

MANIFESTO

GAMES FOR FUTURE

v.0.2

Once a flamingo said:

**YOU ARE THE PUNKS
OF THE DIGITAL AGE**



You have the hart and the curage to change something. There are so many people in the world, who are afraid oft change. They are afraid of the future. They are tending to give the wrong votes to the wrong people. The world is totolly on fire. And we as artists, you, the creative voices have to fight for the freedom of making art and culture, that connects people and builds fruitful and peaceful relationships ... thats why we do
A MAZE. (Thorsten A MAZE/Berlin, 2024)

As a self-reflective community of independent game developers and academics, we acknowledge that man-made climate change is one of the biggest challenges of our time. In every sector, we are forced to question the status quo and examine our actions. We are aware that the game industry is no exception and should take responsibility for its global ecological impact.

We believe in the transformative power of games to contribute positively to the transition towards a sustainable and socially responsible future. Our aim is to inspire positive change through our games, prompting players to reconsider their role in shaping a more sustainable world.

Inspired by the optimistic vision of solarpunk, we want to look into a hopeful future and discuss how games might play a positive part in it.

Therefore, we hereby commit ourselves to the following principles:

WORKSHOP RESULT of
AMAZE BERLIN (10-05-24)



1. SUSTAINABILITY FIRST

We want to integrate the principles of sustainability into every stage of game development, from concept to distribution. This includes reducing our carbon footprint wherever possible, minimizing waste and using resources responsibly.

2. SOCIAL IMPACT MATTERS

We recognize our responsibility to address social and environmental issues through our games. We will strive to create inclusive and diverse content that promotes empathy, understanding, and positive social change.

3. COLLABORATE AND SHARE

We believe in the power of collaboration and knowledge sharing. We will actively engage with other developers, researchers, and organizations to share best practices, tools, and resources for sustainable game development.

In addition, we recognize
the following areas for
exploration and
development:



4. UNIQUE IMPACT POTENTIAL (1)

Each game should define its own unique impact potential, how it can potentially contribute to a better, more sustainable world.

not isolating

third space (alternative to offline
not replacing them)

connection to nature

modding/giving communities tools
to express themselves

fun (don't loose it!)

game design inline with the 17 sustainability goals

solarpunk against right-wing propaganda

5. STORYTELLING FOR CHANGE

We will create stories that inspire hope and envision a better future for all. Solarpunk instead of cyberpunk!

direct approach

storyline is solarpunk related
(might be more helpful to invoke actions)

passive approach

storyline is independent of solarpunk,
but the world setting is solarpunk

you rather play a group
instead of a single
character

we still need
conflicts

respect players needs

empowerment & agency

6. EMPOWER PLAYERS

Our game mechanics will empower players to make meaningful choices and connections, fostering self-determined and humane play.

ideas:

- minecraft with limited resources
- utopia generator
(like a character generator with utopias)

focus on long term goals

encourage collective actions

uncover and criticize existing problematic systems

7. ACTIVISM THROUGH GAMING

We will explore how games can drive real-life change, encouraging players to take action in their communities and beyond.

bleed into

How can games change behavior in real life?

playfulness show the system / issues

~~gamification~~ playfication

disrupting/changing real life behavior with
game design knowledge

have games point to RL-campaigns

➔ show how to get involved, if you are interested

CALL FOR ACTION

respect players resources

8. TECHNOLOGY

We will investigate the use of technology that enables sustainable play, including energy-efficient design, renewable resources, and open and innovative hardware solutions.

- humane extraction, distribution, recycling of resources
- Limit the drive for graphic innovations

discuss centralized vs. decentralized distribution

Where do the materials for production come from?

9. DEVELOPMENT

We will examine how the production of games can change to reduce environmental impact, promote sustainability throughout the development process and create a healthy work-life balance.

- shorter development cycles, in smaller teams
- releasing games open source

digital rights
management

/ DRM-free options after sales end

would also help with archiving games

preserving the
cultural heritage
of games

this can easily envisioned for indie-studios,
but it's hard to imagine the really big guys
move to sustainable development (it's against profit).

I believe the big companies either disappear or
need to be regulated into sustainability.

indie vs. AAA ?

games should improve

the quality of life, not the opposite

10. CRITIQUE AND IMPROVE

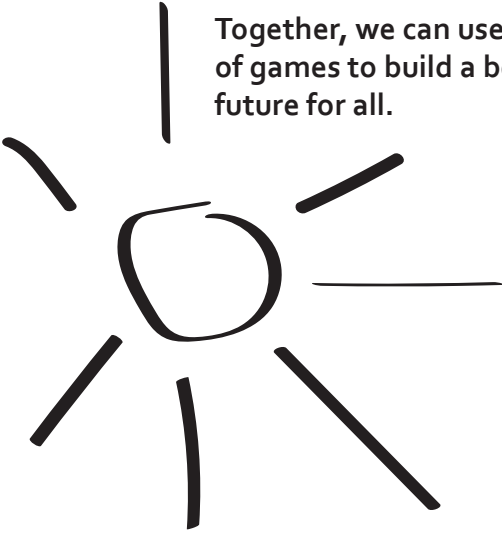
We will critically assess the current state of game design and the game industry, identifying areas for improvement and advocating for positive change.

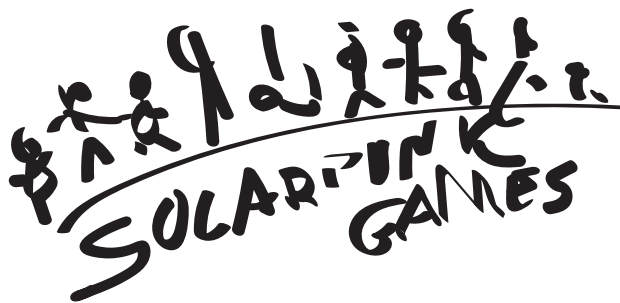
fight the

DARK PATTERNS

of game design

Together, we can use the transformative power of games to build a better, more sustainable future for all.



A line drawing of a group of stylized human figures holding hands, forming a circle. The figures are simple, with round heads and rectangular bodies. They are arranged in a circle, with their arms raised and hands touching. The drawing is positioned above the text 'SOLAR PINK GAMES'.

SOLAR PINK GAMES

more at



GAMESFORFUTURE.DE