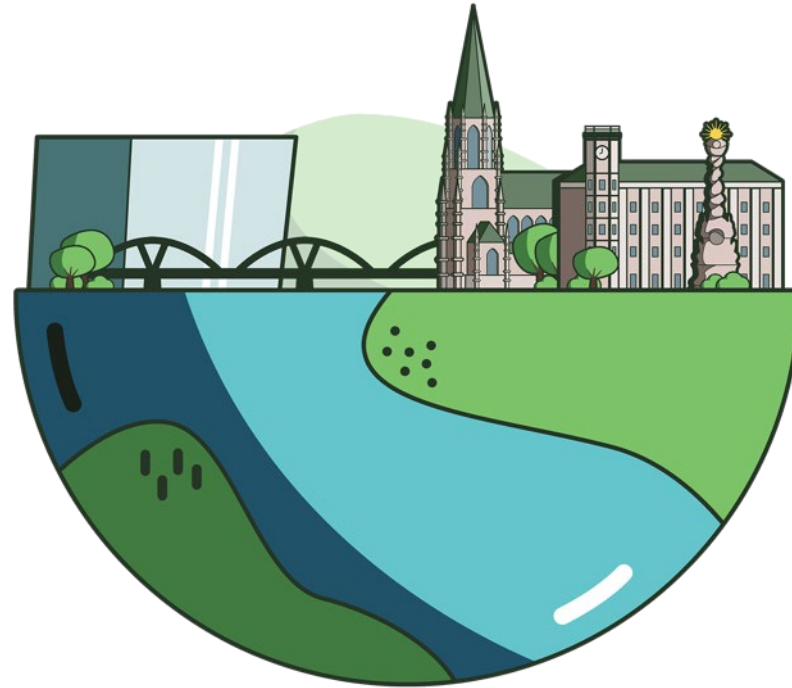




## ECOPOLIS:

Establishing Climate-related Opinion-voicing and Political Participation via Online Learning and Interactive Scenarios



Austrian Climate Research Program 14<sup>th</sup> Call



Image: Friday for Future Linz/Roland Huber

## Project Goals

Design transdisciplinary education materials that combine climate-related science, political education, and citizen responsibility

Collaboratively develop digital, interactive, game-based content for use in school settings

Employ a local/regional focus with real-world data and consideration of personal relevance

Collect relevant data regarding expectations, attitudes, and knowledge of the target group

Motivate interest and constructive involvement in the political process

## Research Questions

Which STEM-related aspects of climate change are more understood/deemed more important by the target group?

Which established climate challenges, policies and political processes is the target group most and least familiar with?

To what extent do game-based, real-world scenarios promote measurable learning and attitudinal change in the target group?

To what extent are surveys that are integrated into interactive educational content useful for political representatives?

To what extent does a collaborative online platform contribute to a higher level of political participation of the target group in real-world climate actions?

## WP1: Climate Scenarios

29 interviews with city council members and administrative representatives

8 school workshops in four separate schools to assess climate science knowledge and educational settings

Meetings and follow-up discussions with teachers from 6 schools to determine contextual settings

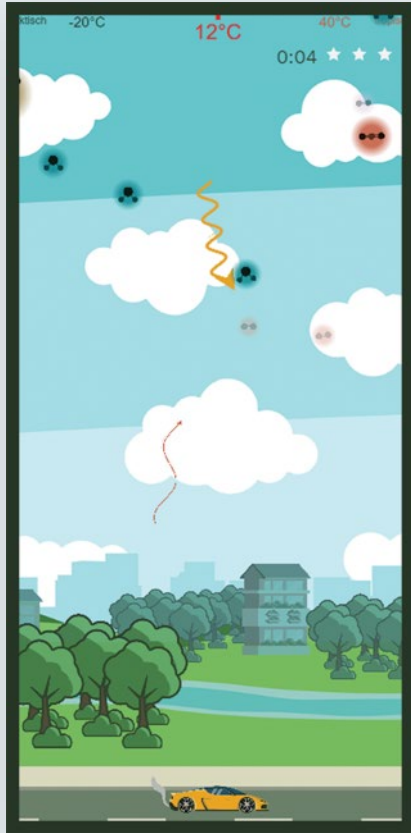
**Scenario 1:**  
Extreme temperatures in the city

