**+Round: Orientation**

|  | **Location: Boardroom** | | | |
| --- | --- | --- | --- | --- |
|  | **Event** | **Audio + Subtitle** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Learn to look around | Welcome to the boardroom! This is where the big decisions are going to be made. Take a look around. | Use your mouse to move your gaze around | Player has moved gaze. |
|  | Learn to move around | Go ahead, find a chair…and “take a seat at the table”.  After all, you’ve earned it! That’s why you’re here. | Move your gaze to where you want to go  To move:  Forward    Left Back Right | Player moves close enough to a chair for it to highlight. |
|  | Learn to sit |  | To sit:  or | Player sits |
|  | Learn to use tablet | Great! Now, turn on that tablet in front of you. | [Point to or otherwise highlight] | Player hits the Power button |
|  |  |  | Industry Info cards on tablets, arrows to change industry card | Tablet shows industry briefing card |
|  |  | That’s some useful information right there. Understanding the issues facing different industries will be crucial, to get some productive discussion happening with the team.  Okay, I’ll stop talking now, and you go ahead and take all the time you need to review.  Let me know when you’re done. | Done button on tablet | Player hits Done button |
|  | Learn to stand up | That’s a lot to take in. But don’t worry – we’ve got 30 years to figure it out!  Oh hey, did you notice the four personal offices? |  | Player stands |
|  | Learn to open door | They’re all basically the same. So pick whichever one you like and take a few minutes to explore it. |  | Player moves close enough to a door to highlight it |
|  | **Location: Personal Office** | | | |
|  |  |  | Open the door  or | Player opens office door |
|  | Learn to sit at desk | Have a seat. |  | Player is seated |
|  | Learn to use office computer | It looks like you’ve got an email. You’d better open it – could be important. |  | Computer screen shows an email notification |
|  |  |  | Issue Text  Thank you for joining the Sustainable 2050 group!  To help you prepare for your first session, we are pleased to provide a preview of the process you’ll be using to select some industry-specific projects in support of tackling climate change. As you can see, the more effective initiatives tend to require the greatest investment.  Project 1 - 4 star  Most expensive: This project will typically be the most effective in mitigating the effects of climate change, and therefore provide the greatest boost to your sustainability score. However, depending on your industry and the events happening around the world, your backers may be unhappy with the cost or other project impacts–-and that could negatively affect your personal career path and future capital infusions.  Project 2 - 3 star  Moderately expensive: This project will have some effect on climate change, resulting in a moderate increase in your sustainability score. But your backers might still question the price and/or impact on the industry. You’ll have to balance their concerns with current events and your group’s goal of mitigating the effects of climate change.  Project 3 - 2 star  Relatively inexpensive: This project’s impact on both climate change and your sustainability score will be quite limited. While your backers may be pleased with your choice to spend less, you won’t be contributing much to help mitigate the effects of climate change.  Project 4 - 1 star  Very inexpensive: As this project is unlikely to affect climate change in a positive way, it will not result in a meaningful increase to your sustainability score. Your backers may be very pleased with your prudent spending in the short term, but the impact on the planet in future decades could be disastrous. |  |
|  | Learn to exit game | Well, I have another meeting, so gotta run.  But don’t let me rush you. If you want to get up and look around some more, go ahead. You’re gonna be spending quite a bit of time here, so we want you to feel comfortable.  Looking forward to our first session with the group! | [Point to or otherwise highlight the EXIT door  EXIT | Player moves to exit trigger |

**Round: 2030**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Location: Elevator** | | | |
|  | **Event** | **Audio + Subtitle** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Players spawn into elevator | **Game Narrator/Moderator**  Welcome to the first meeting of the Sustainable 2050 group.  During this short elevator ride to the boardroom, take a few minutes to consider some of the challenges our planet is facing. |  |  |
