SDG13 Climate Change Engage Game Design



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Lesson 11: What are Serious Games?

Subjects: Design, Environmental Science, Game Design, Geography, Science, Technology



Lesson Title and Summary: What are Serious Games?

The gaming industry has been growing fast and the youth are highly attracted to playing (video) games. If more of those games could be 'serious', multiple individual and societal benefits could be unleashed. This lesson introduces learners to what serious games are and their purposes, describing the characteristics of games relevant to better integrating nature in human settlements.

Vocabulary: Games' Purposes (educational, interventional, for research); Serious Games; Sustainability; Wicked Questions

In this lesson, the learner will:

- Develop an understanding of what serious games are, and their purpose
- Begin to understand how serious games can be used for better integrating nature in human settlements
- Assess and reflect on serious games

Materials

- Video: 'What are Serious Games?'
- Worksheet: Active Listening
- Support Sheet Serious Games Directory (Istrate and Hamel, 2022)
- Worksheet: Game Review
- Access to internet
- Paper / Pens

SDG13 Climate Change Engage Game Design L11: What are Serious Games?





Activity Instructions Activity 1 What are serious games? (20 mins)

- 1. Give each learner a copy of Worksheet: Active Listening and ask them to read over the questions, underlining the key words.
- 2. Play Video: 'What are Serious Games?' and ask learners to complete the activity sheet.
- 3. Go over answers in pairs, and then as a whole class.
 - 1. Yes
 - 2. Complex; no single solution
 - 3. 17th
 - 4. Compete; cooperate (both)
 - 5. Purposeful
 - 6. Urban
 - 7. GIS geographic information system gathers, manages, and analyses data
 - 8. Sustainable Development

Activity 2 Playing Serious Games (30 minutes)

- 1. Either in pairs or individually play digital games (on pads/laptops/computers) with the class by sharing the links from the Media Box.
- 2. After each game, ask the learners to do a quick analysis of the games and share with the class.
- 3. Use prompts to facilitate discussion after each game
 - How was the game environment? (Describe in short sentences).
 - Who is expected to be playing this game (target groups)?
 - What outcomes would the game designers expect after playing this game?
 - What interested you in this game?
 - What do you think should be improved?

Prompts to facilitate reflective discussion after playing all games:

- Which game elements you liked the most considering all games played? Why?
- What elements would you keep/discard in a new game you would develop? Why?
- What audience would you target in a new game and what do you think would catch their interest?

REFLECTIVE EXERCISE: 3-2-1 (10 mins)

- Three things they feel they have learnt from the tasks
- Two things they found most interesting and would like to explore more
- One opinion they have about the activities, what did they like or how they would improve them

Use Post-its or a mentimeter survey - www.mentimeter.com to gather reflections



EXTENSION / REDUCTION ACTIVITIES

Reduction: for a shorter lesson, select 1 or 2 games including at least one educational game.

Extension: for a longer lesson, pause the Serious Games video from activity 1 at 2:25 mins and ask learners to give examples of games they know (not necessarily 'serious') for each category

- analogue/PC games
- for children/youth/adults;
- single player/multiplayer
- with costs/for free).

MEDIA BOX: (materials, online video links, extra resources, case studies etc)

- Activity 1 video 'Introduction to Serious Games' https://youtu.be/RcymwwgMHDo
- What is GIS, an overview -<u>https://www.esri.com/en-us/what-is-gis/overview</u>
- Educational Game: Urban Climate Architect (choose English): <u>https://www.cen.uni-hamburg.de/press/entdecken/stadtklimaarchitekt.html</u>
- or additional educational game Sustainable Shawn: https://www.shaunthesheep.com/games/sustainable-shaun
- Games4Sustainability (games database searchable by SDGs):
 <u>https://games4sustainability.org/gamepedia/</u>
- Climania: https://climaniathegame.com/about-climania/
- The Climate Smart game and workshops <u>https://climatesmart.ie/about</u> can also be used for longerterm training.

Local Trip / Expertise / Additional Work and Assessments

 Invite game designers and expert ecologists/nature scientists to speak to the class. Ask the learners to identify what elements could be more suitable to introduce in the games from the knowledge expertise the ecologists shared while considering game development principles indicated by game designers.

