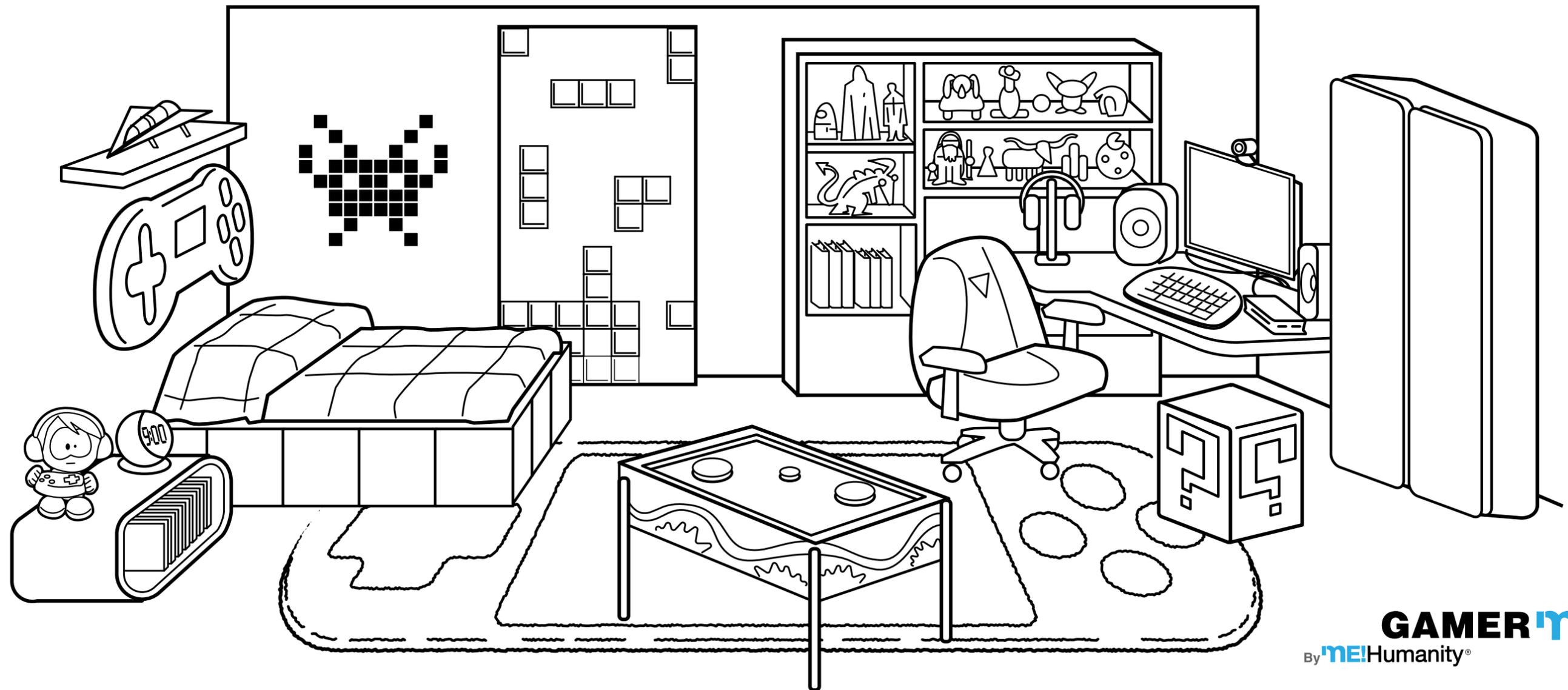
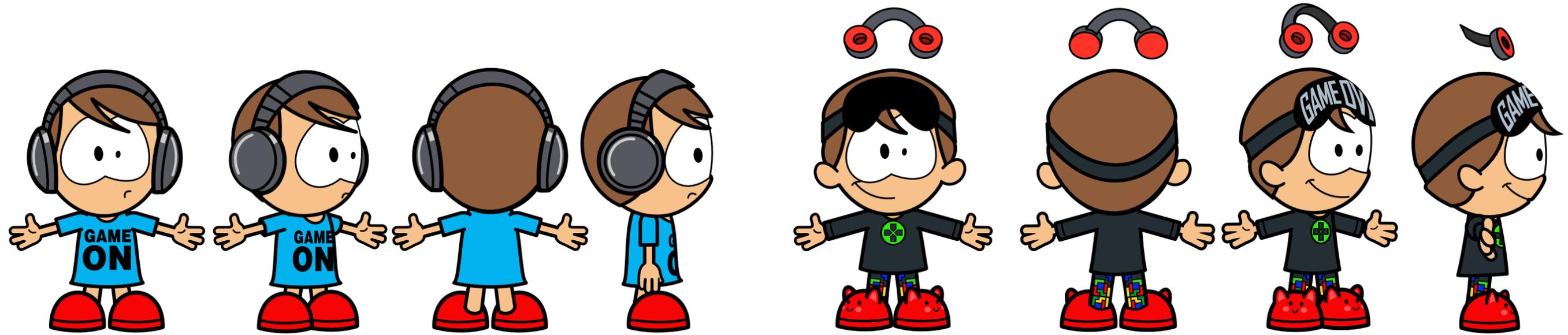


