

# Storytelling

*What stories can inspire us or help us rethink a better future?*

... 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](#).)

Pawel: It can be “no new technologies introduced, only current ones repurposed” - like in the idea of degrowth I proposed. It can be “community first”, it can be anything else!

... 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> (Multi-Species-Storytelling)

... Create 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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