

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.)

¹⁾

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 08:18**