Storytelling

What stories can inspire us or help us rethink a better future?

… 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.)

> Pawel: It can be "no new technologies introduced, only current ones repurposed" - like in the idea of degrowth I proposed. It can be "community first", it can be anything else!

… Solarpunk RPG Factions Draft how to create dramatic factions for Solarpunk RPGs

… 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] (Multi-Spacies-Storytelling)

… Create 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

---

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

Permanent link:
https://www.gamesforfuture.de/wiki/doku.php?id=storytelling&rev=1711838937

Last update: **2024/03/30 23:48**