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## **UIP**

Unique impact potential 1)

What is the unique impact your game should have?

... Is your game design in line with the 17 sustainability goals <sup>2)</sup>?

- 1 NO POVERTY End poverty in all its forms everywhere
- 2 ZERO HUNGER End hunger, achieve food security and improved nutrition and promote sustainable agriculture
- 3 GOOD HEALTH & WELL-BEING Ensure healthy lives and promote well-being for all at all ages
- 4 QUALITY EDUCATION -

Ensure inclusive and equitable quality education and promote lifelong learning opportunities for all

- 5 GENDER EQUALITY- Achieve gender equality and empower all women and girls
- 6 CLEAN WATER & SANITATION -

Ensure availability and sustainable management of water and sanitation for all

- 7 AFFORDABLE & CLEAN ENERGY Ensure access to affordable, reliable, sustainable and modern energy for all
- 8 DECENT WORK & ECONOMIC GROWTH Promote sustained, inclusive and sustainable economic growth, full and productive employment and decent work for all
- ... Is it inspired by design patterns to incorporate green messages into games and reduce the impact of production <sup>31</sup>?

1)

Climate Games: The Developer's Field Guide, GDC talk by Arnaud Fayolle, Ubisoft, 2023, https://www.youtube.com/watch?v=nEEzUijhbkc

https://sdgs.un.org/goals

3)

http://www.greengamedesign.com

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