|  | Sets the stage, provides context for the 2030 discussion | ***Documentary narrator*** *(Mature, British, intense, like Sir David -- different voice from our game host):*  Our earth…is undergoing a profound transformation—as a result of climate change.  The evidence is everywhere.  In the Arctic, where the once pristine expanses of ice are diminishing at an alarming rate, polar bears have increasingly less time to hunt, and must swim ever greater distances to find food. Their struggle for survival has made them the very symbol of climate change.  In our oceans, coral reefs succumb to the pressures of warming waters and ocean acidification. And countless sea creatures, large and small, find their habitats changed or destroyed by a changing climate.  On land, the impact is impossible for us to ignore, as prolonged droughts, massive flooding and previously unseen temperature extremes threaten not only the flora and fauna that surrounds us…but also ourselves: our homes, our livelihoods, and our food sources.  However, all is not yet lost and climate change can be reversed.  But the problems we are facing were not caused, and cannot be corrected, by the actions of a single industry. Key industries must work together, to develop and implement strategies…to literally, save our planet. | David Attenborough style documentary:  Photos/footage of climate change effects: as per narration  Show/name our industries (animated text?) Agriculture, Healthcare, Infrastructure, Innovation/Technology | Broadcast ends    Elevator door opens into the entrance hallway |
|  | **Location: Boardroom** | | | |
|  | **Welcome** | **Audio + Subtitle** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Seat selection and industry assignment | It’s great to see you!  Come on in. |  | A chair lights up |
|  |  | Go ahead and find a chair – make yourself comfortable. | or  Take a seat | Player sits  Industry is assigned |
|  | Introduction | Thanks again for joining the Sustainable 2050 initiative, to help tackle climate change.  You’re here because you are a recognized expert in your industry, and we believe your input will be crucial to our success.  As you know, this is a three-decade commitment, with the ultimate goal of saving the planet.  You will meet every ten years, to discuss the most pressing issues of the day, and propose strategies and solutions to deal with them. |  |  |
|  |  | To fund this initiative: As a team, you will begin with a combined total of $400—already pledged by your countries and industries.  There will also be an additional infusion of capital at the start of each decade. How much? Well, that will depend on how your backers feel about your previous decisions. |  |  |
|  |  | Without their support, you will not be able to save the planet – their engagement and trust is crucial!  Because however brilliant an initiative might be, its impact on sustainability will be diminished if you don’t have the necessary support from your industry, government and community. |  |  |
|  |  | You also cannot save the planet if you end up in debt at the end of 2050. Crippling the world economies will constitute failure. |  |  |
|  |  | Oh, and one more thing. You’ll also need to manage your own career and personal life.  Unpopular decisions that work against the interests of your government or industry will harm your career. And any personal choices you make will also factor into the final outcome.  We’re here to save the planet, but you can’t destroy your career or personal life in the process! |  |  |
|  |  | Hey, no one said this was going to be simple.  Climate change is complicated, and you’re taking on a big challenge. So make sure you have all the details before we start. |  |  |
|  | Start the game | Let me know when you’re ready. |  | All players have hit the Start button |
|  | **Pre-Group** | **Audio + Subtitle** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Introduction and instructions for the group task | Your first task concerns the building we’re in right now.  Your group has purchased the building to use as its headquarters for the next 30 years…but there are issues with the aging HVAC (Heating,Ventilation and Air Conditioning) system.  How will you deal with this? |  |  |
|  |  | Your options are to:   * Replace the unit with a state-of-the-art geothermal system * Switch to a heat pump system * Update with a modern, high efficiency boiler and AC unit * Or extend the life of the current system by repairing and replacing its worn parts | Options appear on the board at the front of the room  $10 Full geothermal  $ 8 Heat pump  $ 6 HE boiler and AC  $ 4 Repair, replace parts |  |
|  |  | Each offers different benefits and requires a different level of financial investment. How much are you willing to spend? |  |  |
|  |  | And keep in mind that cost isn’t the only factor. There are also other implications.  You’ll need to consider them all – including the goals and challenges of your own industry. |  |  |
|  |  | You must make a decision about the HVAC system–together, as a group. |  |  |
|  |  | Discuss your options, including the level of financial commitment you’re willing to make on behalf of your industry.  Remember that you’re looking for a solution that will benefit the planet, and all of your industries, as well as yourself.  How willing are you to cooperate and compromise? |  |  |
|  |  | Once you’ve agreed on what to do, use your tablet to indicate how much you’re contributing. |  |  |
|  |  | And lock it in. |  |  |
|  | Group discussion / HVAC decision |  |  | All players have locked in |
|  | Introduce industry issues | Well done! You’ve made your decision. And it looks like you’re already working together as a team, which you’ll continue to do, as we go forward. |  |  |
