

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=1714135773>

Last update: **2024/04/26 14:49**