Possible contacts:

- UCD computer science game development module <u>https://hub.ucd.ie/usis/!W_HU_MENU.P_PUBLISH?p_tag=MODULE&MODULE=COMP30540</u>
- TCD Game Design programme <u>https://www.tudublin.ie/study/undergraduate/courses/game-design-tu984/</u>
- UCD Earth Institute <u>https://www.ucd.ie/earth/whatwedo/researchthemes/ecosystemsevolution/give some leads</u>

SDG13: CC£ L11WS: ACTIVE LISTENING

Video: What are Serious Games? https://youtu.be/RcymwwgMHDo



1.	Serious Games are games used for study:	
	Yes No	
2.	Wicked Questions are	problems with
3.	Military games started being played since the	century.
4.	In Serious Games, the players can	
	Compete Cooperate	
5.	In one word, serious games are	
6.	'Urban games' address	problems.
7.	'Geo games' are often supported by	technology
8.	'Games for sustainability' address societal challenges ir	the area of



No.	Name	Game's Description	Time to Play	Players	Target Group	Distribution (Digital vs Board Game)	Play mode (Online/ In- person)	Charges Fee vs For Free	Links to the Game's page/ Materials	Developer
	Sustain	Sustain is a board game about urban sustainability, developed in an European "Erasmust" project as support in high-level education. Each player represents a different department in a growing city - facing many lissues and solving them based on other players" decisions.	45	Multiplayer	Youth & Adults	Digital	Online	For Free	Official page: http://sustainerasmus.eu/wp/ Where to play: https://tabletopia.com/games/sustain- erasmus EU project outputs and reports: http://sustainerasmus.eu/wp/intellectual- outputs/	Erasmus University
2	Climate Smart	Players have five years to climate-proof Dublin (starting year is 2045). The core action of the game is defending against floods through adopting different messures (grey, green and blue, or mixed infrastructure, and policy). One round represents one year.	N/N	Single Player	Youth	Digital	Online	For free	https://climatesmart.ie/game	Trinity College Dublin, ireland
е	Urban Climate Architect	Urban Climate Architect allows players to create their own environmental-friendly city - building houses, streets and green spaces, employing citizens in offices and industrial plants, while observing the effect on the city's climate. The impact of each element is informed, and the game is evaluated when finished.	Ą	Single Player	Youth & Adults	Digital	Online	For Free	https://www.clisap.de/stadtklimaarchitekt Luster of Excellence /	Hamburg University Cluster of Excellence ClisAP
٩	Amenajeu	Amenajeu is a game structured according to the coupled infrastructure system (CIS) framework that categorizes the entities of a social- ecological system in four main categories (resources, resource users, public and private prindrastructures, and public infrastructure providers). Resource systems, resource users, and infrastructures are represented as elements of the game board. Players experiement the interplay of socio-ecological interdependencies.	>2h	Multiplayer	Adults	Board Game	In-Person	Forfree	https://www.researchgate.net/pub lication/333916660 Analyzing coa stal_coupled_infrastructure_syste ms_through_multi- scale_serious_games_in_Languedo c_France	Bonte, Therville, Bousquet, Abrami, Dhenain & Mathevet (2019)
ŝ	Block by Block Minecraft	The UN-HABITAT Minecraft is a game that targets community participation, youth participation, use of images, plans, Google Maps and other available material to model public space as a community participation tool. The Minecraft models are then presented to stakeholders.	Varied	Multiplayer	Youth & Adults	Digital	Online & In- Person	For Free & Charges Fee	https://www.blockbyblock.org/resources https://unhabitat.org/manual-using- minecraft-for-community-participation https://unhabitat.org/sites/default/files/d ownload-manager- files/Using%20Minecraft%20fors/20fouth %20Participation%20Unban%20Desi gn%20and%20Governance.pdf	Mojang with UN- Habitat & Block by Block
ø	Buy, Sell and Trade	Buy, Sell and Trade is a role-playing exercise that demonstrates the multiple benefits of preserving ecosystems for the services that they provide. It functions as support solor fraining decision makers and local stakeholders on managing natural resources.	>2h	Single Player & Multiplayer	Adults	Board Game	In-Person	Charges Fee	https://www.iucn.org/lo/node/3188	WBCSD and IUCN (2008); Gissi & Garramone (2018)





