

Climate Games in the City of Vienna

Elomina, J.^{1,2}; Giurca, A.³; Hofbauer, H.^{1,2}; Nash, S.¹; Toth, K.¹; Wagner, L.^{1,2}; and Pülzl, H.^{1,2}

¹ Institute of Forest, Environmental and Natural Resource Policy

Department of Economics and Social Sciences, University of Natural Resources and Life Sciences, Vienna, Austria

² EFI Forest Policy Research Network, University of Natural Resources and Life Sciences, Vienna, Austria

³ Illustrative Strategies, Freiburg, Germany

Email: jerbelle.elomina@boku.ac.at | katharina.toth@boku.ac.at



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Why did we develop a game?

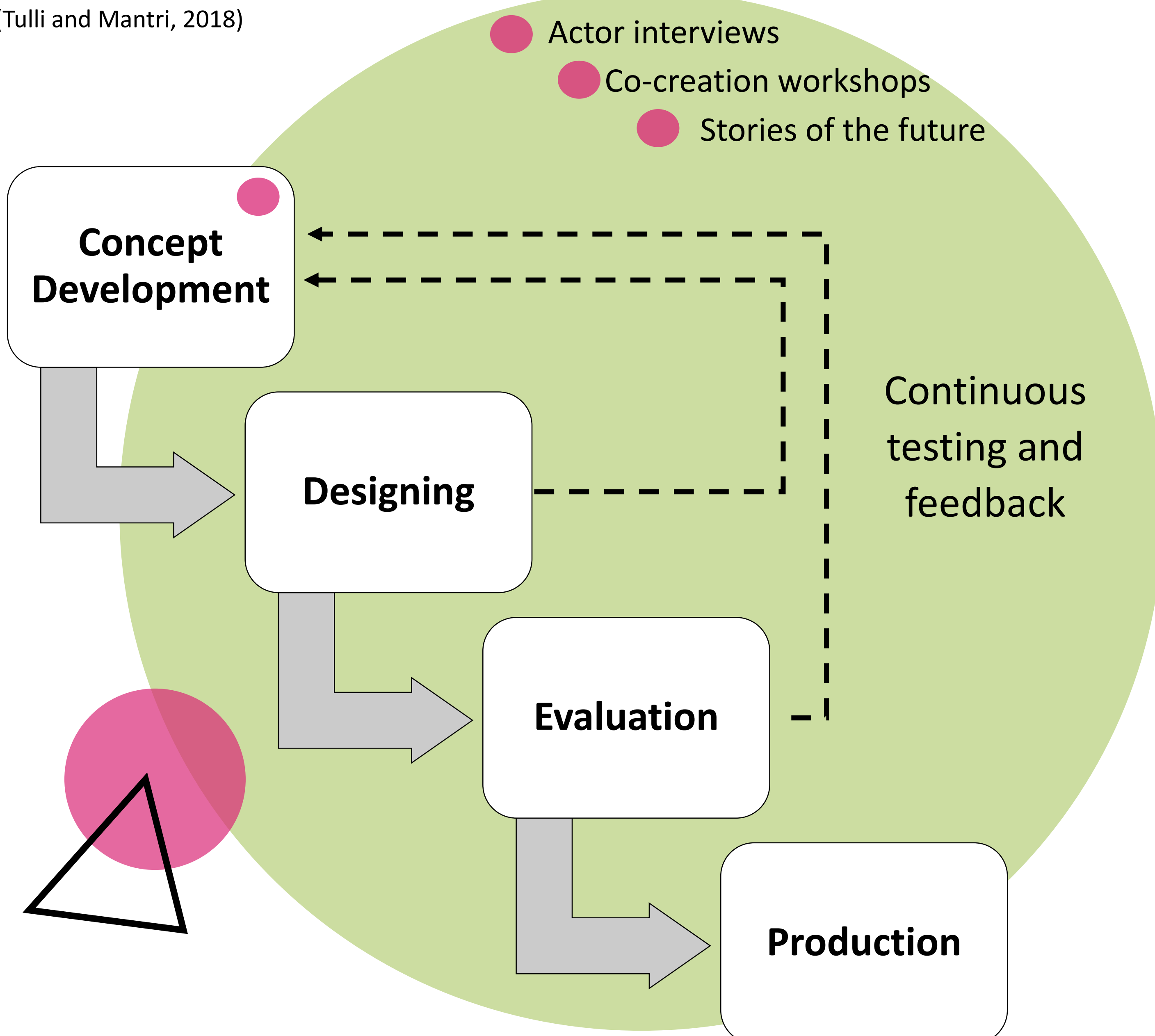
The people who decide what climate action to take are not the same people who will live with the impacts - these will be felt by today's children and future generations who therefore need to be at the heart of designing policy



How can a **serious game** be designed to determine the **climate actions perceived as necessary by Viennese young citizens** and provide a venue to explore synergies and trade-offs?

How did we do it?

(Tulli and Mantri, 2018)



Let the games begin!

Reduce your collective CO₂ emissions, before it's too late! With your resources you can implement Climate Measures, but watch out: You won't be very successful on your own!

Game components



Actor cards - Viennese people with a stake in climate action



Event cards - sudden incidents that can constitute turning points in the game



Climate Measures - Measures to reduce CO₂ and win the game



Resources - Assets to implement climate measures



Interest points - To be earned by implementing action cards

Outlook

- Young citizens explore policy paths towards different climate futures.
- Cooperation, negotiation and dissent are important devices that need to be understood for whether measures are selected.

Last but not least: Young citizens need to be included in designing climate actions. Creativity can be harnessed and active participation can help counter the helplessness they feel when confronted with climate change.



References



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