

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](#), [Solarpunk RPG Factions Draft](#))

*3. At its core, Solarpunk is a vision of a future that embodies the best of what humanity can achieve: a post-scarcity, post-hierarchy, post-capitalistic world where humanity sees itself as part of nature and clean energy replaces fossil fuels.*¹⁾

... Games can raise awareness of one or more of the 17 Sustainable Development Goals ²⁾.

... Creating empathy and awareness for the more-than-human-world ³⁾ (Multi-Species-Storytelling)

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

... Focus on collective efforts/social groups, instead of the idea of the lone wolf or hero's journey

... dream and be realistic, no high fantasy

13. Solarpunk recognizes science fiction as not just entertainment but as a form of activism.

¹⁾

Solarpunk Manifesto, <https://iandennismiller.github.io/solarpunk/manifesto/english.html>

²⁾

<https://unric.org/de/17ziele>

³⁾

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=1714928594>

Last update: **2024/05/05 19:03**