

Development

How should the production of games change?

- ... reduce the environmental impact (footprint) in production
- ... calculate scenarios, how much could be saved
- ... becoming independent through the use of open source software
- ... rethink distribution platforms
- ... release open source games (or open DRMs after ending sells)
- ... development values (no crunch)

From:

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

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Last update: **2024/05/07 22:06**