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EU (BONUS MARES Project), University of Tartu; Geomar; E2 Research; PTT;	Urban Europe; Faculty of Spatial Sciences, University of Groningen; The Netherlands;	Centre for Systems Solutions (CRS), International Institute for Applied Systems Analysis (IIASA), Zurich Flood Resilience Alliance	Urban Sustainability Directors Network (USDN), American Society of Adaptation Professionals & US Protection Agency	Wisconsin Center for Education Research, US	City Resilience Program – supported by GFDRR Labs, Open Cities Africa, World Bank Group
https://www.bonusportal.org/files/6911/B ONUS_MARES_Policy_brief_2 Playing_and_eco- game_to_asses_the_quality_of_sciewntif ic_knowledge_for_evidence.based_decisio n_making.pdf	http://play-uc.net/?page_id=529	https://floodresilience.socialsimulations.o 1g/#main	https://gamesdsustainability.org/gameped ia/game-of-floods/ https://www.adaptationclearinghouse.org /resources/game-of-floods.html	http://www.virtualinterns.org/virtual- internships/land-science/	Open Cities: www.opencitlesproject.org Grace: Grace: Grace: gdoherty2@worldbank.org City Resilience Program - supported Program - supported https://www.worldbank.org/en/topic/disa Program - supported https://www.worldbank.org/en/topic/disa Program - supported https://www.worldbank.org/en/topic/disa Program - supported https://www.org/en/topic/disa Program - supported https://www.worldbank.org/en/topic/disa Program - supported
For Free	For free	For Free	Charges Fee	For Free	For Free & Charges Fee
Online & In- Person	Online	In-Person	In-Person	Online & In- Person	Online & In- Person
Digital	Digital	Board Game	Board Game	Digital & Board Game	Digital
Adults	Adults	Adults	Adults	Youth	Youth & Adults
Multiplayer	Single Player & Multiplayer	Multiplayer	Multiplayer	Multiplayer	Single Player & Multiplayer
N/A	N/A	>2h	1-2h	×2h	Varied
Eco-GAME is a game that is an interface between science, policy and society. It is a participatory and evidence-based appraisal of existing (scientific) knowledge, methods or combinations, providing a matrix to assesses the adequacy of scientific knowledge and methods for different purposes (attributes), by aggregating the four types of capital: Natural, Human, Social and Economic.	Floating City is a brainstorming game for public spaces in which players can create and publicize their ideas and suggestions for city projects.	Flood Resilience Game is a game that allows players to explore and learn about flood risks and community resilience in river valleys. It helps participants identify novel policies and strategies to improve flood resilience, as players take different stakeholder roles (workers, farmers, entrepreneurs, financial services agents), local government and water board officials.	Game of Floods is a game where players manage community assets, which are flood- prone. Through strategizing on protecting their parcels, while considering community well- being and resources, players need to consider potential loss or deterioration of homes, community facilities, roads, agricultural land, beaches, wetlands, lagoons, and other resources	Land Science is a game where players to become office interns at a fictitious urban and regional planning firm. Players weigh trade-offs for land use decisions in ecologically-sensitive areas, interact with virtual stakeholders and use iPlan, a custom-designed GIS, to develop land use plans for local and national sites.	Map Your City's Future is a game that builds skills, data and networks to support Disaster Risk Management and Urban Planning in Africa. The game uses OpenStreetMap data, digital cartography, technology & community participation for SD, developing high quality data.
Eco-GAME (BONUS MARES)	Floating City	Flood Resilience Game	Game of Floods	Land Science Virtual Interns	Map Your City's Future
~	8	6	10	11	1