|  |  | But for this next task, you’ll split out into your individual offices, to deal with an issue specific to your industry.  Agriculture will be dealing with a water management issue.  Healthcare will have some decisions to make about hospital waste management.  For Infrastructure, it’s a transportation issue.  And Technology/Innovation will be looking at energy production. |  |  |
|  | Players stand up and go to their offices | Please make your way to your office and sit down at your desk. |  | Office door lights up |
|  | **Location: Personal Office** | | | |
|  |  |  | or  Come on in | Player enters office |
|  |  |  |  | Chair lights up |
|  |  |  | or  Take a seat | Player sits down |
|  | Players check their email | The Projects folder contains information about the issue that requires your attention.  Open it and review the issue described, as well as the four proposed projects.  Then select the option you think will provide the best value…and is also likely to receive the most support from your backers.  By the way, you might want to make some notes about why you think this is the best project. Remember, this is a group effort, so you’ll have to explain your decision to the rest of the team, in order to get their support. |  | Player selects Project folder icon |
|  | Side quest  **(Agriculture and Infrastructure only)** | But first, you’d better check your email. You have a message waiting. Go ahead and open it, and take whatever action is required. | New email notification (visual) | Ag and Infrastructure open side quest emails |
|  |  |  | **[Agriculture]**  You have inherited an acreage in a posh community. The lawn around the house is large and well kept, and your neighbours are all “yard-proud”.  What will you do?  - Keep the lawn green and lush  - Install artificial turf  - Replace the grass with crushed stone  - Cut back your watering and “go gold”  **[Infrastructure]**  You are a single-car, 5-person household, and your vehicle is reaching the end of its life.  How will you replace it?  - Full-size SUV  - PHEV Mid-size SUV  - BEV Compact car  - Use public transportation | Agriculture and Infrastructure submit answer |
|  | Move back to boardroom | Okay, your work here is done.  Please make your way back to the boardroom, to join the others. |  |  |
|  | **Location: Boardroom** | | | |
|  |  | Everyone remember where you were sitting? |  |  |
|  |  |  | or  Take a seat | Player sits down |
|  | Presentation of industry proposals  Group discussion / consensus | You’ve all had a chance to select a project to address an issue specific to your industry.  But remember, Sustainable 2050 is a group effort. So, now it’s time to present your proposed initiatives to the rest of the team.  Please start by describing the issue, as well as the solutions that were available to you.  Then explain your reasons for selecting the project you’re proposing …including the cost and expected results.  After the group has come to a consensus, lock in your answer. |  | Players lock in answers. |
|  |  | Thank you for your participation in this important work. You may now close your browser window.  See you in 2040! |  |  |

**Round: 2040**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Location: Elevator** | | | |
|  | **Event** | **Audio + Subtitle** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Players spawn into elevator | **Game Narrator/Moderator**  Welcome to the second meeting of the Sustainable 2050 group.  As the elevator takes you to the boardroom, you can catch up on the current news. |  |  |
|  | Sets the stage, provides context for the 2040 discussion | *Hard-hitting, sensational news-style music intro*  *Investigative journalist/reporter/anchor (On-camera or VO?). Crisp, authoritative, intense, a bit dramatic*  ANCHOR: Next…we’ll look at the direct connection between escalating global conflicts and political unrest…and the ongoing climate crisis.  [MUSIC BRIDGE]  From resource shortages to mass migrations, the impacts of changing climate are reshaping geopolitics and destabilizing societies around the world.  In many regions, the struggle for resources is regularly escalating into violence, with countries vying for control over rapidly depleting resources.  With more and more areas of the world unable to support their populations, millions of “climate refugees” literally have nowhere left to go…as previously welcoming countries now struggle to meet the needs of their own people.  Governments and industries worldwide must find a way to work together, to address the root causes of climate change and mitigate its impacts before they escalate further. | Studio anchor / Field reporter / B-roll  As appropriate to support the narration  “THE WORLD IN CRISIS: 2040” |  |
|  |  |  |  | Broadcast ends  Elevator door opens into the hallway |
|  | **Location: Boardroom** | | | |
|  | **Welcome** | **Audio + Subtitle** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Seat selection and industry assignment | It’s great to see you again!    Come on in. |  |  |