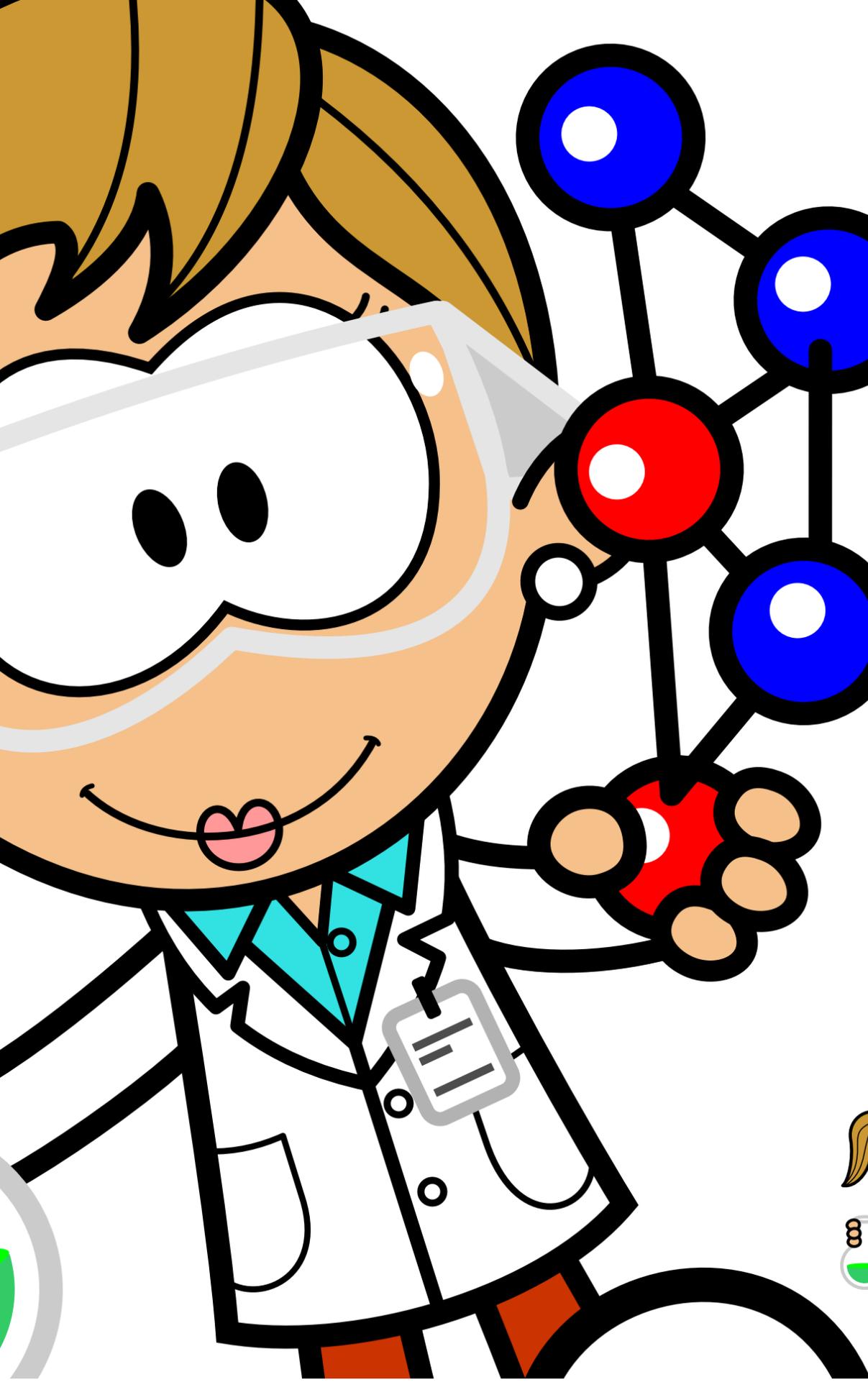








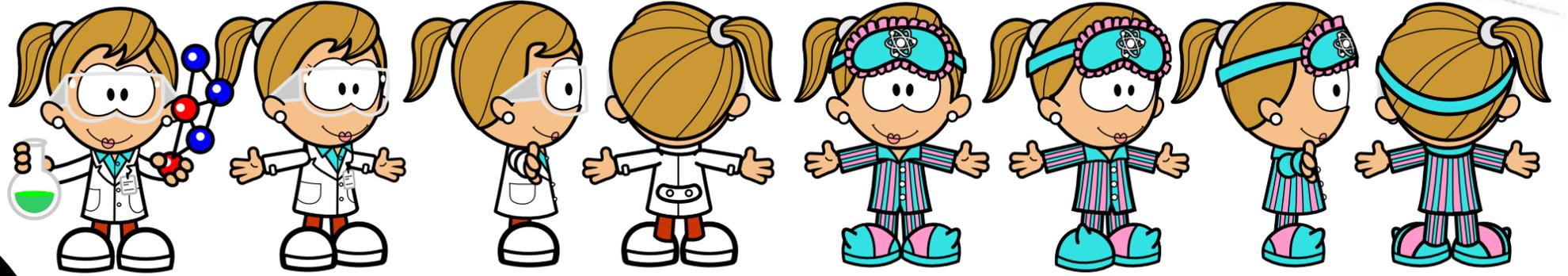




CIENTÍFICA 'ME!
By MEI Humanity®

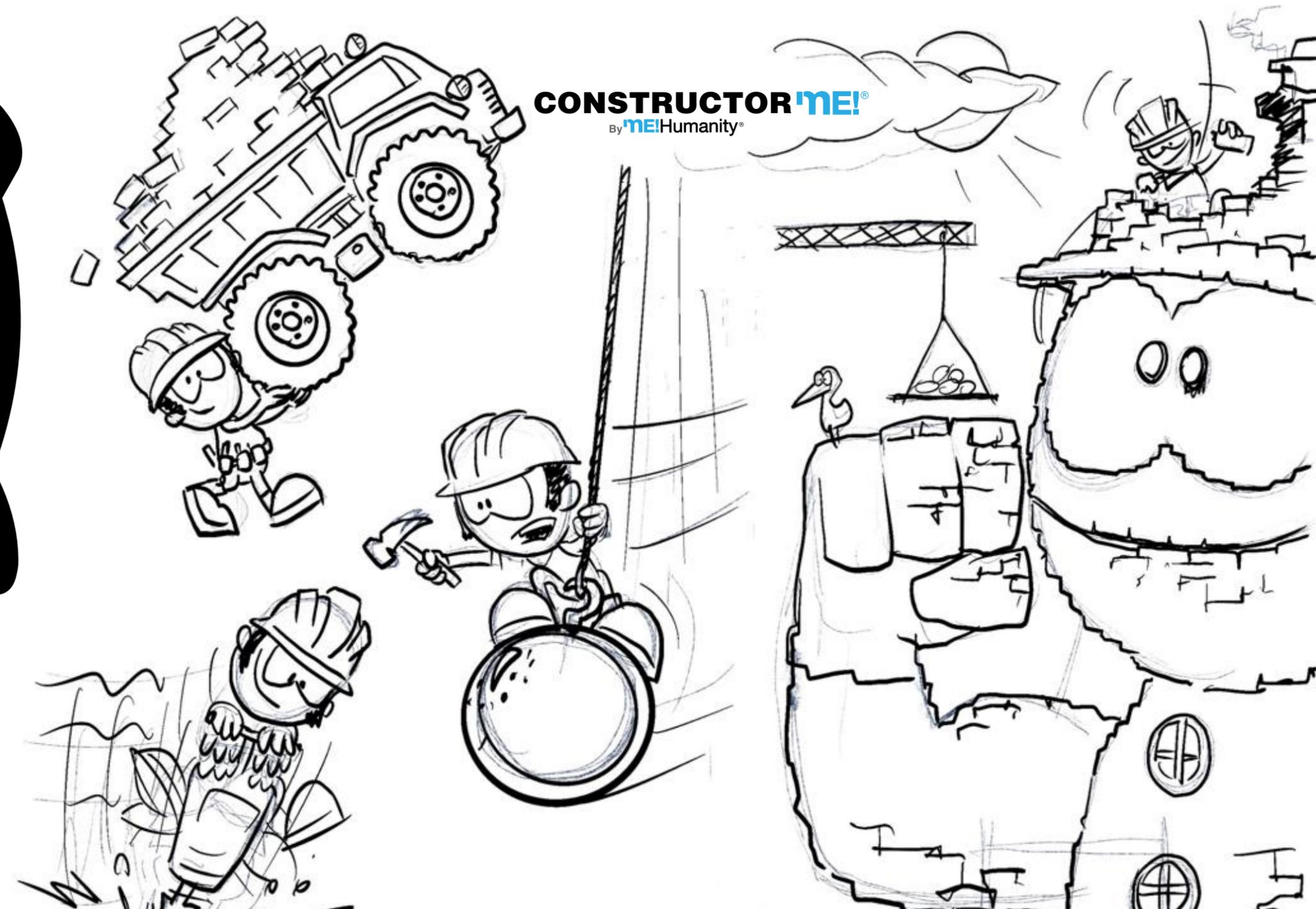


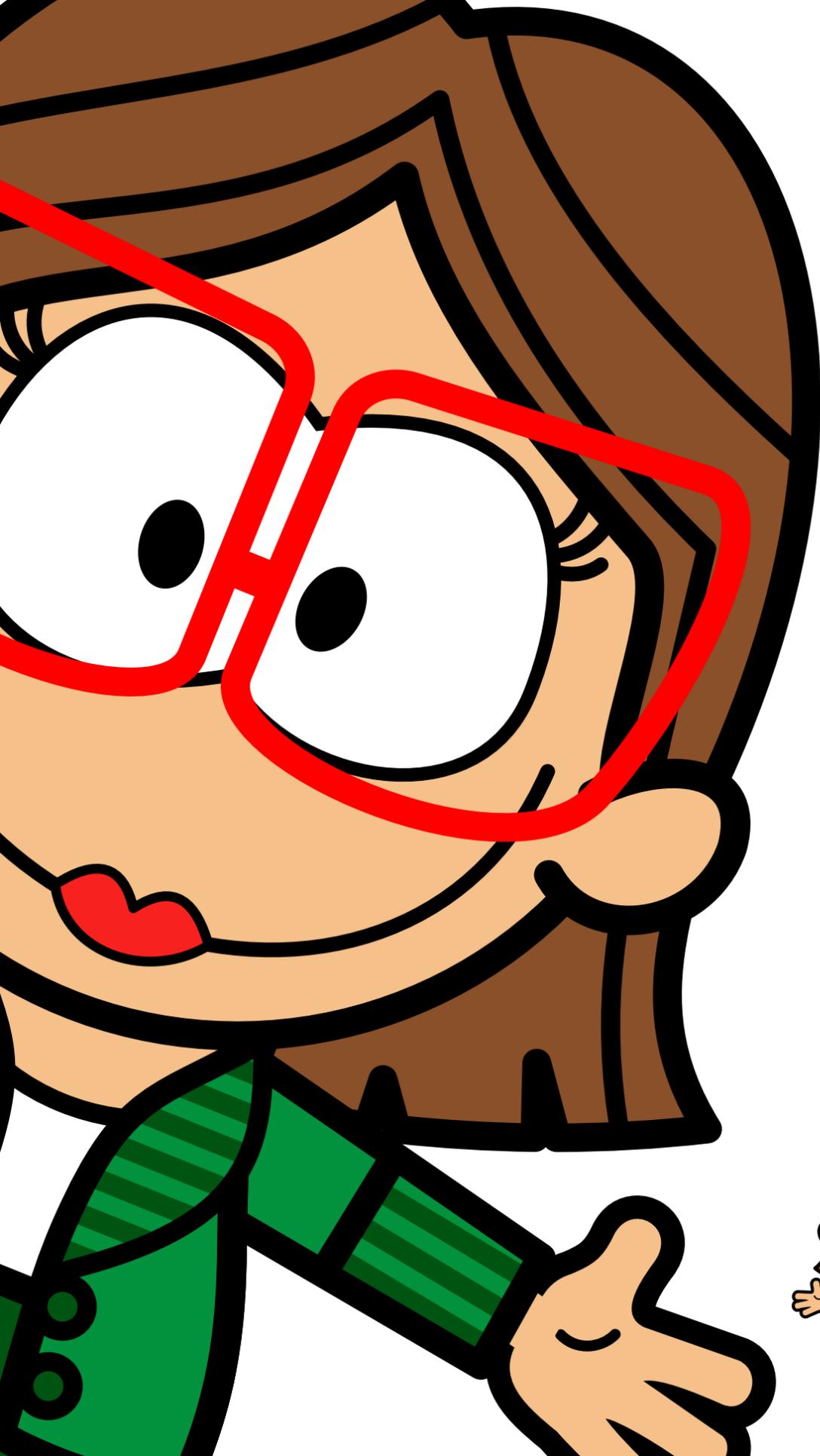
Handwritten mathematical formulas in a thought bubble:

$$8.1 = \sqrt[2]{M \times E}$$
$$JR + \left(\frac{P \cdot M}{2}\right)^3$$
$$+ I \frac{W^3}{4 + 5.006}$$
$$M + 2 + M^c \sqrt{e^r}$$
$$\sqrt{R^e + 3x + 4x} \text{ (F.2)}$$
$$\sqrt{2} + RT = \frac{6 \times 5^2 + 1}{R + N^2}$$
$$P + X = J$$
$$8.1 = \sqrt[2]{M \times E}$$
$$JR + \left(\frac{P \cdot M}{2}\right)^3$$


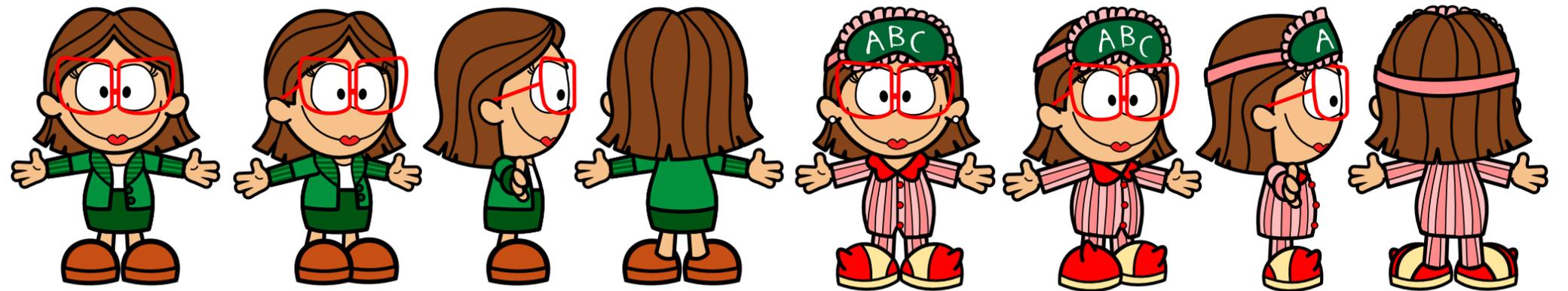
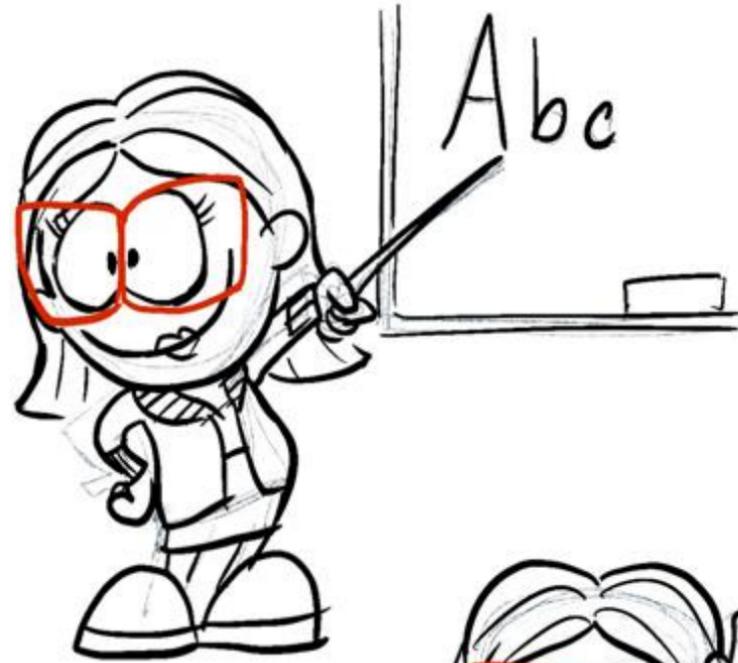


