

# Activism

*How can games change behavior in real life?*

... accompany the socio-ecological transformation

... nudging / nudge players to act for climate?

... provide a call for action

... give information to dig deeper into the topics outside the game

... join forces with local or global initiatives, NGOs

... gamification - game elements in a non-game context. <sup>1)</sup>

... political design (What can you do? Question consumption. Demand that politics change, e.g. go to demonstrations, petitions, demand democratic participation opportunities. Establish/support alternatives: solidarity farms, communal living or repair cafés.)

<sup>1)</sup>

Jane McGonigal, 2010: Gaming can make a better world,

[https://www.ted.com/talks/jane\\_mcgonigal\\_gaming\\_can\\_make\\_a\\_better\\_world](https://www.ted.com/talks/jane_mcgonigal_gaming_can_make_a_better_world)

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