

# Technology

*What use of technology enables sustainable play?*

... Respect players resources: old hardware / slow (no) internet

... Open Source (sustainable use / lower footprint / share / long time support)

... Footprint (rethink use of hardware / software)

... optimization (eco-mode) / graphic sobriety ([Optimierungs-Tipps](#))

... Tools / Platforms (DRMs / dependencies)

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