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# Toolsheet Climate Game Toolkit

<https://www.videogames4good.eu>

This project has been funded with support from the European Commission under the Erasmus+ Programme. This publication reflects the views only of the author, and the Commission cannot be held responsible for any use which may be made of the information contained therein. Project number: 2023-2-CZ1-KA220-YOU-000183158



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**Link to the resource:** <https://www.gdiplaybook.org/gdi-playbook>

**When to use it / Targeted skills:**

Use this toolkit when you are designing or developing a game with environmental themes and want to ensure it has a meaningful impact on players' knowledge, attitudes, and behaviors towards the environment. This toolkit is ideal for game developers, educators, and students interested in creating games that promote pro-environmental actions.

**What You'll do:**

You will learn how to integrate environmental messages into your game design effectively. You will explore various tactics and frameworks that can help you create games that not only entertain but also educate and inspire players to take pro-environmental actions.

**What You'll Need:**

- [A copy of the Environmental Game Design Playbook](#)
- Access to game development tools and software
- Basic knowledge of game design principles





### How to use it:

1. Understand the basics: Start by reading the Introduction and Part One: Outcomes of the Playbook. This will give you a foundation in environmental psychology and the key predictors of pro-environmental behavior.
2. Set your goals: Identify what you want to achieve with your game. Are you aiming to increase awareness, change attitudes, or inspire specific actions? Use the provided frameworks to set clear, measurable goals.
3. Explore tactics: Dive into Part Two: Tactics. This section offers various strategies like abstraction, intrinsic integration, forced discomfort, and more. Choose the tactics that best fit your game's goals and mechanics.
4. Integrate social elements: Look at Part Three: The Bigger (Social) Picture to understand how social interactions can enhance your game's impact. Consider how collaboration, competition, and facilitation can be incorporated into your game design.
5. Design and develop: Start designing your game using the tactics and frameworks you've chosen. Make sure to integrate environmental messages seamlessly into the gameplay and narrative.
6. Test and iterate: Playtest your game with a diverse group of players to gather feedback. Use this feedback to make necessary adjustments and improvements.
7. Launch and engage: Release your game and engage with your community. Use the metagame strategies to sustain interest and promote ongoing discussion and action around environmental issues.



**Tips for Reuse / Continuation:**

**Iterative Design:** Continuously gather feedback and make iterative improvements to your game.

**Languages:**

Available in English.

