

# 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 <sup>1)</sup> / share / long time support <sup>2)</sup>)

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

... optimization (eco-mode) / graphic sobriety ([Optimierungs-Tipps](#))

... Tools / Platforms (DRMs / dependencies)

... reflect the use of AI-tools <sup>3)</sup>

<sup>1)</sup>

Free Software. Software Design For The Environment. Talk by Joseph P. De Veugh-Geiss, CCC 2203,

[https://media.ccc.de/v/camp2023-57139-free\\_software?utm\\_source=pocket\\_mylist](https://media.ccc.de/v/camp2023-57139-free_software?utm_source=pocket_mylist)

<sup>2)</sup>

<https://www.stopkillinggames.com/>

<sup>3)</sup>

[https://www.technologyreview.com/2022/11/14/1063192/were-getting-a-better-idea-of-ais-true-carbon-footprint/?utm\\_source=pocket\\_mylist](https://www.technologyreview.com/2022/11/14/1063192/were-getting-a-better-idea-of-ais-true-carbon-footprint/?utm_source=pocket_mylist)

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