

Drafting an emerging picture

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Community & UN SDG(s): Youth Learners/Gamers learning about Climate Change: SDG 13 - Climate Action, SDG 7 - Affordable and Clean Energy, SDG 12 - Responsible Consumption and Production

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Instructions:

Using your researched information fill out the flowing comparing the current state of the art with what you think new (software) innovations could bring to the community

Covering the orientations	
Compare the left-hand column of the document "Technology configuration inventory" table with the right-hand column of the document "Community characteristics & orientation" table. What do you notice about the match (or mismatch) between your dominant community orientations and the current configuration of tools?	
How well does the technology inventory cover the orientations? What themes emerged from both the community orientations and the technology configuration from your colleagues' notes	Overall, the current technology inventory covers the orientations quite well. There's a fair amount of single player games in numerous genres that teach about climate change, as well as many multiplayer games that also achieve the same. The current technology favors web games which is quite reasonable as this makes it easier for players to access and play the game, as well as a larger amount of devices can run the game.
<input checked="" type="checkbox"/> Are you almost there? <input type="checkbox"/> Are there big gaps?	<p>Although there is a large amount of games in the current inventory that encompass the community's needs, there are no cookie-clicker gamers that relate to sustainable development.</p> <p>I was able to find one game titled 'Cookie Clicker Climate Change' that had in-game items related to climate change and , but it did not have any educational components, so I wouldn't consider this a tool that relates to this community. (Here's a link to the game if interested, but be warned the site and the game itself are plagued with advertisements: https://www.miniplay.com/game/cookie-clicker-climate-change)</p>
What is the range of skills? If their interests and/or skills are diverse, could it cause conflict or distraction?	The range of skills is quite diverse, with the community being quite broad. But the skills required to play a cookie clicker game are quite low, so just about anyone within the community should be able to play the game without any issues.
Achieving integration	
Look at all the pieces of your configuration	
What level of integration and interoperability has been achieved?	Sites like games4sustainability.org help to bring a high level of interoperability to the configuration, as it makes it easy for players to find games related to SDGs, and go

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