

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.)

"We are only learning to speak of immeasurable qualities through videogames. It's a slow and collective process of hacking accounting machines into expressive machines. Computer games need to learn from their non-digital counterparts to be loose interfaces between people. A new game aesthetic has to be explored: one that revels in problem-making over problem-solving, that celebrates paradoxes and ruptures, that doesn't eschew broken and dysfunctional systems because the broken and dysfunctional systems governing our lives need to be unpacked and not idealized." – Paolo Pedercini, 2014²⁾

¹⁾

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

https://www.ted.com/talks/jane_mcgonigal_gaming_can_make_a_better_world

²⁾

Videogames and the Spirit of Capitalism, <https://www.molleindustria.org/blog/videogames-and-the-spirit-of-capitalism>

From:

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

Permanent link:

<https://www.gamesforfuture.de/wiki/doku.php?id=activism&rev=1715153763>

Last update: **2024/05/08 07:36**

