

As a self-reflective community of independent game developers and academics, we recognize 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 long ago have taken responsibility for its global ecological impact.

We are convinced that the motivating and activating power of games can make a positive contribution to the transformation process towards a sustainable and social future.

But we have to change!

Inspired by the positive utopias 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:

- 1. Sustainability in Game Development:** We pledge to integrate principles of sustainability into every stage of game development, from concept to distribution. This includes reducing carbon footprints, minimizing waste, and ethically sourcing materials.
- 2. Social Responsibility:** 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. Collaboration and Knowledge Sharing:** 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.
- 4. Education and Advocacy:** We will educate ourselves and others about the environmental and social impact of games. We will advocate for policies and practices that promote sustainability, both within our industry and in the wider world.
- 5. Transparency and Accountability:** We commit to transparency and accountability in our actions. We will regularly assess and report on our progress towards our sustainability goals, and we will hold ourselves and each other accountable for our commitments.

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

- 6. Unique Impact Potential:** We will explore the unique impact potential of our games and aim to create experiences that inspire positive change in players' lives and perceptions.
- 7. Storytelling:** We will seek out and create stories that inspire us and help us envision a better, more sustainable future for all.
- 8. Mechanics:** We will prioritize mechanics that enable self-determined and humane play, empowering players to make meaningful choices and connections.
- 9. Activism:** We will explore how games can change behavior in real life, encouraging players to take positive action in their communities and beyond.
- 10. Technology:** We will investigate the use of technology that enables sustainable play, including energy-efficient design, renewable resources, and innovative hardware solutions.
- 11. Development:** We will examine how the production of games can change to reduce environmental impact and promote sustainability throughout the development process.
- 12. Game Critique:** We will critically assess the current state of game design and the game industry, identifying areas for improvement and advocating for positive change.

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

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

Permanent link:
<https://gamesforfuture.de/wiki/doku.php?id=manifesto&rev=1714306419>

Last update: **2024/04/28 14:13**