**Scenario 2:**  
Urban mobility and emissions

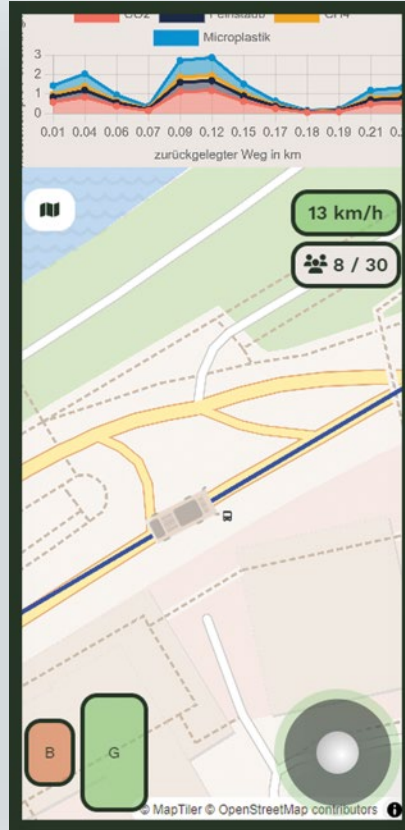
**Scenario 3:**  
Extreme weather and environmental effects

**Scenario 4:**  
Shopping & sustainable consumption