CONSTRUCTOR 'ME!
By 'ME! Humanity®



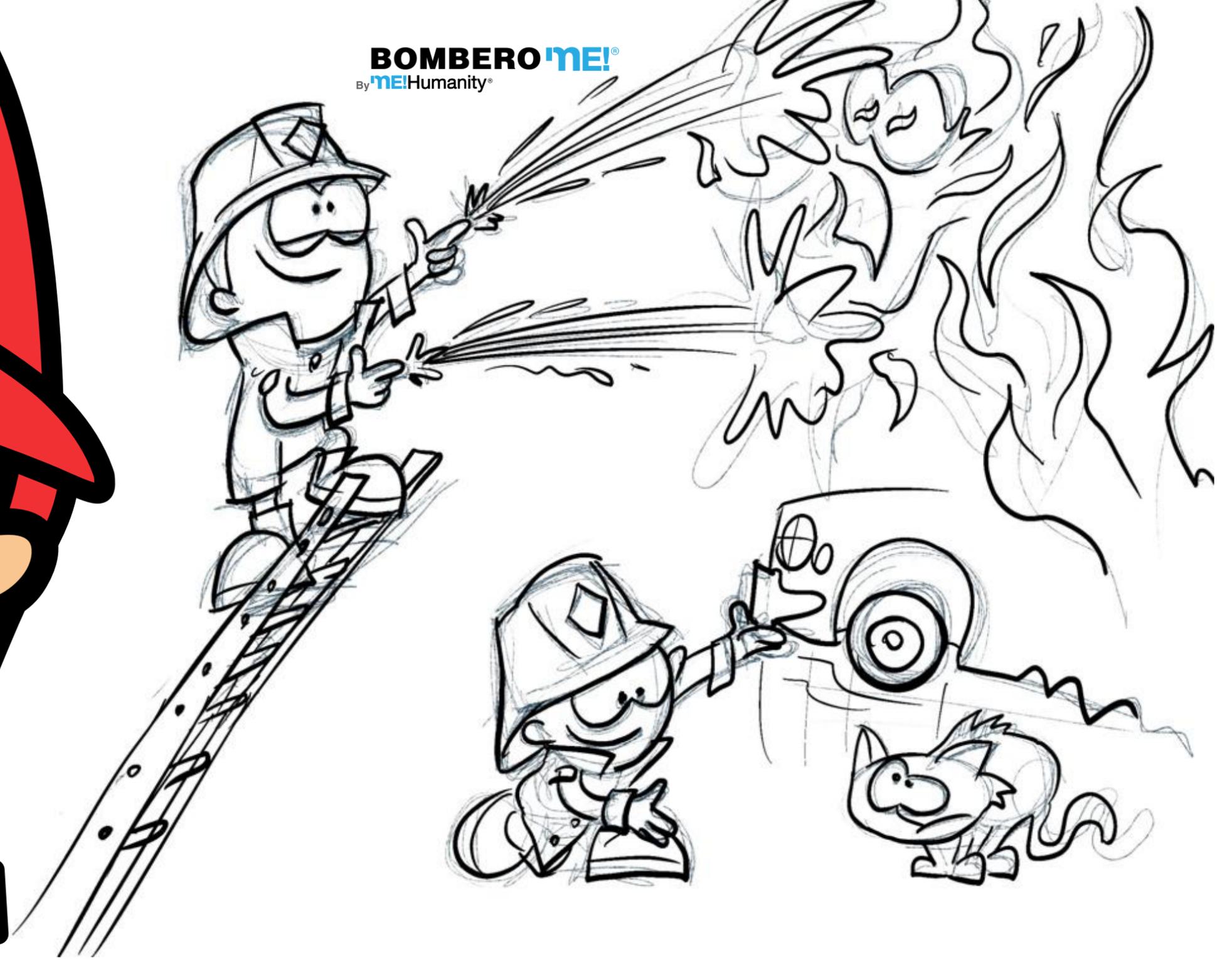


MAESTRA 'ME!
By ME!Humanity®

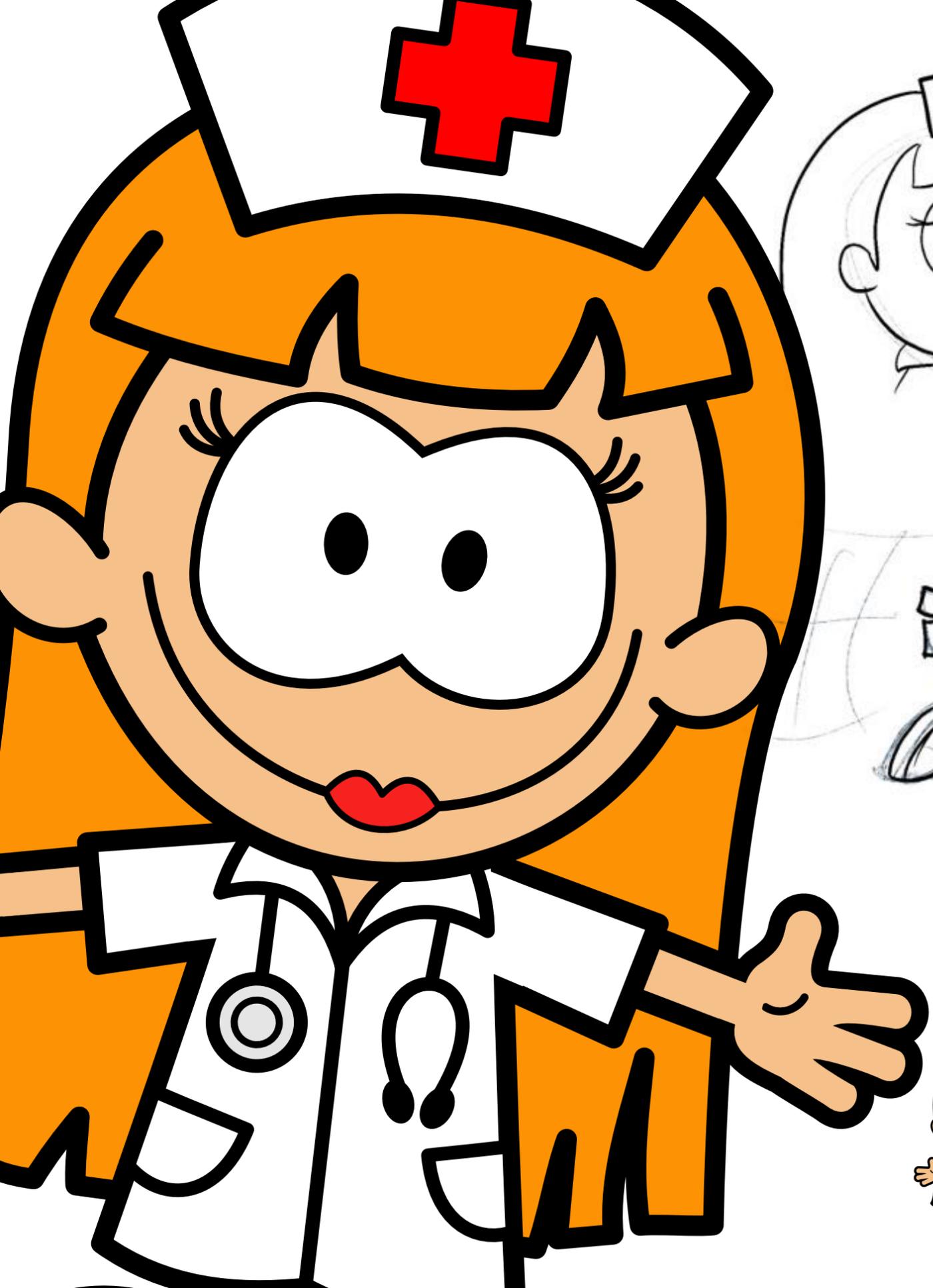




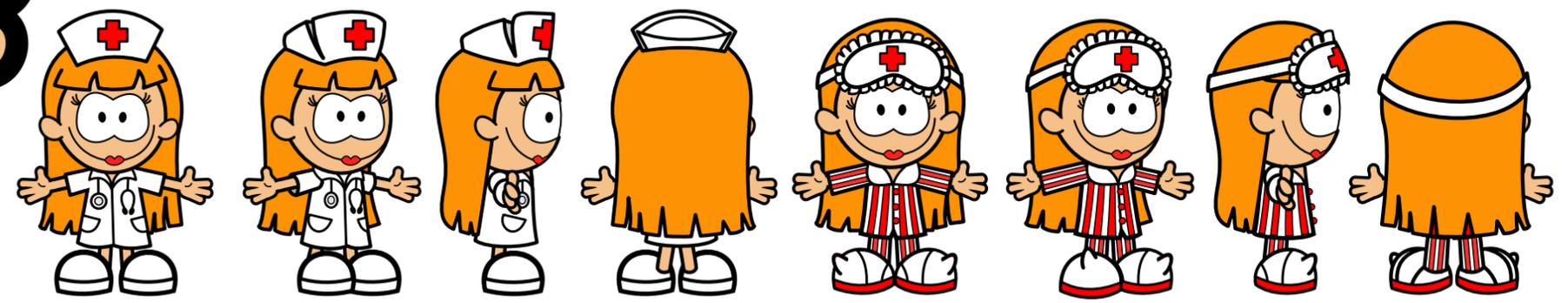
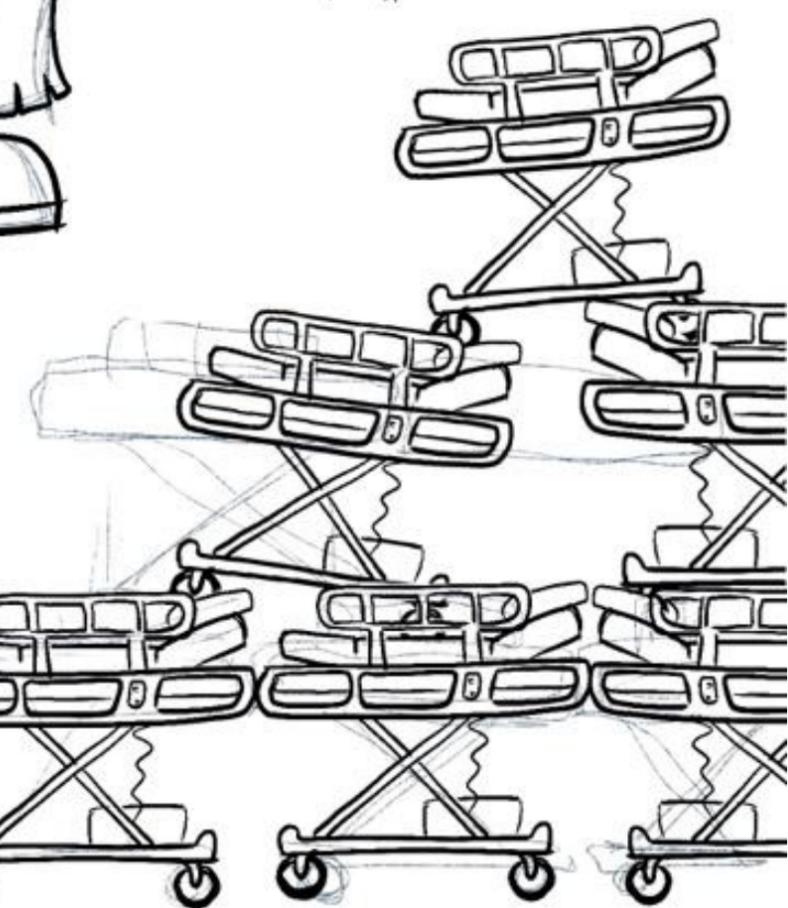
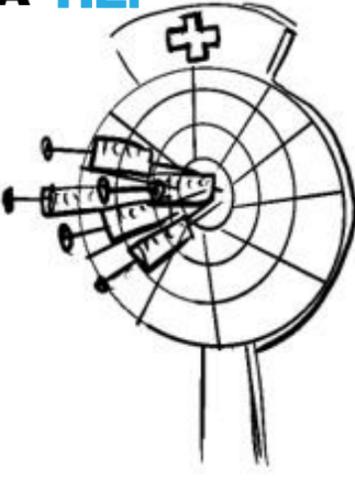
BOMBERO 'ME!
By **ME!**Humanity®

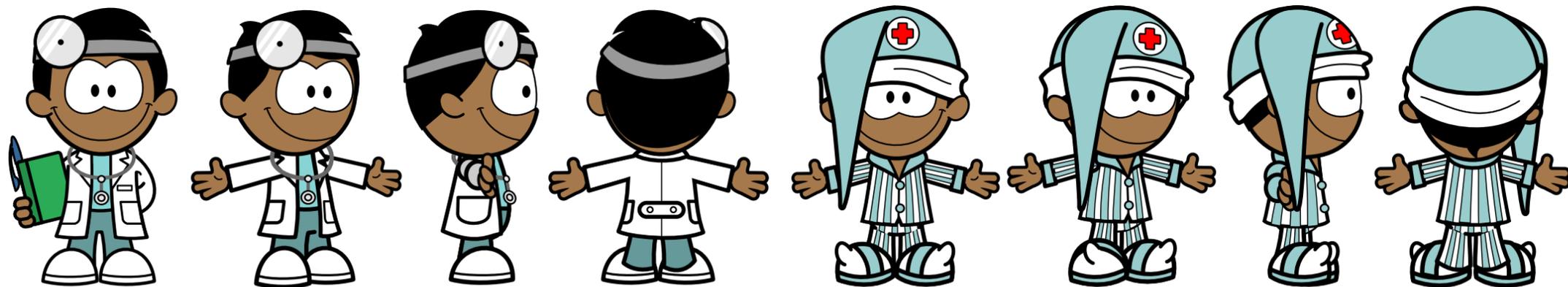
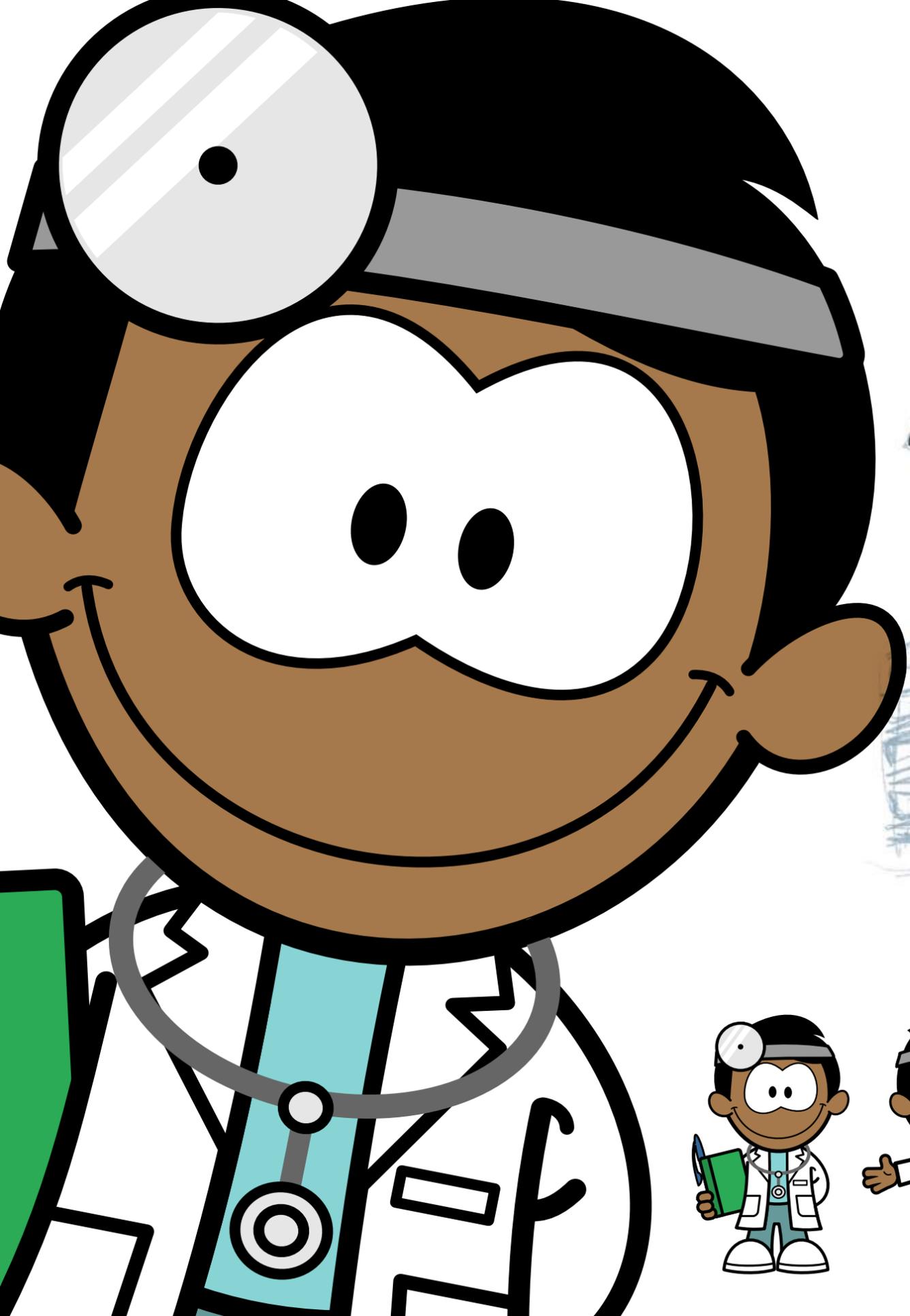




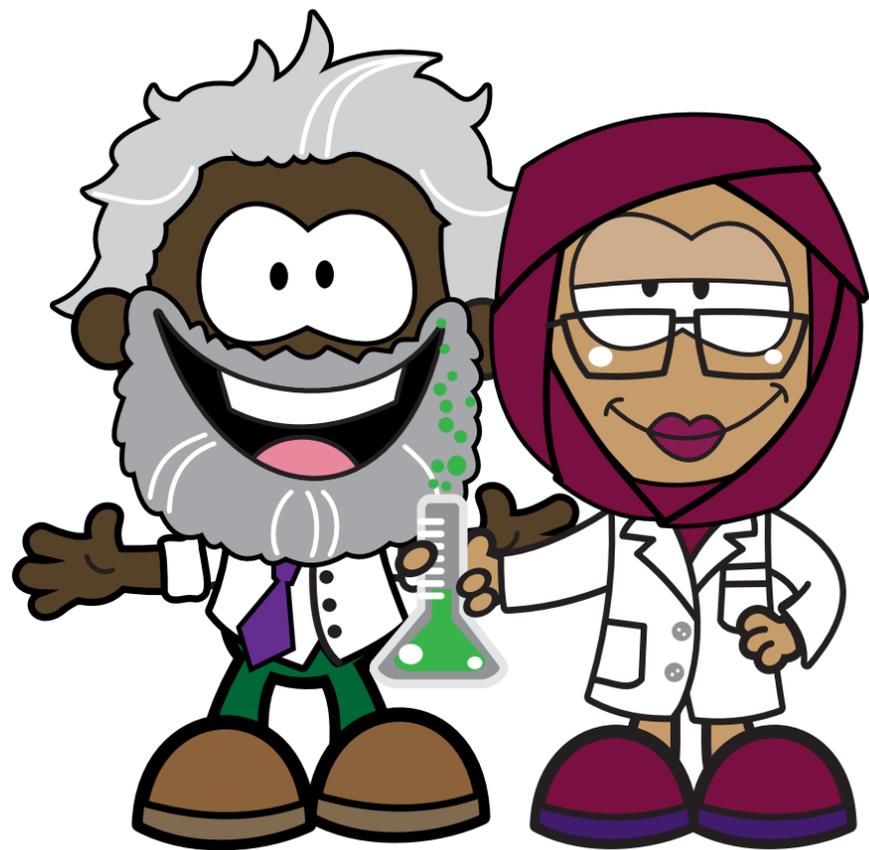


ENFERMERA 'ME!
By 'ME!Humanity®









SERIES OVERVIEW:

What makes a person stand out from the crowd? A winning smile? A cool hair cut?

