

# 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 <sup>1)</sup>.

... reate a diverse voice of non-privileged groups

... be realistic, no high fantasy

<sup>1)</sup>

[https://en.wikipedia.org/wiki/David\\_Abram#The\\_more-than-human\\_world](https://en.wikipedia.org/wiki/David_Abram#The_more-than-human_world)

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