13	14	15	16	17	18	19
Mission 1.5	New Shores	simcity	Sprites of Meadowlands	Tradeoff! InVest	Tygron	World Climate
Mission 1.5 is a online game which educates people about climate solutions and asks them to vote on the actions that they want to see thappen. It is known as the world's biggest survey of public opinion on climate change.	New Shores is a game where players are sent to an island with wild forests and rich coal deposits. Players start earning money, building households and public infrastructure. They discover that while exploiting the island's natural resources may quickly improve their living conditions, it may also disturb the island's ecological balance and lead to natural disasters.	SimCity is an engaging city-building game intended to let players design a city — imagine being a mayor of the city and designing your city the way you want to. The aim is to convey basic skills such as arithmetic, but an understanding of complex systems such as the economy, the environment and the relationships that the them together.	Sprites of Meadowlands is a game designed to activate a specific urban location. It addresses the exploration of hidden green spaces. It starts with a walk and all the details that can characterize the morphology of the garden.	Tradeoff! InVest is a series of mapping games introducing concepts related to nature's benefits to people while mirroring the InVest analytical approach.	Tygron Geodesic Platform is a game that can be configured for the specific purposes of each project, including features of: water, climate, environment, energy, city planning and GIS BIM.	World Climate is a game simulation in which participants experience how their decisions affect the global climate system. In the game, players learn about the dynamics of global negotiations on climate change, taking on roles of the world's most important leaders and take the responsibility for the Earth's future and enabling deeper understanding of the systems shaping our world.
N/N	1.2h	N/A	N/A	1-2h	N/A	>2h
Single Player	Multiplayer	Single Player & Multiplayer	Single Player	Multiplayer	Single Player & Multiplayer	Multiplayer
Youth	Youth & Adults	Youth	Youth & Adults	Adults	Adults	Adults
Digital	Digital	Digital	Digital	Board Game	Digital	Digital & Board Game
Online	Online	Online	Online	Online & In- Person	Online	Online & In- Person
For Free	For Free	For Free	For Free	Charges Fee	For Free & Charges Fee	Charges Fee
Game Website https://mission1point5.org/be/about https://unric.org/en/mission-1-5/	https://newshores.socialsimulations.org	Official Website: www.ea.com/games/simcity Article: SimCity Created a Generation of Urban Planners www.reason.com/2020/02/09/simcity- created-a-generation-of-urban-planners/	https://meadowlands.surge.sh/	https://msp.naturalcapitalproject.org/msp _concierge_master/tradeoff.html	https://www.seriousgamemarket.com/20 14/07/tygron-serious.games-for- spatial.html	https://www.climateinteractive.org
The United Nations Development Programme (UNDP)	EU, Erasmus + Programme	TU Delft & Maxis, Electronic Arts (EA)	Mateja Rot (Slovenia)	p Natural Capital Project	D TU Delft	Dr. Elizabeth Sawin and Andrew P. Jones, New Venture Fund

Centre for Systems Solutions, International Institute for Applied Systems Analysis, Sustainable Energy for All Initiative	PRISMA	GeoGamestab	The Centre for Active Transportation	Paradox Interactive	999 Games & Aporta Games	Play the City & TU Deift
https://nexus.socialsimulations.org International institute for Applications. (#applications Analysis Sustainable Foregy for All Initiative	http://serious.gameclassification.com/EN/ games/43211-ASPIS Sustainability-Game- /index.html https://www.youtube.com/watch?v=lvFi4 5gEfLU	https://geogameslab.net/portfolio/b3- design-your-marketplace/ Research Paper: https://www.researchgate.net/publication /260275454_Digital_Serious_Game_for_U rban, Planning_B3- Design_Your_Marketplace	Link to game description: https://www.completestreetsforcanada.ca /complete-streets.game-2-0-is-here/ https://www.o2design.com/complete- streets-by-design	http://gamesforcities.com/database/cities skylines/	https://boardgamegeek.com/boar dgame/162107/doodle-city	www.gamesforcitiles.com/database/the- dubes-game/ https://www.academia.cu/dr30994/The _DUBES_Game_Combining_DSS_and_Inte raction_Seminar_De_Spelende_Stad_ _The_Playful_City Research Publication/26022 4943_The_Dubes_game_supporting_susta
For Free	For Free	For Free	Charges Fee	For Free	Charges Fee	For Free
In-Person	Online	Online	In-Person	Online	In-Person	Online & In- Person
Board Game	Digital	Digital	Board Game	Digital	Board Game	Digtal
Adults	Varied	Adults	Adults	Adults	Youth & Adults	Adults
Multiplayer (Large Groups 8- 24 players)	Single Player	V/N#	Multiplayer (Small Groups 4- 6 players)	Single Player	Multiplayer (Small Groups 1- 6 players)	Multiplayer (\$mall Groups 2- 10 players)
×2h	#N/A	NNA	A/A	V/N#	Ą	42×
Nexus Game is a game that incorporates the interconnected Water-Food-Energy Nexus challenges. Participants get insights of water management challenges for energy and food production, striving to address needs of population, industry and agriculture, at the same time facing challenges of climate change.	ASPIS Sustainability Game is an immersive 3D simulation? role-playing game designed to support planners, architects, environmental NGOs, teachers or the general public to understand sustainability issues in public spaces (e.g., parks). The impact envisaged concerns the wider benefits of sustainable development in cities and town planning practices, as well as democratic governance (public participation).	B3 provides a playful digital environment in which the citizens gain information about the current situation in the city district, have the possibility of submitting their own designs for the marketplace, wote for the preferred designs, and chat with the experts and other participants.	The Complete Streets Game is a capacity- building workshop tool that enables participants to play with re-arranging and rebuilding their neighbourhood streets and to visualize what the opportunities and options can be.	City Skylines is a a game that mirrors real-world systems (inspired by SimCity), and players face interconnected urban planning and policy challenges. The game mixes strategy and decision-making focuraed on building and managing cities. Urban planning and policy aspects are coupled with the task of antraining a city's budget, mobility, pollution (Jand, water, and noise), population and residents' health, happiness, and employment.	Doodle City is a family game of city building, that allows the drawing a network of road, building a city and trying to score points for their hotels, shops, and taxis, all while avoiding pollution.	Dubes is a decisional making game that supports sustainable development. The game invites players to take on the role of stakeholders and draw a plan-for the sustainable urban renewal of a neighbourhood.
Nexus	ASPIS Sustainability Game (Auditing the Sustainability of Public Spaces)	83 - Design your Marketplacel	Complete Street	City Skylines	Doodle City	Dubes Game
20	21	22	23	24	25	26