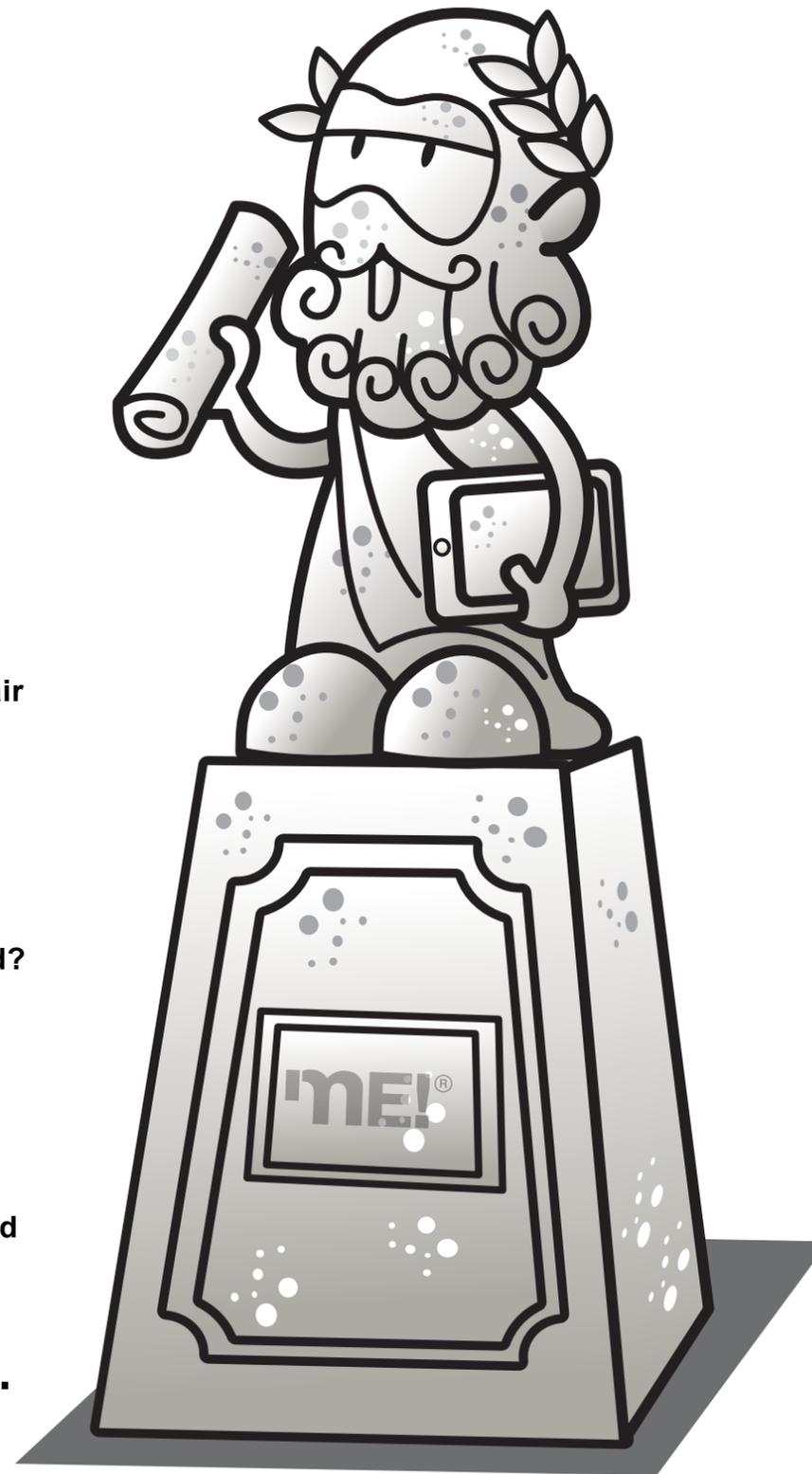
Tumbling into a rose garden and sticking the landing with a stress fart?
Those are certainly some ways to stand out.
But are they the best ways?

Wouldn't it be better to stand out for bringing something good into the world?
For helping humanity?

By being the best possible me! you can be?
That is precisely what the students at the Acade-me! Humanity learn every
year.

Founded by Dr. Ofra and Prof. Augusto,
this boarding-school-meets-think-tank gives children from all over the world
the opportunity to have a say in their own (and the world's) future.

BEING YOUR BEST SELF WAS NEVER SO MUCH FUN.



Putting the ME in the Acade-me! Putting the U in Humanity!

me!Humanity:

The series will follow new recruits as they adjust to life at the Acade-me! and learn to be the best me! they can possibly be. Fashionista Yuki might discover that there is more to life than finding the perfect shade of faded denim. Goal-scoring Raphael could learn that you miss one hundred percent of the shots you don't take. Kick-flipping Echo might learn zen and the art of half-pipe maintenance. Quincy could learn that leveling up in real life takes more than collecting coins and Easter eggs. Wave riding Hugo may discover that the tide of life doesn't ebb and flow regularly. Cool, calculating Sabine could determine that some flaws are there by design in life.

Dr. Ofra and Prof. Augusto truly believe that children have the best ideas. Sharing is Caring. Honesty is the best policy. Don't stick your tongue to a frozen flag pole. Okay, some good ideas should be more obvious than others. So, in between regular classes, the kids engage in brainstorming sessions to make the world a better place. The kids will then get the opportunity to design and implement the best ideas from these sessions. Of course, the execution of these ideas does not always go as planned. Like when Yuki asked Sabine to add night-vision to her selfie-drone. It woke students up for weeks before they could catch it. Through trial and error, the students will road test their ideas to find the best ones. At the end of every term, the students who came up with the best ideas get to present them at a consortium of world leaders.

While they are the best and the brightest of their generation, they are still 10-year-olds learning to be mindful of their moods and feelings while striving to be their best selves. During times of stress and conflict an Acade-me! student can be taken over by their me!Mind counterpart. As they grapple with negative impulses, they don't always act as their best selves and mess up, often putting their latest idea in jeopardy. When they learn to manage these negative impulses by engaging positive alternatives they overcome the obstacle they create for themselves and get their idea back on track.

me! Humanity: the series is a 6-9 aged ensemble comedy where kids learn to manage their inner life while trying to be their 'best me!' and make the world a better place.

The Acade-me! of the Mind:

The kids at the academy aren't just learning how to make the world a better place. These tweens-to-be are also learning how to make themselves a better me! A big part of growing up is learning to manage your moods, feelings and values in order to get along well with others. At this age a child's inner life is painted with big bold colours. So, that's exactly what Acade-me! Humanity: the series will depict: the moods, feelings, values and personality traits that emerge in the lives of the students. The me!Mind collection of bold, solid coloured silhouette characters will represent the big, bold impulses that the kids encounter on a daily basis. When a student of the Acade-me! encounters a negative impulse, it will take over their physical being and cause their flaws to drive their choices and actions. If they get too angry they'll literally turn red. If a character is feeling blue, you'll see it. A student could actually go green with envy.

The characters will then have to come to overcome this impulse with a positive alternative so that their actions and choices are motivated by their strengths. The following are just a few examples of the types of me!Minds the kids will experience during their adventures at the Acade-me!

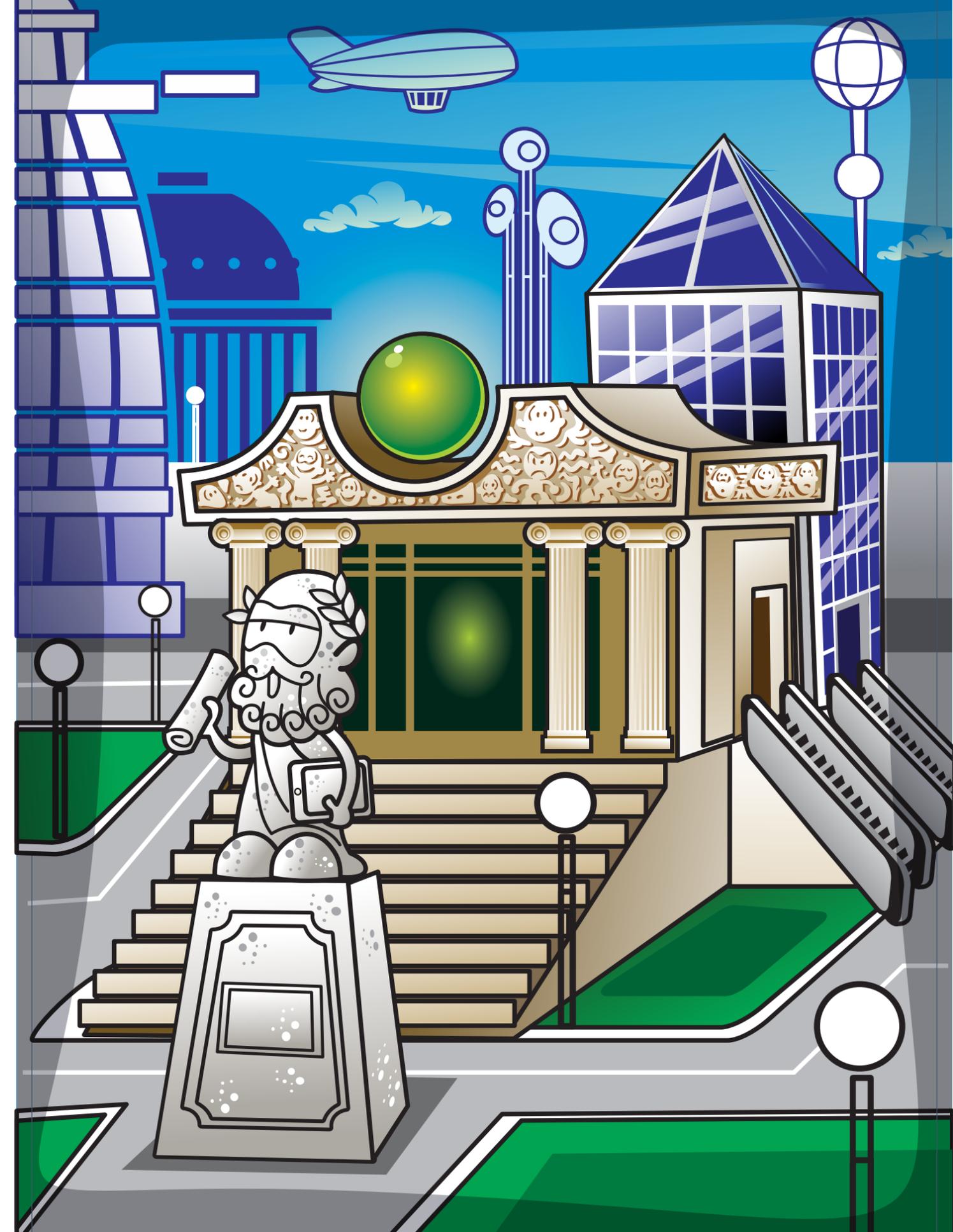
Positive me!Minds

- ▣ Bravery - Gold
- ▣ Confidence - Pink
- ▣ Empathy ▣ Aqua
- ▣ Hope ▣ Violet
- ▣ Trust ▣ Indigo
- ▣ Excitement - Fuchsia

Negative me!Minds

- ▣ Anger ▣ Red
- ▣ Anxiety ▣ Purple
- ▣ Greed ▣ Orange
- ▣ Jealousy ▣ Green
- ▣ Sad ▣ Blue
- ▣ Fear ▣ Grey

While any me!Mind can jump into any character at any time, some combinations of characters and impulses are more natural fits.



Acade-me! Enrolment:

DeMarcus Sutherland

DeMarcus is the ultimate Fan Boy. But fan boy of what exactly? Pretty much everything! He's seen every episode of Practitioner Paradox – Registered Space/Time Therapist including the intentionally lost holiday special. He's read every Miracle Comic ever published and collects all of the variant covers. He is a veritable encyclopedia of pop culture. To the point where he sees parallels between real life and his favourite stories. Missing socks obviously escape the dryer through a portal to another dimension. He is a completist by nature and can't leave any collection unfinished. His off-beat imagination always come up with unconventional solutions to problems with school projects. He's also an amazing DJ with an unbelievable collection of classic vinyl. He's mashed up theme tunes for all his friends. He is particularly susceptible to Anxiety and Anger.

