GAMES TO CHANGE THE WORLD

Role-playing Games:

1. **World Climate**: A role-playing game for groups that simulates the UN climate change negotiations by dividing into regional and national negotiating teams to create a treaty to limit global warming to 2 degrees C or less.

2. **“Stabilization Wedge” Game**: A game to show participants the different ways to cut carbon emissions, through the concept of wedges.

Computer Games:

3. **Climate Challenge**: The player acts as a European leader who must make decisions for their nation to reduce CO2 emissions, but must also keep in mind public and international approval, energy, food, and financial needs.

4. **Fate of the World**: A PC game that challenges players to solve the crises facing the Earth from natural disasters and climate change to political uprisings and international relations. It is available on Steam.

5. **CEO2**: A game that puts players at the head of a company in one of four industries. The player must then make decisions to reduce the CO2 and maintain (and increase) the company’s value.
6. **VGas**: Users build a house and select the best furnishing and lifestyle choices to have the lowest carbon footprint.

7. **CO2FX**: A multi-player educational game, designed for students in high school, which explores the relationship of climate change to economic, political, and science policy decisions.

8. **“Operation: Climate Control” Game**: A multi-player computer game where the player’s role is to decide on local environmental policy for Europe through the 21st century.

9. **My2050**: An interactive game to determine a scenario for the UK to lower its CO2 emissions 20% below 1990 levels by 2050. The user can select from adjustments in sectors from energy to transit.

10. **Plan it Green**: Gamers act as the planners of a city to revitalize it to become a greener town through energy retrofits, clean energy jobs, and green building.

11. **Logicity**: A game that challenges players to reduce their carbon footprints by making decisions in a virtual city.

12. **Electrocity**: A game designed for school children in New Zealand to plan a city that balances the needs of energy, development, and the environment.

13. **Climate Culture**: A virtual social networking game based on players’ actual carbon footprints and lifestyle choices. Players compete to earn badges and awards for their decisions.
and other social media platforms for 32 weeks in 2007 by thousands of players to simulate what might happen if there was an oil crisis and oil became inaccessible. Participants wrote blogs and made videos about their experience as if it was real.

15. SimCity: With over 20 years of experience and millions of players the SimCity series has captured imaginations by putting players in control of developing cities. SimCity 5 adds among other things the need to face sustainability challenges like climate change, limited natural resources, and urban walkability.

**Board Games:**

16. Climate Catan: Building on the widely popular board game Settlers of Catan, this version adds oil as resource that spurs development but if too much is used it also instigates a climate related disaster which can ruin development.

17. Climate-Poker: A card game with the aim to have the largest climate conference in order to address climate change.

18. Keep Cool- Gambling with the Climate (in German): Players take on the roles of national political leaders trying to address climate change and must make decisions about the type of growth and balance the desires of lobby groups and challenges of natural disasters.

19. Polar Eclipse Game: A game where players navigate different decisions in order to chart a path to future that avoids the worst temperature rise.

*In 2008 the Pew Research Center estimated that over half of American adults played video games and 80% of young Americans play video games.*