

Storytelling

- ... Inspire players for a better future and show them ways to make a difference.
- ... Use [Solarpunk](#) as a source of inspiration for future narratives. (e.g. use Paweł Ngei's story prompts).
- ... Games can raise awareness of one or more of the 17 Sustainable Development Goals.
- ... Creating empathy and awareness for the more than human world ¹⁾.
- ... Create a diverse voice of non-privileged groups
- ... be realistic, no high fantasy

¹⁾

https://en.wikipedia.org/wiki/David_Abram#The_more-than-human_world

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