

# UIP

Unique impact potential <sup>1)</sup>

*What is the unique impact your game should have?*

... Is your game design in line with the 17 sustainability goals <sup>2)</sup>?

1 NO POVERTY - End poverty in all its forms everywhere

2 ZERO HUNGER - End hunger, achieve food security and improved nutrition and promote sustainable agriculture

3 GOOD HEALTH & WELL-BEING - Ensure healthy lives and promote well-being for all at all ages

... Is it inspired by design patterns to incorporate green messages into games and reduce the impact of production <sup>3)</sup>?

<sup>1)</sup>

Climate Games: The Developer's Field Guide, GDC talk by Arnaud Fayolle, Ubisoft, 2023,

<https://www.youtube.com/watch?v=nEEzUijhbkc>

<sup>2)</sup>

<https://sdgs.un.org/goals>

<sup>3)</sup>

<http://www.greengamedesign.com>

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Last update: **2024/05/06 18:48**

