

# Technology

*What use of technology enables sustainable play?*

- ... Respect players resources: old hardware / slow (no) internet
- ... Use Technological limitations as a creative challenge not as a limiting hurdle
- ... Open Source (sustainable use / lower footprint / share / long time support)
- ... Footprint (rethink use of hardware / software)
- ... optimization (eco-mode) / graphic sobriety ([Optimierungs-Tipps](#))
- ... Tools / Platforms (DRMs / dependencies)

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