

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. [Pawels 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⁾.

... reate 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

From:

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

Permanent link:

<https://gamesforfuture.de/wiki/doku.php?id=storytelling&rev=1711315342>

Last update: **2024/03/24 22:22**