DEMARCUS SUTHERLAND
RASTA
By **ME!**Humanity®



The Acade-me! Committee.

The Acade-me! was founded by two pioneering individuals who are committed to the betterment of humanity. They established the school to give exceptional children the exceptional tools they need to improve the world. They strive to make the school's curriculum as comprehensive and enriching as possible.



DR. OFRA HASSARD
TEACHER'NE!
By **ME!**Humanity®

Dr. Ofra Hassard

Considered by many to be the Marie Curie of the Middle East, Dr. Ofra (as the students affectionately refer to her). She pioneered a technique for isotonic holistic wellness that has aided thousands of people. While medicine and well-being are her passions, she has a not-so-secret love for improvised comedy. So, she's constantly 'yes and-ing' her students to greater and greater heights of innovation and hilarity.

Professor Augusto Explosivo

With his wild hair and robust beard, Prof. Augusto is the embodiment of the mad scientist. But his heart is as big as his pre-frontal cortex. Well not quite that big, but pretty big. Prof. Augusto is the school's generous patron of curiosity and creativity. He gives students countless hours of his time and all the resources at his disposal for their innovative ideas. And... if they just happen to blow up the science lab in the process that's okay. He's done it plenty of times himself.

AUGUSTO EXPLOSIVO
PROFESSOR
By **ME!**Humanity®



YUKI MIKADO FASHION'ME!

By ME!Humanity®

Yuki Mikado

Yuki never passed a selfie-stick she didn't snap a pic of herself with. This charismatic and oh-so-self-aware fashionista is the life of every party. She is an eloquent raconteur and knows what everyone FABULOUS is wearing. She blogs about style and design daily on her ViewTube channel. But she doesn't just talk the talk, she walks the catwalk. She is a very talented visual artist and graphic designer who would love to take the world by storm with her custom designer T's. So far, only Echo has bought one of her 'upside down bird' T-shirts. But she never gives up. Determination is stitched into her genes. She is highly creative and industrious. However, she is prone to gossip and can't keep a secret to save her life. She is especially susceptible to being taken over by Jealousy or Anxiety.



QUINCY ST. PIERRE GAMER'ME!

By ME!Humanity®

Quincy St. Pierre

Quincy thinks fast, acts fast and talks even faster. His physical and emotional reflexes have been honed by years of highly competitive online gaming. His fast twitch reactions are off the chart. Of course, this makes him quick to react emotionally as well. He is sarcastic and prone to conspiratorial thoughts. He cracks wise all the time. He's a good listener but he chooses to use this to find the next opportunity to show off his quick wit. So, he'll often speak without thinking and spout an unintentionally hurtful quip.

He's also a bit of a glory hound who looks for any opportunity to make himself look good. He wants it all and he wants it now. Often at the expense of others. But he's always there for his friends with a joke to make them feel better. Quincy is

SABINE VON DUDENDORF ENGINEER'ME!

By ME!Humanity®

Sabine von Dudendorf

Sabine isn't exactly an obsessive-compulsive type. She is precisely an obsessive-compulsive type. Her dorm room is the embodiment of order with a place for everything and everything in its place.

She is wonderfully inventive and highly calculating. She is constantly tinkering with things around the Acade-me! to improve them. Of course, she often overlooks the human factor.

Like the time she tried to fix the school's poor water pressure by cranking it up to 30,000 PSI. It peeled the ceramic tile off the bathroom before she got it under control. Sabine has a very high opinion of herself. As a result, she can be very hard on herself and doesn't deal well with failure.

However, her confidence is inspiring and always helps bring the best out of her friends. She is particularly susceptible to Anxiety and Sadness.



Echo Heckleburg

Echo doesn't see the world through rose coloured glasses. She prefers goggles. They don't fall off when you're pulling a McTwist. She marches to the beat of her own high school band. She is the school's big-hearted and blissfully naive empath. She knows how everyone is feeling before they do.

She's everybody's cheerleader and advice columnist, often at the same time. Of course, the kooky, homespun wisdom she shares with her friends rarely makes any sense to them. "When life gives you lemons, give your life some zest!" She is an eternal optimist with a spotless mind. She sees the good in everyone.

However, she often doesn't leave any time or space in her life for her own emotions. As a result, she's susceptible to all of the negative emotions.

ECHO HECKLEBURG SKATER'ME!

By ME!Humanity®



HUGO BUSTAMANTE SURFER'ME!

By ME!Humanity®

Hugo Bustamante

Hugo is as brave as he is lovelorn. Sure, he can face down a 50 foot swell off the coast of Fiji but he can't face asking the girl sitting next to him in the caf to pass the habanero hot sauce.

He's perpetually crushing on new girls at the school. But he can never quite bring himself to talk to them.

He has the courage of a firefighter and the soul of a poet. He's also got the clumsiness of a Keystone Cop.

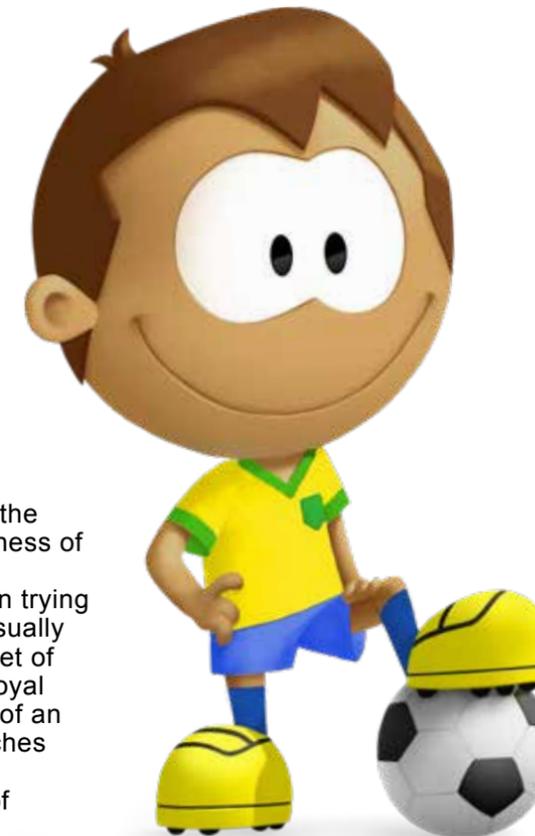
These can be a lethal combination when trying to woo one's first love. So instead he usually just heads to the beach to get a quick set of waves in before class. He is intensely loyal and generous to a fault. He's also a bit of an environmental activist. C'mon, the beaches aren't going to clean themselves. He is especially susceptible to feeling of Sadness and Anxiety.

Raphael Adebisi

Raphael was an all-star on his little league soccer team back home and has become the Acade-me!'s shining light in all things sporting. He's the captain of the soccer, cricket, and jai alai teams. Dispelling the myth of the 'dumb jock', Raphael is also an academic all-star and tutors other students in what little spare time he has left. Of course, being such a handsome, athletic and talented young man he has developed some narcissistic tendencies. He's also a total show-boat. He has almost lost as many games as he's won because he went for one last bicycle kick when he should have passed the ball to a teammate. He is highly motivational and always knows just what to say to a friend to inspire them to hustle a little harder. He is particularly susceptible to feelings of Jealousy and Greed.

RAPHAEL ADEBISI SOCCER'ME!

By ME!Humanity®



How Raphael Got His Mojo Back

When Raphael takes the field, his fellow students are always on the edge of their seat waiting for his big play. So, when he blows a series of penalty shots, free throws and fast balls in the space of one week, he worries that he's lost his sports mojo. Blue Sadness stalks him as the Inter-Acade-me! League Championships looms. When he fumbles a pass in practice he finds himself in a total funk. Blue Sadness takes over and he can barely get out of bed. He hangs up his cleats, catcher's mitt and helmet only to mope around the Acade-me! halls. Now that a pro sports career is clearly not an option the best he can hope for is to be a professional waterboy. His bummed-out attitude casts a gloom over the whole school and his friends can't take it anymore. They have to help him get his mojo back. Quincy thinks he just needs to grind his way to the next level playing every sports video game coded. Sabine says sports are simply physics and angles so focusing on technique will get his mojo back. But it's only Hugo who manages to get through to him. Out of the water he's the clumsiest kid in school. Yet he never lets it gets him down because he's sure it's just a phase. It'll pass as sure as the next set of breakers will roll in. Hugo coaches Raphael to ride out his losing streak to get his mojo back just in time for the big game where he sets a school record.

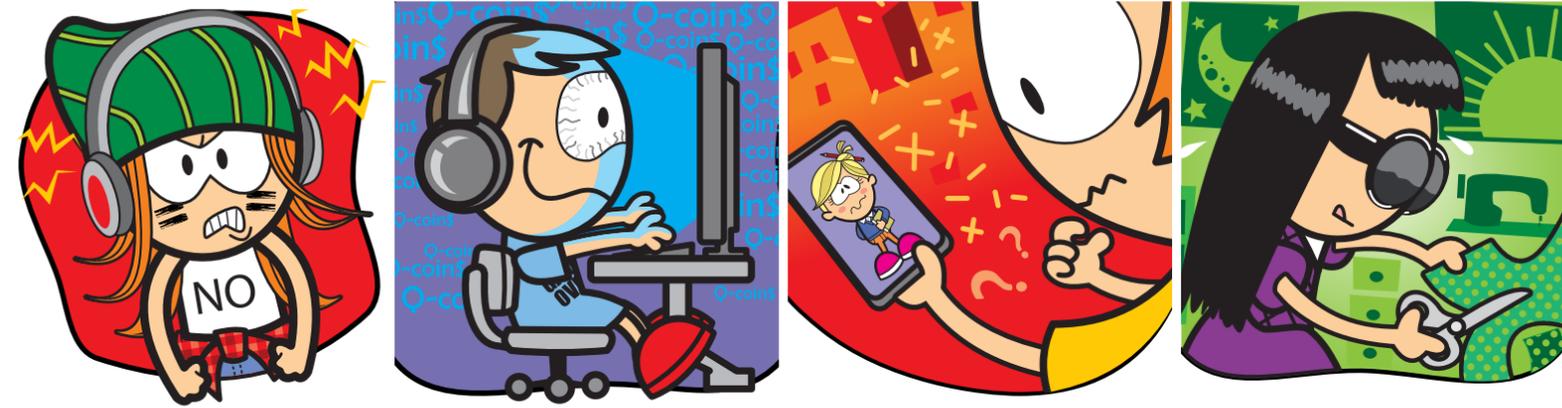
Green is the New Black!

Yuki's favourite designer has launched a sustainable fashion contest for kids. The top prize is getting your own creation put out by the designer's label. Yuki thinks that her recycled cotton and reclaimed textile T-shirts are a sure thing to win. She works day and night to get her entry ready for the contest. When it looks like she won't make the deadline, well-meaning but easily confused Echo offers to help. Of course, Echo accidentally ships one of her own skate-Ts instead of Yuki's high fashion garment. When Echo wins, Yuki is taken over by Green Jealousy. Echo has no idea how she even won or what to do next. So, she asks her best friend Yuki for fashion biz advice. This allows Yuki to sabotage Echo's new line of fashion Ts by sneaking rude words into the designs. She 'advises' Echo to use the scratchiest cotton for the line. She helps Echo turn the Acade-me! into a sweat shop. It all comes to a head when Echo realizes that Yuki is actively trying to undermine her. "I thought you were my friend." Yuki realizes that her jealousy got the better of her. She comes clean and Echo admits she never wanted a line of fashion T's in the first place. She withdraws her design and the next runner up, Yuki, gets the prize.

Perpetual Motion Sabine

Resident problem solver Sabine loves to help her friends with their homework and IT issues. She'd much rather deal with a sticky physics problem or malware meltdown than ask a boy to the Sadie Hawkins dance. But when she learns that the school science fair's top prize is an all-access pass to the Maker's Masquerade (the engineering social event of the year) she needs to carve out more me! time for her project. So, she creates the Surrogate-Sabine app for her friends so they can consult a digital version of her problem-solving abilities at any time. Initially this frees up plenty of time for Sabine to work on her entry.

But when Surrogate-Sabine gives out some comically bad advice Purple Anxiety stalks Sabine. The app tells Yuki that 'mal-ware' is the height of fashion. The app sends Raphael to the school's chicken coop when he asks for help with his foul shots. When she worries that her solutions are terrible she is taken over by Purple Anxiety. What if everything she's ever made was made wrong?!? She pulls all of her inventions apart until her dorm is a sea of spare parts. She'll never get to go to the Maker's Masquerade now! When she finds the novelty T-shirt that Yuki gave her for fixing the coding on her blog she realizes where she went wrong with Surrogate Sabine! She always knows exactly what her friends need. No app can replace the human factor. She adds a learning algorithm to Surrogate Sabine and wins the science fair with it.



