2025/11/05 16:35 1/1 Activism

## **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. 1)

... 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.)

Jane McGonigal, 2010: Gaming can make a better world, https://www.ted.com/talks/jane mcgonigal gaming can make a better world

From

https://www.gamesforfuture.de/wiki/ - games for future

Permanent link:

https://www.gamesforfuture.de/wiki/doku.php?id=activism&rev=1714889882

Last update: 2024/05/05 06:18

