

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. [Pawels story prompts](#), [Solarpunk RPG Factions Draft](#))

3. *At its core, Solarpunk is a vision of a future that embodies the best of what humanity can achieve: a post-scarcity, post-hierarchy, post-capitalistic world where humanity sees itself as part of nature and clean energy replaces fossil fuels.*¹⁾

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

... Creating empathy and awareness for the more-than-human-world ²⁾ (Multi-Species-Storytelling)

... Create a diverse voice of non-privileged groups

... be realistic, no high fantasy

13. *Solarpunk recognizes science fiction as not just entertainment but as a form of activism.*

¹⁾

Solarpunk Manifesto, <https://iandennismiller.github.io/solarpunk/manifesto/english.html>

²⁾

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=1714888745>

Last update: **2024/05/05 05:59**

