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Toolsheet

Screens of Tomorrow: videogame questionnaire

Messa

<https://www.videogames4good.eu>

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Author: Screens of Tomorrow Collective

Link to the resource: You can check the collective's resources center:
<https://video-game.screensoftomorrow.com/ressources/>

When to use it / Targeted skills:

Use this toolkit when you are developing a video game and want to incorporate elements of a more inclusive and sustainable society. This guide is intended for creative teams as well as those in publishing and support roles. It includes a questionnaire and a link to a resource center to promote dialogue between teams, ensuring everyone can take action within their own context as part of a collective, industry-wide approach.

What You'll do:

You will reflect on the creative elements that can enrich your game's narrative and gameplay while helping to develop new references for players. Additionally, you will address the environmental responsibility of studios and games to limit their impact.

What You'll Need:

1. something to gather question answers, paper or digital





How to use it:

Follow these steps

1. Reflect on the guide's questions:
2. Encourage open dialogue:
3. Explore creative elements:
4. Consider social and environmental responsibilities:
5. Engage with the community:
6. Leverage analytics and data:
7. Continuous learning and adaptation:
8. Ethical considerations and transparency:

This process is about intentional reflection, collaboration, and iterative improvement to embed diversity, equity, inclusion (DEI), and sustainability into your game and studio culture.

Start by using the guide's questions to spark team discussions and explore how your game's creative elements—world, characters, mechanics, and player choices—can promote inclusivity and sustainability. Reflect on your game's social and environmental impact, and actively seek ways to reduce harm and foster positive change.

Engage your community for feedback and use data to refine your approach. Commit to ongoing learning and ethical transparency, ensuring your actions align with your values and resonate authentically with players.

The goal is to create games that not only entertain but also inspire awareness and responsible behavior.





About this template:

This template is designed to guide you through the process of using the Video Games Questionnaire to develop inclusive and sustainable video games. Each section of the template corresponds to parts of the questionnaire, providing a structured approach to reflecting on creative elements and addressing social and environmental responsibilities.

Tips for Reuse / Continuation:

1. Community Engagement: Build and maintain a strong and inclusive community around your game to sustain interest and gather feedback.
2. Iterative Improvement: Continuously gather feedback and make iterative improvements to your game and marketing strategies.

Languages:

Available in English and French.