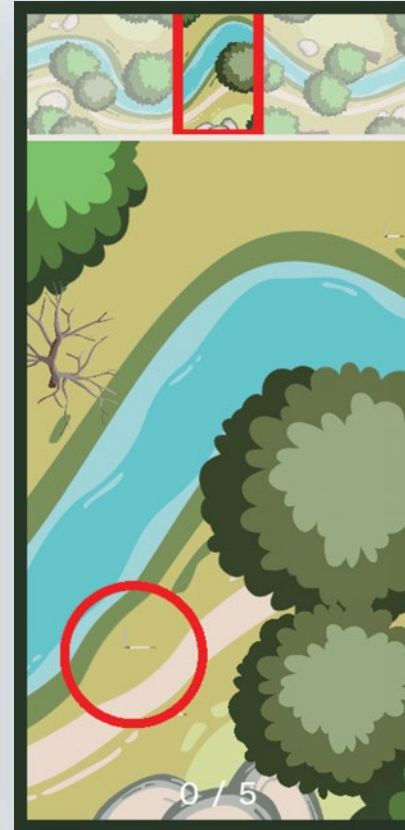
## WP2: Game Concepts



Cool It



Move It

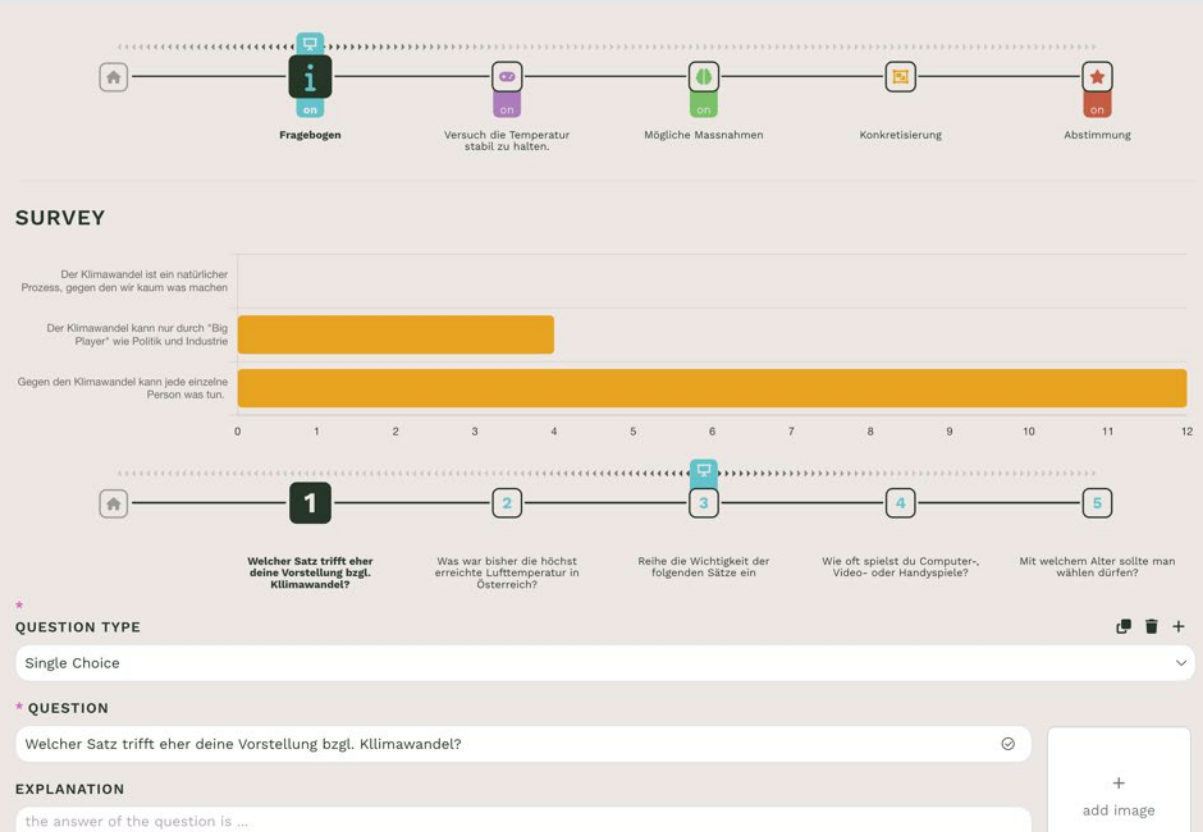
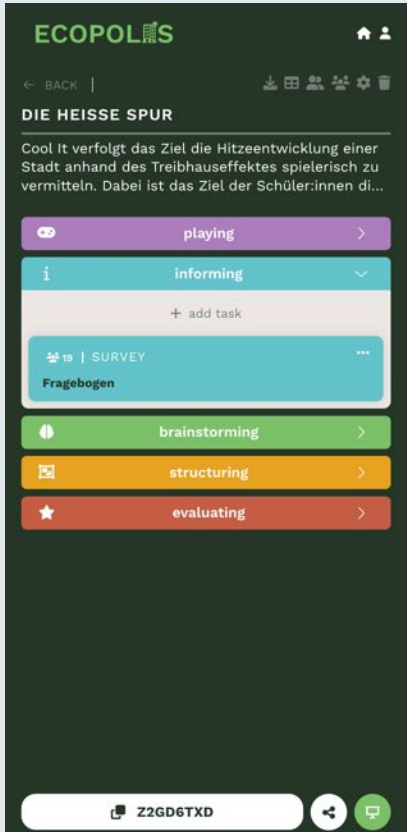