13 CLIMATE

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Potsdam Institute for Climate Impact Research	IBM	Centre for Systems Solutions (CRS), Michigan State University, Games4Sustainability & Social Simulations	Fields of View, mediaLAB Amsterdam	Tobias Zwick	Adam Barwell, Daniele Quercia, Jon Crowcroft	University of Wisconsin	Strange Loop
http://www.climate-game.net/	http://gamesforcities.com/databas e/cityone-a-smarter-planet-game/	https://pipes.socialsimulations.org/#benef its	http://gamesforcities.com/database/rubbi sh/ https://medialabamsterdam.com/blog/pr oject/rubbish/	https://plav.google.com/store/app s/details?id=de.westnordost.street complete&hl=en≷=US	https://urbangems.org/	https://www.cse.msu.edu/~cse498/2016- 08/projects/urban-science/	https://games4sustainability.org/gameped ia/eco/ https://piay.eco/
For Free	For Free	Charges Fee	For free	For Free	Charges Fee	For Free	Charges Fee
Online	Online	In-Person	In-Person	Online	In-Person	Online	Online
Digital	Digital	Board Game	Board Game	Digital	Board Game	Digital	Digital (PC Game)
Youth	Adults	Adults	Adults	Youth & Adults	Varied	Youth	Varied
Multiplayer (6 Small Groups of up to 3 players)	H/VA	Multiplayer (Large Groups 8- 24 players)	Multiplayer (Small Groups 4- 6 players)	Single Player	Multiplayer (Small Groups 8 players)	Varied	Single Player
<1h	#N/A	>2h	A/N#	#N/A	#N/A	#N/A	>2h
Keep Cool Mobil is a game about climate politics, where young people take control of global metropolises. They decide which path their economies will take, their climate protection strategy and exert influence on an international scale.	IBM CityOne is a game where players explore new and innovative solutions for a 'smarter planet' in areas of energy, water, retail and banking. Players must evolve all these four areas on a limited budget, while making decisions affecting revenue, profit, citizen satisfaction and environmental betterment. The goal is to create more connected, intelligent and efficient cities.	Pipes is a game where players experience problems and dangers connected to ageing water infrattucture. Players practice collaboration among various organisations and groups of interest, and experience problems and opportunities in complex systems.	Rubbish is a game designed to specifically address the waste crisis in Bangalore. Players take the role of John – a Dry Waste Collection Cantre (DWCC) manager, players of dry waste and ensuring the overall of dry waste and ensuring the overall cleanliness of the city. Each player runs his own DWCC in one ward. Each player runs his own DWCC in one ward, but the players is collect from those wards that have a DWCC in with the remaining waste dumped in the landfill. When the landfill overflows, all players lose. If the players manage to create a DWCC in overty ward, they all win the game.	The players are asked simple questions in their vicinity to complete the info on the respective site. The info entered is then directly added to the OpenStreetMap in the name of the player.	UrbanGems is a game that identifies the visual cues that are generally associated with concepts difficult to define such beauty, happiness, quietness, or even deprivation.	Urban Science is a game where players become urban planners to redesign the city. Use of GIS model to propose land use changes.	ECO is a game where players harvest from the environment to craft their own creations. Players can collaborate to build a civilisation. Every action affects the environment with many animals and plants.
Keep Cool Mobil	IBM CityOne	Pipes – Public Infrastructure Participatory Engagement Simulation	Rubbishi	StreetComplete	Urban Gems	Urban Science	EC
27	28	29	30	31	32	8	34



