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. [1]

… 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.)

[1]
Jane McGonigal, 2010: Gaming can make a better world,
https://www.ted.com/talks/jane_mcgonigal_gaming_can_make_a_better_world