Anger Mismanagement

Echo is a giver. She's always giving her friends encouragement, support and as much of her time as they need. Of course, this often doesn't leave her with a lot of time to do the things she wants to do. So, after a week of dealing with particularly needy friends (Hugo's bazillionth unrequited crush, Yuki's matching formalwear melt down, etc...) she finds herself too tired to work on her frictionless half pipe design. Red Anger stalks her as she grows frustrated with all of her friends' demands on her time. Sabine recommends that she become more assertive, and hands Echo a copy of The Art and Science of NO! Soon Echo is politely saying no to everyone. While her friends are disappointed, they sort of understand. Until a panicking DeMarcus interrupts her half-pipe test run to remind Echo that she promised to help him with his Practitioner Paradox cos-play for the upcoming Fan-Con. She wipes out damaging her project. Red Anger takes over and Echo goes on a skating rampage through the school to interrupt and annoy all of her friends while they are at work and play. By the end of the day she's frustrated everyone as much as they've frustrated her. Fortunately, Quincy is an expert at dealing with 'Gamer Rage' and helps Echo manage her mood with some breathing exercises and establishing boundaries with all of her friends.

Ready Player Q

During Quincy's latest brainstorm he invents a new video game that solves blockchain equations and generates a new crypto-currency while you play. He calls them Q-Coins. A portion of these Q-Coins will go to global charities. Of course, a portion will also go into Quincy's account since he's the boy genius who invented it. His beta version goes viral and soon everyone is playing it. Quincy's e-wallet grows fat with Q-coins so he splurges on fancier snacks and gold-plated headphones as Orange Greed lurks in the background. When the game's popularity peaks and students start doing other things, Quincy doesn't want the money train to stop. Orange Greed takes over Quincy and he starts adding more addictive features to the game to get the players to come back. Soon all of the students in the school are falling asleep in class and missing deadlines because they are playing the game all night. But Quincy's too busy counting his Q-coins to notice. Then he almost misses a crucial deadline for the year end idea contest. Unfortunately, no one's willing help him after he's alienated everyone with his ostentatious displays of wealth. Maybe, just maybe he's gone too far. So, he hosts a charity tournament in the game and offers to match the top three players' scores in Q-coins and donate the it to the charity of their choice.

EMOCIONES



AUTOESTIMA



VALORES



- CONSTRUCTOR** ^{ME!}  by ME!Humanity™
- CARNICERO** ^{ME!}  by ME!Humanity™
- CAMIONERO** ^{ME!}  by ME!Humanity™
- PELUQUERA** ^{ME!}  by ME!Humanity™
- HAWAIANO** ^{ME!}  by ME!Humanity™
- COCINERO** ^{ME!}  by ME!Humanity™
- ÁRABE** ^{ME!}  by ME!Humanity™
- DIVINA** ^{ME!}  by ME!Humanity™
- CHINO** ^{ME!}  by ME!Humanity™
- PILOTO** ^{ME!}  by ME!Humanity™
- YOGUI** ^{ME!}  by ME!Humanity™

LOS MI SE DESCUBREN SUS VALORES ¿Y TÚ? ^{ME!} by ME!Humanity™



- ABURRIDO** ^{ME!}  by ME!Humanity™
- CELOSO** ^{ME!}  by ME!Humanity™
- ASCO** ^{ME!}  by ME!Humanity™
- CONFUNDIDO** ^{ME!}  by ME!Humanity™
- VERGUENZA** ^{ME!}  by ME!Humanity™
- TRANQUILO** ^{ME!}  by ME!Humanity™
- MIEDO** ^{ME!}  by ME!Humanity™
- ENTUSIASMADO** ^{ME!}  by ME!Humanity™
- TRISTE** ^{ME!}  by ME!Humanity™
- CONTENTO** ^{ME!}  by ME!Humanity™
- ENOJADO** ^{ME!}  by ME!Humanity™

LOS MI CONOCEN SUS EMOCIONES ¿Y TÚ? ^{ME!} by ME!Humanity™

- SKATER** ^{ME!}  by ME!Humanity™
- DISTRAÍDO** ^{ME!}  by ME!Humanity™
- GAMER** ^{ME!}  by ME!Humanity™
- ACTIVISTA** ^{ME!}  by ME!Humanity™
- TORPE** ^{ME!}  by ME!Humanity™
- CRETIVA** ^{ME!}  by ME!Humanity™
- RAP** ^{ME!}  by ME!Humanity™
- INTELIGENTE** ^{ME!}  by ME!Humanity™
- FÚTBOL** ^{ME!}  by ME!Humanity™
- SUPERACIÓN** ^{ME!}  by ME!Humanity™
- BAILARINA** ^{ME!}  by ME!Humanity™
- DARK** ^{ME!}  by ME!Humanity™
- SURFISTA** ^{ME!}  by ME!Humanity™
- RASTA** ^{ME!}  by ME!Humanity™
- FASHIONISTA** ^{ME!}  by ME!Humanity™

LOS MI SE ACEPTAN TAL COMO SON ¿Y TÚ? ^{ME!} by ME!Humanity™





EMOCIONES

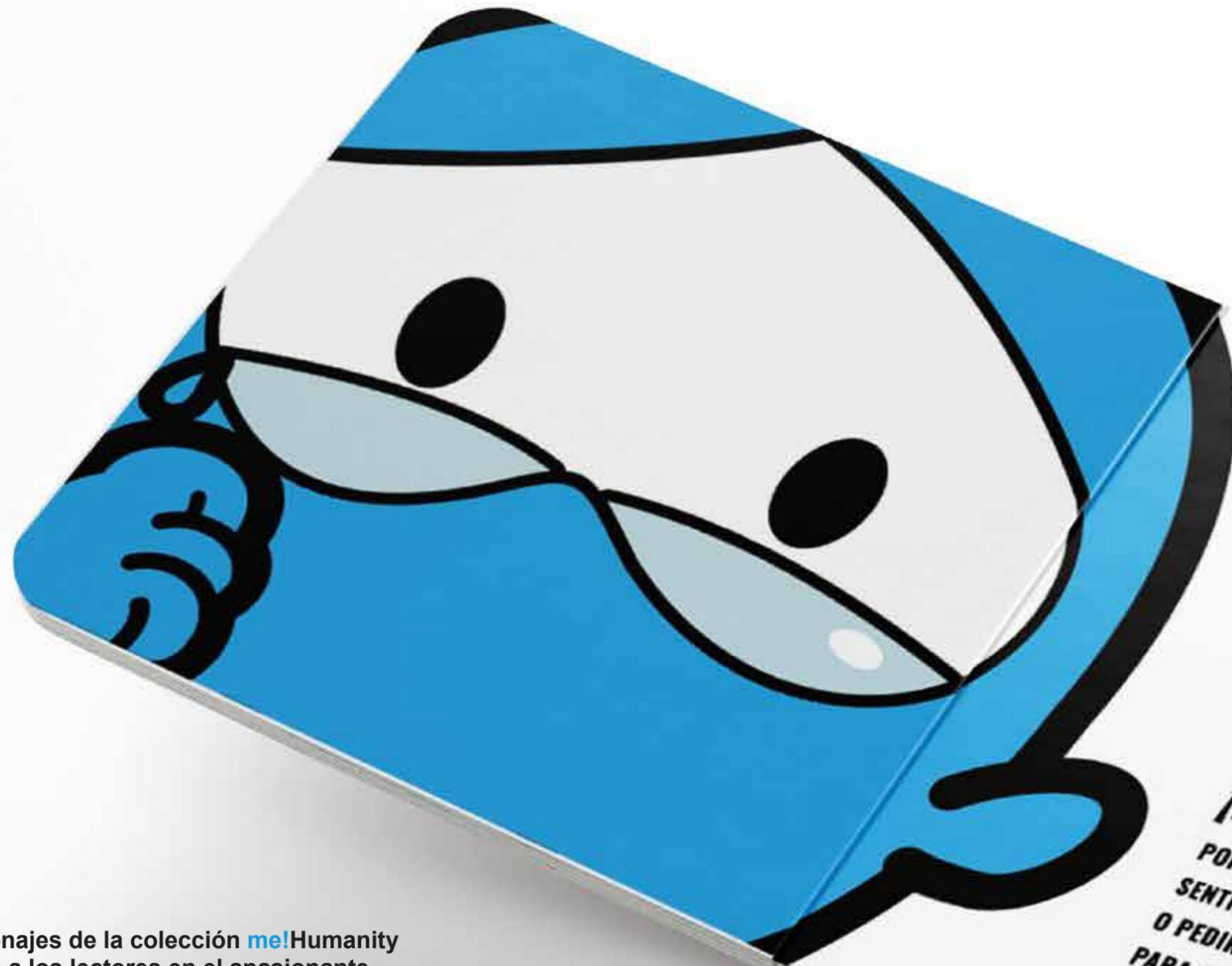


Los **mi** conocen sus emociones ¿y tú?



Una herramienta que puede ayudarnos a:

- Identificar las emociones y sentimientos.
- A experimentar la introspección.
- Valorizar la reflexión como alternativa para la regulación emocional.
- Incentivar la expresión oral de las emociones y sentimientos.
- Favorecer el intercambio con los otros frente a lo que cada uno siente o le pasa con cada emoción / sentimiento.
- A desarrollar la empatía valorizando el sentir y la experiencia del otro.
- Intentar descubrir las causas de nuestros sentimientos y emociones.
- Hacer contacto entre las emociones y experiencias que vivimos en la vida cotidiana.
- Explorar de que manera nos ayudan las emociones.
- Interactuar con el entorno a través de las narrativas personales.

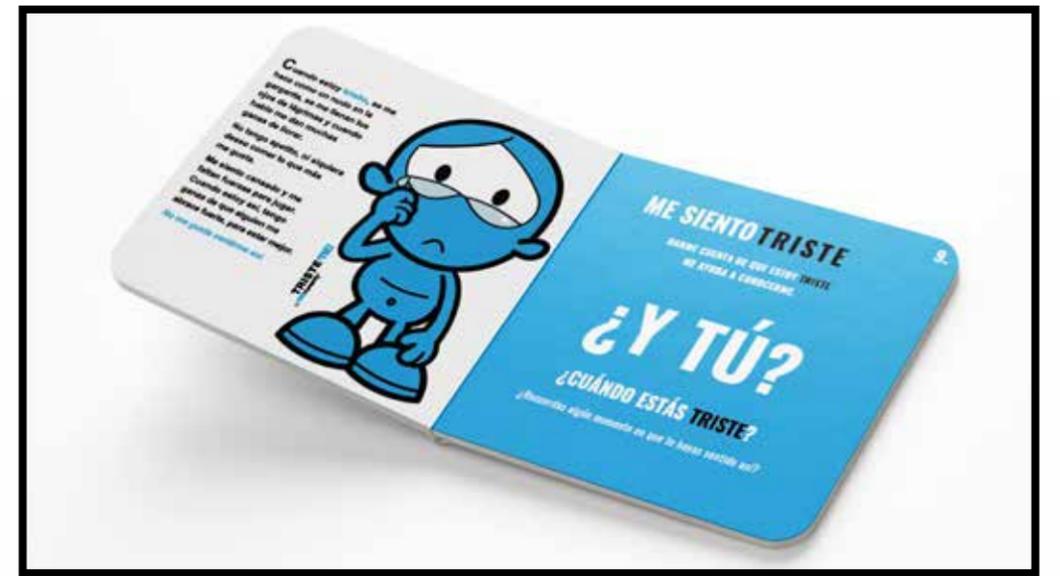


Los personajes de la colección **me!Humanity** introducen a los lectores en el apasionante mundo de las emociones, de manera sencilla e interactiva.

A través del relato de sus experiencias, nos invitan a reflexionar y hablar sobre ellas.

Son un disparador que nos posibilita identificarlas, comprenderlas y valorarlas.

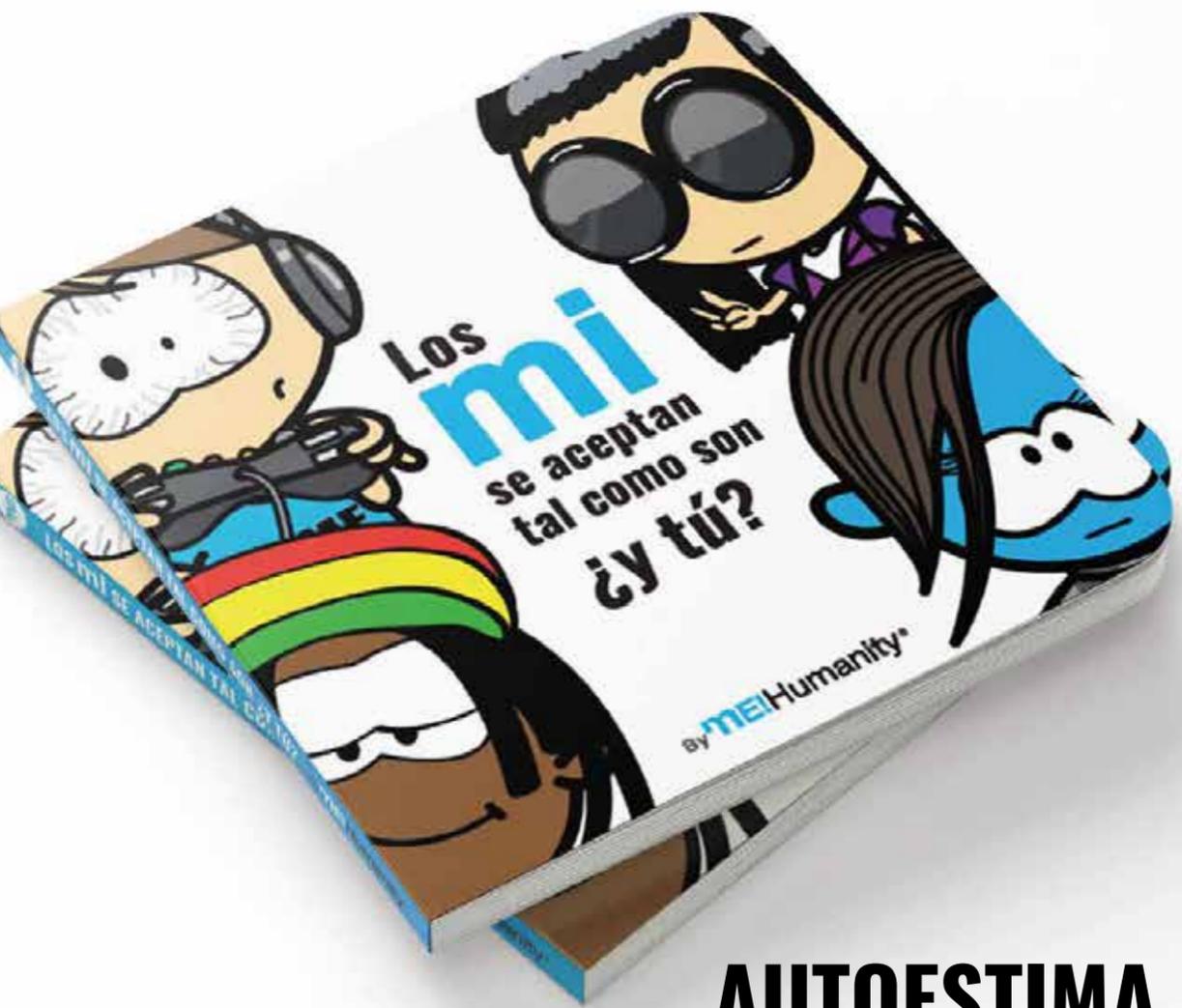
Manejar nuestras emociones es un desafío constante que comienza en la infancia y perdura a lo largo de nuestra vida.