	6	5		1	-	
Nintendo	Stronghold Games	Luke Hohmann & Innovation Games	MicroProse	BeWitched Spiele	EU Horizon 2020 Programme	Kewan Mertens, Matthieu Kervyn
https://animal-crossing.com/;	https://games4sustainability.org/g amepedia/article-27-un-security- council-game/ https://boardgamegeek.com/boar dgame/113293/article-27-un- security-council-game	http://graobudzet.crs.org.pl/about-the- game/	https://civilization.com/ https://www.pcgamer.com/civilization-6- review/ https://www.commonsensemedia.org/ga me-reviews/sid-meiers-civilization-vi	https://games4sustainability.org/gameped ia/climate-poker/	https://culturalmemory.socialsimulations. org	https://games4sustainability.org/gameped ia/discoord/
Charges Fee	Charges Fee	Charges Fee	Charges Fee	Charges Fee	For Free	Charges Fee
Online	In-Person	In-Person	Online	In-Person	In-Person	In-Person
Digital	Board Game	Board Game	Digital & Board Game	Board Game	Board Game	Board Game
Children	Varied	Varied	Youth	Adults	Varied	Adults
Multiplayer (Small Groups <4 players)	Multiplayer (Small Groups 2- 10 players)	Multiplayer (Small Groups 8- 10 groups of 10 players)	Varied	Multiplayer (Small Groups 2- 10 players)	Multiplayer (Small Groups 6- 12 players)	Multiplayer (Small Groups 2- 8 players)
Varied	1-2h	N/A	1-2h	Υţγ	1-2h	>2h
Animal Crossing is a simulation-style game which allows players the chance to create their own versions of paradise on a deserted island inhabited solely by animals. The customizable player/ character names their island and establishes a small village within, and then build elaborate homes, tend gardens, fish, throw parties, and converse with their always-kind animal neighbours.	Article 27: The UN Security Council Game is a game focusing on decision-making process in UN Security Council (Germany is added). Each player can present a proposal to the Council. It marks the start of the negotiations phase.	Budget Games is a game that lets each group has to unanimously decide on urban investments and social services selection. Each participant has some of the game's currency, but not enough to finance the projects preferred. The players need to work together to reach common solutions. Each team creates its list of proposals. But the final ranking depends on the average from all tables.	Civilisation is a game where players are tasked with guiding an entire civilization throughout the ages, taking ownership of your people's technology, economy, cuiture, and military, as well as all the choices that go along with them.	The players become Climate Diplomats to protect the climate. Players can join forces to organize climate negotiations for climate agreements.	Cultural Memory Game is a game that teaches the key factor contributing to community resilience. The bits and pleces of past catastrophic events are scattered around the city, offering prompts to those who are ready to relate facts.	Discoord is a game where as the leader of a Sub- County (consisting of 15 villages) in Uganda, a player must ensure that the population is astisfied. However, growing population is and landsides frequently occur, and money is not enough. The players need to discuss and interact with each other since policies need to be proposed and enacted at district level ShOt gh a majority vote. Each round (year)
Animal Crossing	Article 27: the UN Security Council Game	Budget Games	Civilization	Climate-Poker	Cultural Memory Game	Discoor Discoord – The play Disaster satisfic Disaster and intera Game intera be
35	36	37	38	39	40	41



