

# Activism

*How can games change behavior in real life?*

... accompany the socio-ecological transformation

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

... gamification

... 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.)

From:

<https://gamesforfuture.de/wiki/> - **games for future**

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Last update: **2024/03/24 22:40**

