

# Activism

*How can games change behavior in real life?*

... accompany the socio-ecological transformation

... nudging / nudge players to act for climate?

... provide a call for action

... give information to dig deeper into the topics outside the game

... join forces with local or global initiatives, NGOs

... gamification - game elements in a non-game context. <sup>1)</sup>

... political design (What can you do? Question consumption. Demand that politics change, e.g. go to demonstrations, petitions, demand democratic participation opportunities. Establish/support alternatives: solidarity farms, communal living or repair cafés.)

*"We are only learning to speak of immeasurable qualities through videogames. It's a slow and collective process of hacking accounting machines into expressive machines. Computer games need to learn from their non-digital counterparts to be loose interfaces between people. A new game aesthetic has to be explored: one that revels in problem-making over problem-solving, that celebrates paradoxes and ruptures, that doesn't eschew broken and dysfunctional systems because the broken and dysfunctional systems governing our lives need to be unpacked and not idealized." - Paolo Pedercini<sup>2)</sup>*

<sup>1)</sup>

Jane McGonigal, 2010: Gaming can make a better world,

[https://www.ted.com/talks/jane\\_mcgonigal\\_gaming\\_can\\_make\\_a\\_better\\_world](https://www.ted.com/talks/jane_mcgonigal_gaming_can_make_a_better_world)

<sup>2)</sup>

Videogames and the Spirit of Capitalism, Indiecade East 2014,

<https://www.molleindustria.org/blog/videogames-and-the-spirit-of-capitalism>

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