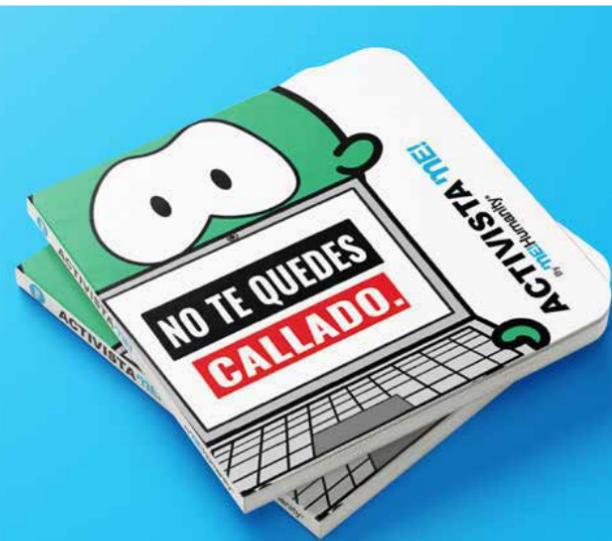
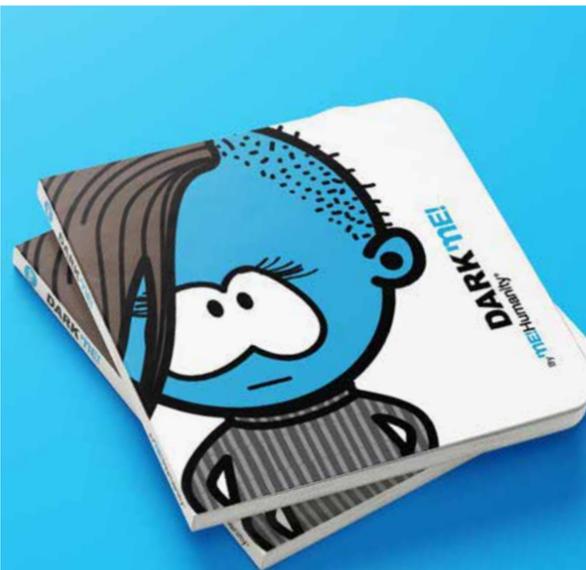
SENTIRME TRISTE
¡ME AYUDA!
POR EJEMPLO, A CONOCERME MEJOR.
SENTIRME ASÍ ME HACE REFLEXIONAR
O PEDIR AYUDA Y CONSUELO A LOS DEMÁS,
PARA PODER SUPERAR MOMENTOS
DIFÍCILES A LOS QUE TENGA QUE ENFRENTARME.

11.





AUTOESTIMA



Este libro nos propone un acercamiento al imprescindible tema de la autoestima.

Los personajes me!Humanity nos cuentan en su relato cómo se ven a sí mismos, mostrándonos que todos somos diferentes y que cada uno tiene capacidades valiosas.

De manera sencilla e interactiva, los personajes nos invitan a reflexionar e intercambiar, con el fin de ayudarnos a aceptar nuestras debilidades, y reconocer y valorar nuestras fortalezas.

Yo tengo mi propio estilo;
me gusta vestirme con ropa de
colores oscuros y uso un corte
de pelo muy particular.
Pero a veces los demás
me miran diferente
y me etiquetan de "raro".
Me gustaría que los demás
pudieran entender que todos
tenemos derecho a ser como
queramos ser.

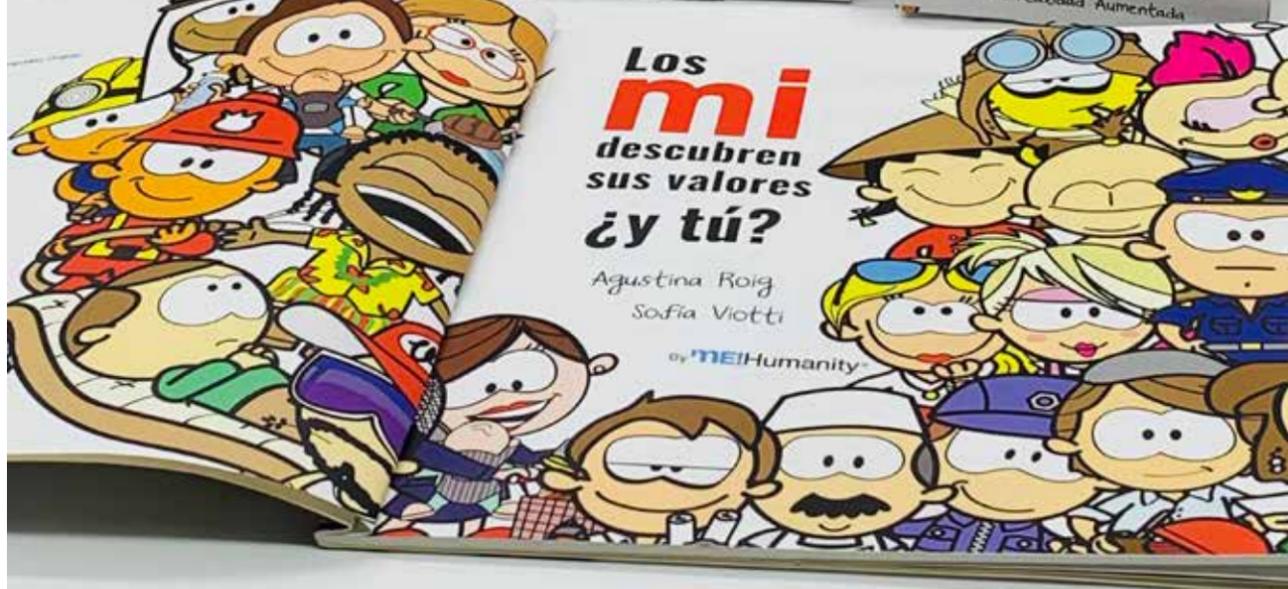
Todos somos únicos y
diferentes; aquello que me hace
diferente es lo que, en verdad,
me hace a mí ser especial.

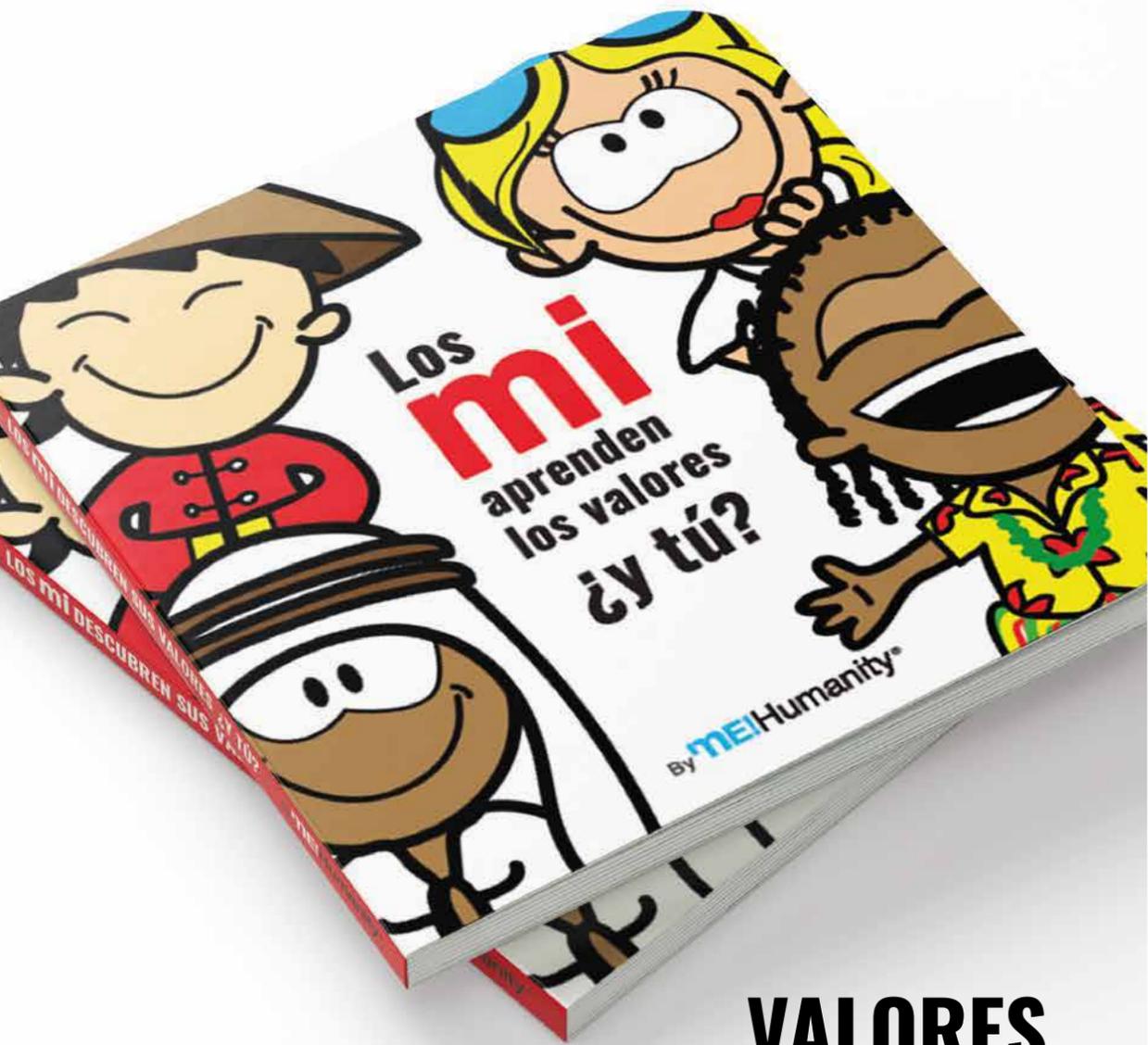


¿Y TÚ?

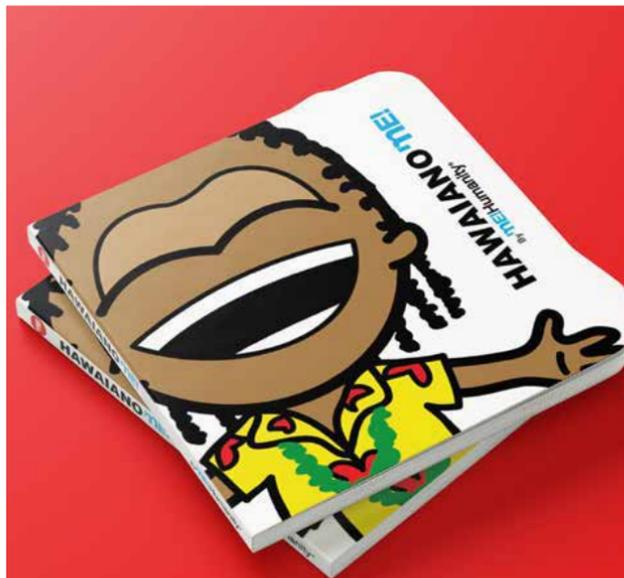
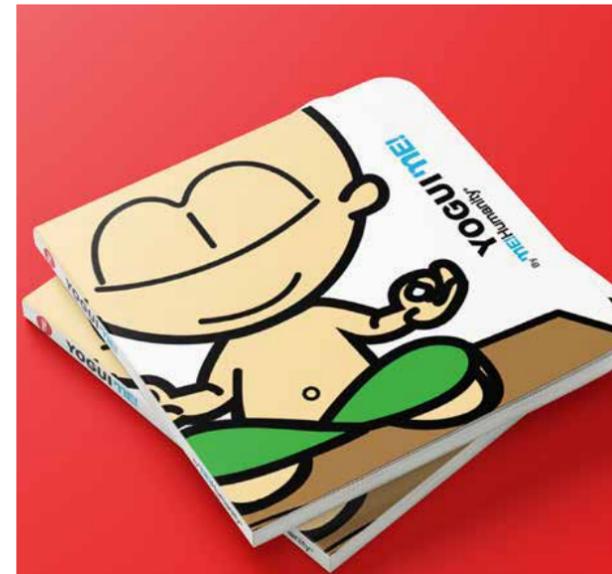
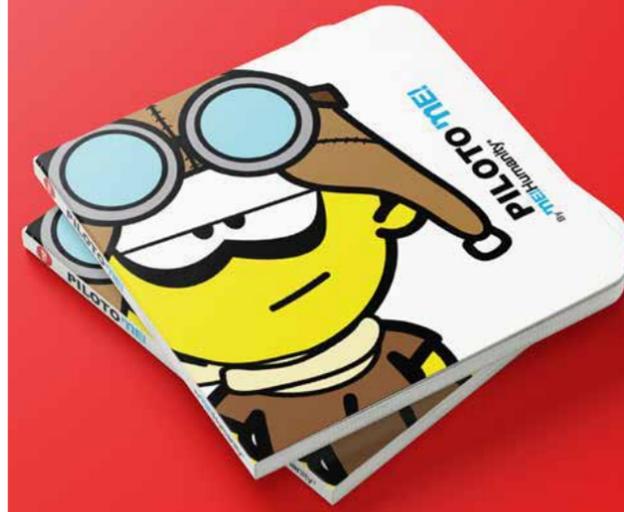
¡TÚ ERES ÚNICO!
PORQUE NADIE TIENE LA MISMA APARIENCIA QUE TÚ,
NI TU MISMA PERSONALIDAD, NI TUS MISMAS HABILIDADES.