Ea ma cc haza Sout	Earth Girl is an interactive game focused on making strategic decisions to minimize risk in communities which are exposed to natural hazards. In the game, a smart and action-loving Southeast Asian girl plays to save her family and friends from natural hazards.	Ą	Single Player	Children & Adults	Digital	Online	For Free	www.earthgirl2.com	Earth Observatory of Singapore (EOS)
Eart mu m	Earthrise is a game that is a sandbox massively multiplayer online role-playing game shooter set in a post-apocalyptic world where players must craft their gear and fight for survival.	>2h	Multiplayer (Small Groups 2- 10 players)	Varied	Digital	Online	For Free	https://www.mmorpg.com/earthrise-first- impact	SilentFuture
Full by th	Full Spectrum Warrior is a game commissioned by the U.S. Army to train light Infantry troops in urban combat situations.	N/A	Varied	Youth	Digital	Online	Charges Fee	https://www.gog.com/game/full_spectru m_warrior?gclsrc=aw.ds&&gclid=CjwKCAJ whMmEBhBwEiwAXwFoEQ09ECYvOyuwBr A-7MbPQ- JNPYT8SqLQIr6I7_DX9r49ehrAtzpD9xoCXE YQAvD_BwE	Pandemic Studios & THQ Nordic GmbH
GS real in the volume to volume to volume the volume to vo	GS is a game to convert/filp (remediate in the real world) all contaminated 2D brownfield tiles in the centre of the Monopoly-like game board to viable 3D green spaces. Rewards from tasks such as cleaning garbage and building renewable energy resources give players a sense of accomplishment as they move through the game. RocketOwl and its partners have vowed to plant a free in the real world as players complete milestones.	>2h	Varied	Youth	Digital	Online	For Free	https://web.archive.org/web/2012 1014011354/http://www.appsont app.com/greenspace/	RocketOwl
ar q	Gifts of Culture is a game where players represent various groups living in the flood- prone valley. Although their views and ideals differ, they have the same goal of improving living conditions in their communities. The players experience cultural differences, but learn to turn diversity into opportunity.	>2h	Multiplayer (Small Groups 8 players)	Varied	Board Game	In-Person	For Free	https://giftsofculture.socialsimulations.org /en/	EU Horizon 2020 Programme
to to to	Hazagora is a game where the players are the inhabitants of a volcanic island, which they have to develop and where to sustain a community. Geological hazards are regular, and the community needs to be ready to face them.	۲ ²	Multiplayer (Small Groups 2- 10 players)	Adults	Board Game	In-Person	Charges Fee	https://games4sutainability.org/gameped ia/hazagora/ https://www.wtnschp.be/sciencesays/	Vrije Universiteit Brussel, Science Communication Expertise Brussels Innoviris Free for non- commercial purposes
eve Br	Laudato Si is a game that manages common goods through a forest (which is the players' home, giving them place to sleep and providing everything they need to live and develop their community)	<1h	Multiplayer (Small Groups 5- 6 players)	Youth	Board Game	In-Person	Charges Fee	https://laudatosi.crs.org.pl/en/	New Earth Project by Climate KIC

		Contractive			20					
49	Lords of the Valley	Lords of the Valley is the action takes place in the tiver valley, which is in danger because of unexpected droughts and floods. The players take on roles of farmers, local authorities, bank and ecological NGOs. They face numerous challenges, resulting from other players' decisions and unpredictable environmental conditions.	źż	Multiplayer (Large Groups 12- 36 players)	Varied	Digital	In-Person	Charges Fee	https://systemssolutions.org/portfolio- items/lords-of-the-valley/ https://lordsofthevalley.socialsimulations. org/iftechnical-details	Centre for Systems Solutions
20	Sustainable Shaun Online Game	Sustainable Shaun Online Game is a game that explores how to create a cleaner, healthier, more 'sustainable' future for our cities and the planet, build a new eco-friendly city for stray animals of a farm, making sure to keep them all happy by monitoring resources, food, energy, transport and nature issues.	N/A	N/A	Youth	Digital	Online	For Free	https://ec.europa.eu/environment /sustainableshaun/game_en.htm Team (UK)	Sustainable Learning Team (UK)
51	The World's Future	The World's future is a game where players adopt high-level leadership roles. They experience the pressure of making trade-offs and the thrill of fluding synergies for sustainable development. Players make choices about energy and industrial investments, social development, and environmental management, among other factors, which influence their country – and surrounding countries – in the long term. Incorporates the SOSs and players experience how interconnected the global goals are and what the consequences of their decisions are.	>2ħ	Varied	Adults	Digtal & Board Game	Online & In- Person	Charges Fee	https://werlds/uture.socials/mulations.org	Centre for Systems Solutions, International Institute for Applied Systems Analysis
52	Urban Renewal	Urban Renewal is a game where the players take part in a complete transformation of the city. Each player, starting with the one who city. Each player, spins the Decision Engine Wheel. The wheel can stop at one of those icons: Condominium, Commercial Building, Public Housing, School, Buildozer, Park, Planning Directive. The player has to follow the instructions connected to the spinning uutcome.	×2ħ	Multiplayer (Lange Groups >10 players)	Adults	Board Game	In-Person	Charges Fee	http://flaviotrevisan.com/2011/the-game- of-urban-renewal/	John Walker
23	Urbanix	Urbanix is a Wii ware game in which player controls a tiny little tractor that has to build a town on an empty field in a given time, while avoiding the enemies. The object of the game it to populate enough of the empty area before a time limit runs out.	1.2h	Varied	Varied	Digital	Online	Charges Fee	https://www.nintendo.co.uk/Games/Wii Ware/Urbanix-287064.html https://nintendokie.wordpress.com/201 1/01/28/urbanix-review-wiiware/	Nodcurrent
54	World Rescue	World Rescue is a game where players learn about SDGs and 21st century development challenges in different parts of the world. The game features five characters from diverse parts of the world—India, China, Norway, Brazil, and Kenya, With culturally relevant and research-based storytelling and art, World Rescue offers a blay's sey view into the food, environment, society and culture through gameplay.	đh	Single Player	Varied	Digital	Online	For Free	http://worldrescuegame.com	UNESCO MGIEP
22	Darfur is Dying	Darfur is Dying is a game where the player takes the role of a diplayeed Darfurian living in a refugee camp. The player faces lack of water and needs to find a new source, through a careful search, so he/she doesn't get captured by aggressive security guards.	Ą	Single Player	Adults	Digital	Online	For Free	http://www.gameeforchange.org/game/d arfur-is-dving/	Take Action Games



