

# UIP

Unique impact potential <sup>1)</sup>

*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>3)</sup>?

<sup>1)</sup>

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

<sup>2)</sup>

<https://sdgs.un.org/goals>

<sup>3)</sup>

<http://www.greengamedesign.com>

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