Storytelling

… Inspire players for a better future and show them ways to make a difference.

… Use Solarpunk as a source of inspiration for future narratives. (e.g. Pawełs story prompts.

… Games can raise awareness of one or more of the 17 Sustainable Development Goals.

… Creating empathy and awareness for the more than human world [1].

… reate a diverse voice of non-privileged groups

… be realistic, no high fantasy

[1]
https://en.wikipedia.org/wiki/David_Abram#The_more-than-human_world