

Technology

What use of technology enables sustainable play?

... Respect players resources: old hardware / slow (no) internet

... Open Source (sustainable use / lower footprint / share)

... Footprint (rethink use of hardware / software)

... optimization (eco-mode) / graphic sobriety

... Tools / Platforms (DRMs / dependencies)

From:

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

Permanent link:

<https://gamesforfuture.de/wiki/doku.php?id=technology&rev=1711317181>

Last update: **2024/03/24 22:53**

