

Basis for discussion:

===== Games for Future Manifesto (first draft)

As a self-reflective community of independent game developers and academics, we acknowledge that man-made climate change is one of the biggest challenges of our time. In every sector, we are forced to question the status quo and examine our actions. We are aware that the game industry is no exception and should take responsibility for its global ecological impact.

We believe in the transformative power of games to contribute positively to the transition towards a sustainable and socially responsible future. Our aim is to inspire positive change through our games, prompting players to reconsider their role in shaping a more sustainable world.

Inspired by the optimistic vision of [solarpunk](#), we want to look into a hopeful future and discuss how games might play a positive part in it.

**Therefore, we hereby commit ourselves to the following principles:**

**1. Sustainability First:** We want to integrate the principles of sustainability into every stage of game development, from concept to distribution. This includes reducing our carbon footprint wherever possible, minimizing waste and using resources responsibly.

**2. Social Impact Matters:** We recognize our responsibility to address social and environmental issues through our games. We will strive to create inclusive and diverse content that promotes empathy, understanding, and positive social change.

**3. Collaborate and Share:** We believe in the power of collaboration and knowledge sharing. We will actively engage with other developers, researchers, and organizations to share best practices, tools, and resources for sustainable game development.

**In addition, we recognize the following areas for exploration and development:**

**4. Unique Impact Potential <sup>1)</sup>:** Each game should define its own unique impact potential, how it can potentially contribute to a better, more sustainable world.

**5. Storytelling for Change:** We will create stories that inspire hope and envision a better future for all. Solarpunk instead of cyberpunk!

**6. Empower Players:** Our game mechanics will empower players to make meaningful choices and connections, fostering self-determined and humane play.

**7. Activism Through Gaming:** We will explore how games can drive real-life change, encouraging players to take action in their communities and beyond.

**8. Technology:** We will investigate the use of technology that enables sustainable play, including energy-efficient design, renewable resources, and open and innovative hardware solutions.

**9. Development:** We will examine how the production of games can change to reduce environmental impact, promote sustainability throughout the development process and create a healthy work-life balance.

**10. Critique and Improve:** We will critically assess the current state of game design and the game industry, identifying areas for improvement and advocating for positive change.

Together, we can use the transformative power of games to build a better, more sustainable future for all.

<sup>1)</sup>

A.Fayolle, GDC, 2023, <https://www.youtube.com/watch?v=nEEzUijhbkC>

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