Save It



Shop It

## WP4: Online Platform

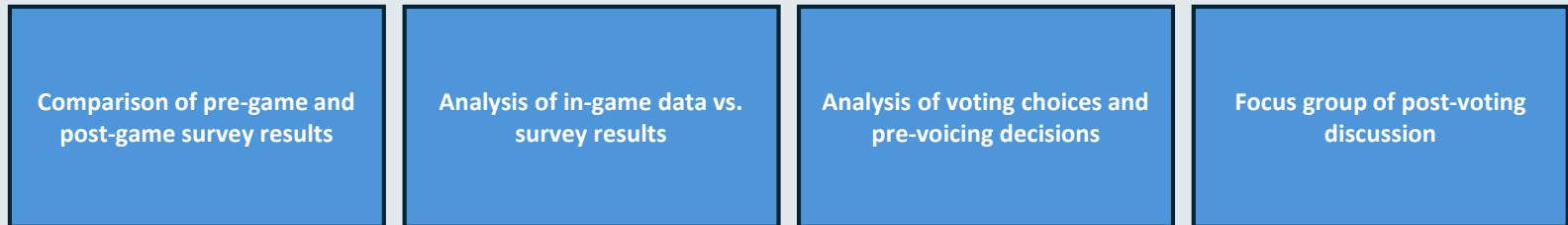


## WP3 & WP5: Survey Methodology & Evaluation

Evaluation phase over four weeks (one scenario per week), currently scheduled for May/June 2024



Each class uses its own Ecopolis session, which will be used for the following evaluation activities:



## WP6: Dissemination

### Activities

School workshops (March-May 2023)

Sustainability Day (April 2023)

Linz Innovation Tour (June 2023)

Future Minds Summit (January 2024)

### Dissemination Partners

Ars Electronic Center

Grand Garage

### Conferences/Journal Papers

*Money Doesn't Grow on Trees: Developing Economic Ideologies for Games about Climate Change, Future & Reality of Gaming*, Vienna, Austria (conference presentation, journal paper submitted)

*COOL IT: a Digital Game on the Greenhouse Effect for Physics Education*, 4th World Conference on Physics Education 2024, Krakow, Poland (in review)

*Climate-Social Narratives in Linz: Approaches for Overcoming the Knowledge-Action Gap*, Journal submission, Work-in-progress



More information: [play.ecopolis.at](https://play.ecopolis.at)



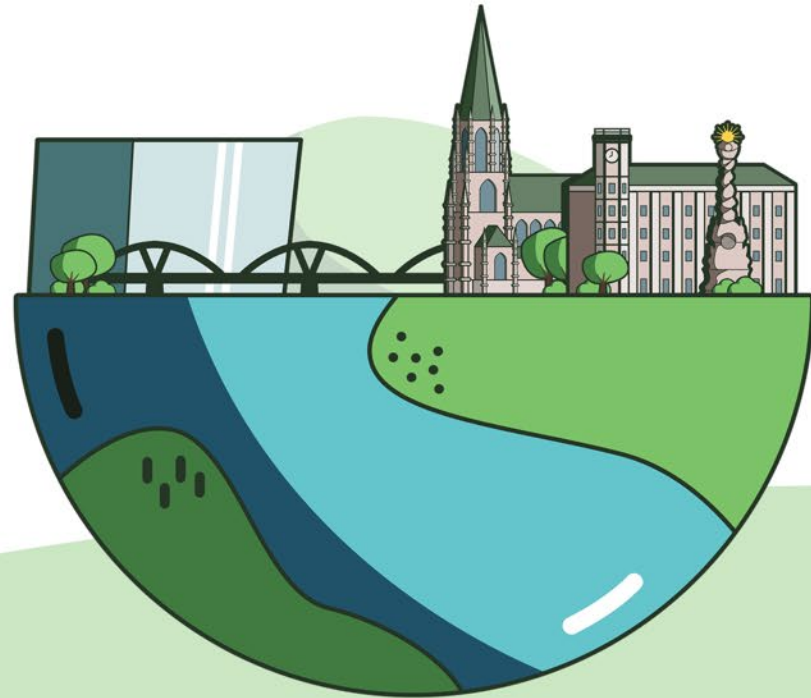
ECOPOLIS

# ECOPOLIS PLAYGROUND

Establishing Climate-related Opinion-voicing and  
Political Participation via Online Learning and  
Interactive Scenarios

Manage Games

Play



Imprint