Technology

What use of technology enables sustainable play?

… Respect players resources: old hardware / slow (no) internet / battery life oft mobile devices

… Use Technological limitations as a creative challenge not as a limiting hurdle

… Open Source (sustainable use / lower footprint [1] / share / long time support[2])

… Footprint (rethink use of hardware / software) [3]

… optimization (eco-mode) / graphic sobriety (tips for optimization)

… Tools / Platforms (DRMs / dependencies)

… reflect the use of AI-tools [4]

[1]

Free Software. Software Design For The Environment. Talk by Joseph P. De Veaugh-Geiss, CCC 2203,
https://media.ccc.de/v/camp2023-57139-free_software?utm_source=pocket_mylist
[2]
https://www.stopkillinggames.com/
[3]
Examining the game industry's hidden impacts on climate change. Article ArsTechnica
2022,https://arstechnica.com/gaming/2022/09/examining-the-game-industrys-hidden-impacts-on-climate-change/
[4]
https://www.technologyreview.com/2022/11/14/1063192/were-getting-a-better-idea-of-ais-true-carbon-footprint/?utm_source
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