	Digital Zoo	Center for Systems Solutions, andEDUCEN project	Us two	My Towns Games Ltf	Cyan	Mantic Games	Linden Lab
Game website: Not Available	Resource: https://store.steampowered.com/app/151 1330/Digital_Zoo_Gallery/	https://evacuationchallenge.socialsimulati ons.org	Game website: https://www.monumentvalleygame.com/ mv2 mv2 https://en.wikipedia.org/wiki/Monument_ Valley_(video_game)	https://play.google.com/store/apps/detail s?id=mylittleprincess.castle&hl=en_US≷ =US	https://cyan.com/games/myst/ https://www.commonsensemedia.org/ga me-reviews/myst-nintendo-3ds	https://boardgamegeek.com/boardgame/ 120444/project-pandora-grim-cargo https://www.play-board- games.com/project-pandora-grim-cargo- review/	www.secondlife.com/
	Charges Fee	For Free	Charges Fee	Charges Fee	Charges Fee	Charges Fee	For Free
	Online	Online	Online	Online	Online	In-Person	Online
	Digital	Digital	Digital	Digital	Digital	Board Game	Digital
	Varied	Adults	Varied	Children	Children	Children	Youth
	Varied	Multiplayer (Large Groups >10 players)	Single Player	Single Player	Multiplayer (Small Groups 2- 10 players)	Multiplayer (Small Groups 2 players)	Multiplayer (Small Groups 2- 10 players)
	⊲th	1.2h	>2h	1-2h	>2h	ą	N/A
Digital Zoo gallery is a game where player can visit two art galleries with different themes. The game offere 3 calleries for the navere	Modern Art Ontex 5 generates for ungle payers, Modern Art Callery and Jurassic Jungle. In the game players can explore the jungle filled with dinosaurs while at the same time enjoy artworks or visit a modern gallery for a more relaxed experience.	Evacuation Challenge Game is a game that the challenges are connected with disaster response and evacuation (in this case – zombie apocalypse!). Participants take the roles of citizens and rescue team members, but the road to safety is not easy.	Monument Valley is an MC Escher inspired puzzle game that bends architecture and follows a silent princess through a captivating world. In the game player leads the princess Ida through mazes of optical illusions and impossible objects while manipulating the world around her to reach various platforms.	My Little Princess Stores is a storytelling digital dollhouse game. It is a castle where child interacts with everything.	Myst is a game where players solve puzzles, and by doing so, travel to four other worlds, known as Ages, which reveal the backstory of the game's characters.	Project Pandora is a SCIFI board game where one player controls the evil human corporation project Pandora and the alien eight race on a modular tile board moving miniatures and rolling dice to achieve some scenario-driven objectives.	Second Life is a 3D online virtual world which allows players to create virtual representation of themselves and customise their avatars, explore and create a host of different environments and locations. The players can at the same time interact with others and participate in different activities.
	Digital Zoo Gallery	Evacuation Challenge Game	Monument Valley	My Little Princess : Castle	Myst	Project Pandora	Second Life
	56	57	58	59	09	61	62

13 CLIMATE ACTION

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REVIEW
GAME
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USE THE TABLE TO GATHER INFORMATION ABOUT THE VARIOUS GAMES YOU ARE FINDING

COMMENTS / OPINION	
GAME AIM.	
# PLAYERS	
GAME TYPE	
GAME'S NAME	