**¿TE IMAGINAS CÓMO SERÍA
EL MUNDO SI FUÉRAMOS TODOS IGUALES?**
Imagínate cómo sería si nadie fuera diferente y único.





VALORES

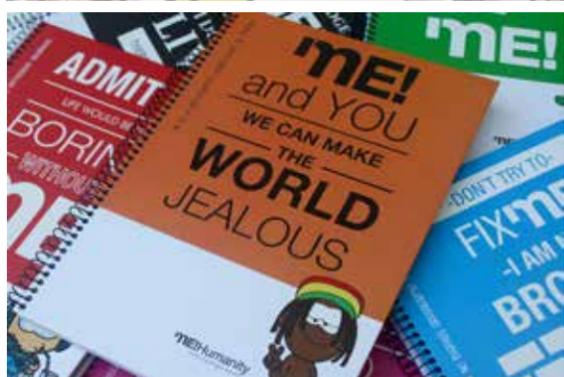


Los **mi** descubren sus valores ¿y tú?



1. Identificar y comprender qué son los valores.
2. Fomentar la reflexión como alternativa para interiorizar los valores.
3. Favorecer el intercambio con los otros frente a lo que sucede en nuestra vida cotidiana y su vínculo con los valores.
4. Revalorizar el rol del referente adulto como un potencializador a la hora de inculcar valores.
5. Ayudar a desarrollar la empatía privilegiando el sentir y la experiencia del otro.
6. Destacar las experiencias de la vida cotidiana como herramienta para descubrir y debatir sobre qué valores se ponen en juego en las mismas.
7. Incentivar el pensamiento crítico sobre cómo nos pueden ayudar los valores.
8. Fomentar la interacción con el entorno a través de las narrativas personales.















CONCURSO

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by ME!Humanity®

PELUCHES CON REALIDAD AUMENTADA



3Dme App
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Escaneá tu Peluche y Comené Fotos Muy Divertidas con el 3dme!















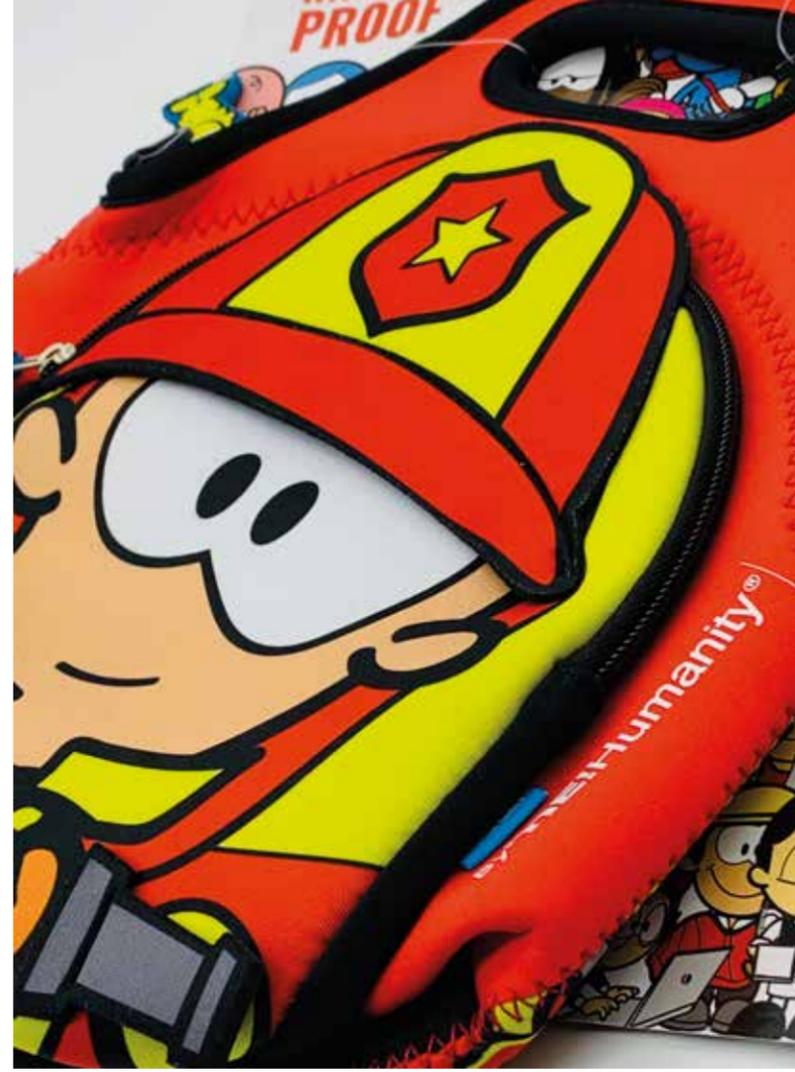








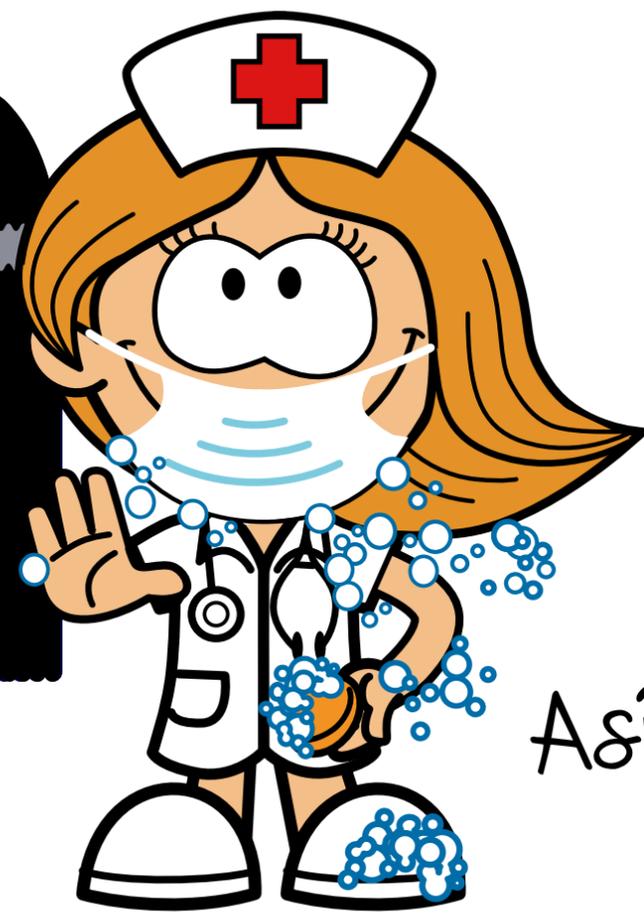
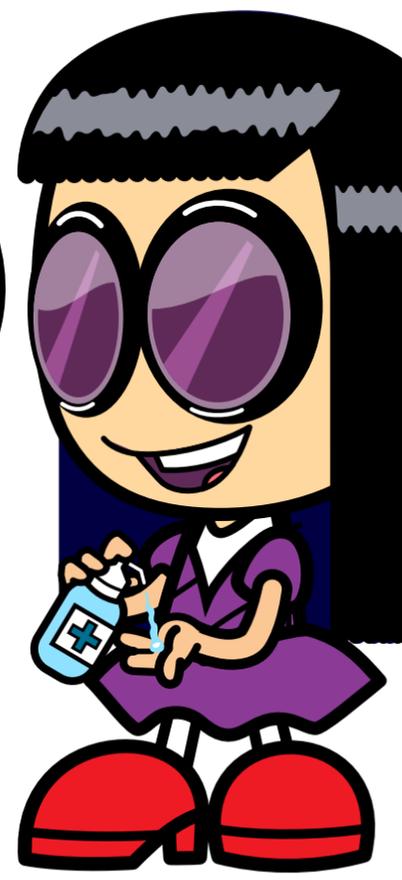




STOP COVID

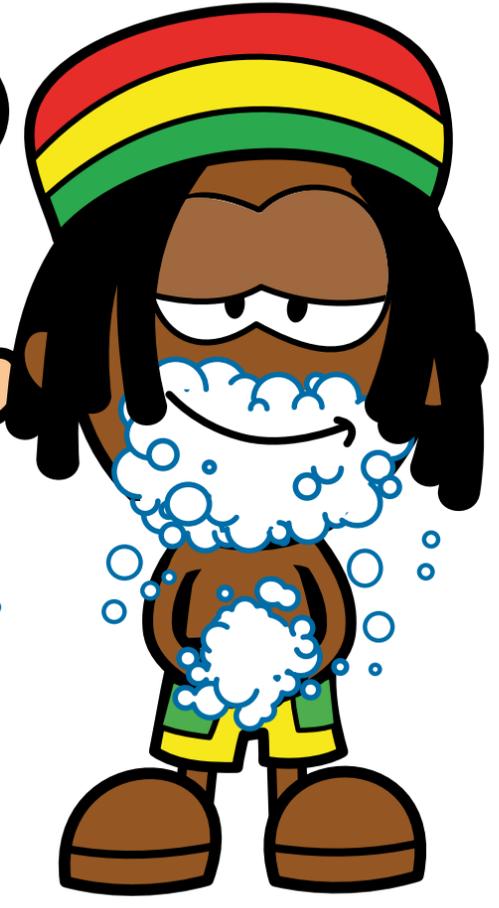
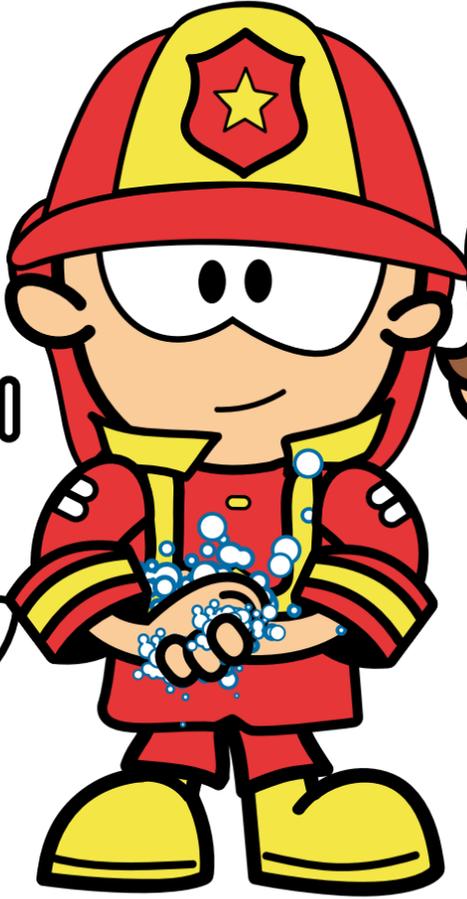
¿Y TÚ?

¿TE LAVASTE BIEN LAS MANOS?

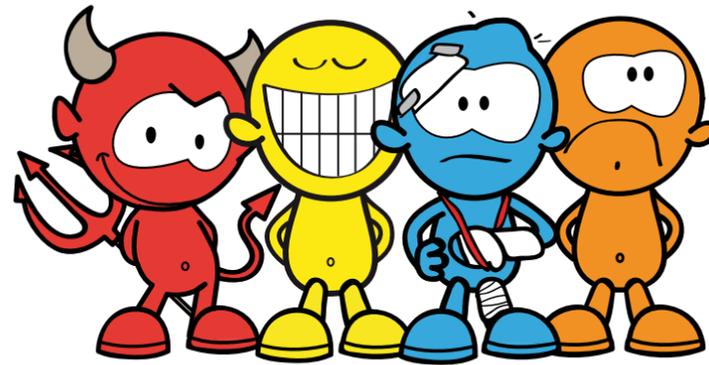


**SALUDA
CODO
CON CODO.**

*Así nos cuidamos
entre todos.*



'mE!Humanity™



**WE ARE ALL UNIQUE,
WE ARE ALL HUMANITY.**

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