



towards a solarpunk gaming manifest

about you

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Why are you here?

about me

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Why am I here?

# about me



# about me

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# Games for Future (Seminar BURG)

Games for Future v1 (2019/20) :  
Energie

Games for Future v2 (2024) :  
Solarpunk



# Climate crisis

## IPCC Report 2023:

- Climate change is man-made.
- The 1.5 degree celsius limit will be reached much earlier (~2030-35).
- It is still technically and economically possible to limit global warming to 1.5 °C by 2100. Immediate action is needed.
- Current measures are far from sufficient. Emissions should fall now and almost halve by 2030.
- Droughts, floods and other extreme weather events are becoming more frequent. Almost half of the world's population lives in regions that are severely threatened by climate change.
- All states must pull together. Global political commitment is needed to make the necessary changes.
- Fast action is an advantage in every respect!

We have to change!

Can we change? What can we do?  
Can the world transform into a better place?



How do we want to live in the future?

Can we imagine a different  
ecological and feasible future?

How do we want to play in the future?

*“No matter what game we create, no matter how well we are able to play it, it is our game, and we can change it when we need to.”(1)*

So let's dream ...

... wake up.

# Solarpunk (lens)

"Solarpunk can be utopian, just optimistic, or concerned with the struggles en route to a better world, but never dystopian. As our world roils with calamity, we need solutions, not only warnings."

A Solarpunk-Manifesto



# Solarpunk (lens)

"3. At its core, Solarpunk is a vision of a future that embodies the best of what humanity can achieve: a post-scarcity, post-hierarchy, post-capitalistic world where humanity sees itself as part of nature and clean energy replaces fossil fuels."

A Solarpunk-Manifesto



# Solarpunk (lens)

*"5. Solarpunk is a movement as much as it is a genre: it is not just about the stories, it is also about how we can get there."*

A Solarpunk-Manifesto



# Games for Future

## Game Design

### Storytelling

inspire, awareness & empathy





# Games for Future

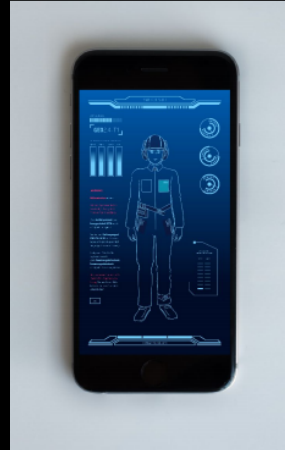
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humane & social play, respect  
players needs/resources



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### Activism

change behavior (nudging,  
gamification), political design,  
accompany transformation

...



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gamification), political design,  
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### Technology

hardware, infrastructure,  
platforms, tools, footprint



*PULS*



MICROCONSOLES, Tristan Schulze (2023)

PULS, Daniel Strobel (2020)

Capture the hood, Franziska Kinder (2020)

# Games for Future: towards a solarpunk gaming manifest



[gamesforfuture.de](https://gamesforfuture.de)