|  |  | Find your chair – make yourself comfortable. | or  Take a seat | Player sits |
|  | Introduction | Thanks again for your continued commitment to the Sustainable 2050 initiative, to help tackle climate change.  As you know, this is a three-decade commitment, with the ultimate goal of saving the planet.  In this session, there will be some new issues that need the attention of your group as a whole, as well as your individual industries. |  |  |
|  |  | The amount of money currently available to you reflects the original four hundred dollars, minus what your group spent on its 2030 initiatives…  …plus the additional infusion of capital your backers felt was warranted, based on their level of satisfaction with your previous decisions. |  |  |
|  |  | As you make your decisions today, keep in mind that the support of your backers will continue to be crucial. Saving the planet costs money, and you are only halfway through the process. |  |  |
|  |  | Your decisions must also be fiscally responsible, or you risk destroying the world’s economies. |  |  |
|  |  | And don’t forget about your own career and personal life.  Any decisions that are unpopular with your backers, as well as any poor personal choices, will also contribute to a negative outcome |  |  |
|  | Start the game | Please indicate when you’re ready to start. |  | All players have hit the Ready button |
|  | **Pre-Group** | **Audio + Subtitle** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Introduction and instructions for the group task | As in 2030, you must make some decisions regarding your Sustainable 2050 headquarters.  You’ve probably noticed that there have been some aesthetic changes over the past decade. But how can you make the building operate more efficiently? |  |  |
|  |  | Your options are to convert to:   * Artificial Intelligence (AI) to run the building; convert to solar power; and install a living roof * Programmable functions that are less sophisticated than AI, with more efficient lighting and a living roof * Programmable functions, with LED lighting, and lots of plants * A “smart” thermostat; some compact fluorescent bulbs; and some plastic plants | Options appear on the board at the front of the room:  $10: Artificial Intelligence, solar power, living roof  $ 8 Programmable functions, more efficient lighting, living roof  $ 6 Programmable functions, LED lighting, lots of plants  $ 4 A “smart” thermostat, compact fluorescent bulbs, plastic plants |  |
|  |  | Each offers different benefits and requires a different level of financial investment. How much are you willing to spend? |  |  |
|  |  | And keep in mind that cost isn’t the only factor. There are also other considerations.  You might want to review them, as well as your industries’ goals and challenges, to help inform your discussions. |  |  |
|  |  | Discuss your options, and decide how much you are going to contribute towards the group’s selection. |  |  |
|  |  | When you’re ready, lock in your investment. |  | All players have locked in |
|  | Introduce industry issues | Well done! You’ve made your decision. |  |  |
|  |  | Next, you’ll split out into your individual offices, to deal with an issue specific to your industry.  Agriculture will be looking at forestry practices.  Healthcare will have some decisions to make about facility operation.  For Infrastructure, the issue is related to making cities more sustainable.  And Technology/Innovation will be considering some projects related to waste management. |  |  |
|  | Players stand up and go to their offices | Please stand up and make your way to your office. |  | Office door lights up |
|  | **Location: Personal Office** | | | |
|  |  |  | or  Come on in | Player enters office |
|  |  |  |  | Chair lights up |
|  |  |  | or  Take a seat | Player sits down |
|  | Players check their email | The Projects folder contains information about the issue that requires your attention.  As you consider your options, remember to note the reasons for your decision, so you can explain your rationale to the group. |  | Player selects Project folder icon |
|  | Side quest  **(Healthcare only)** | But first, you’d better check your email. You have a message waiting.Open it and take whatever action is required. | New email notification (visual) | Healthcare opens side quest email |
|  |  |  | **[Healthcare]**  You are a single-car, 5-person household, and your vehicle is reaching the end of its life.  How will you replace it?  - Full-size SUV  - PHEV Mid-size SUV  - Compact car:  - Use public transportation | Healthcare submits |
|  | Move back to boardroom | Okay, let’s head back to the boardroom. |  |  |
|  | **Location: Boardroom** | | | |
|  |  |  | or  Take your seat | Player sits down |
|  | Presentation of industry proposals  Group discussion / consensus | So, you’ve all had a chance to select a project to address an issue that’s important to your industry.  Now, let’s find out what the rest of the team thinks.  Please describe the issue and the available solutions…and then explain why you selected the one you did.  After the group has come to a consensus, lock in your answer. |  | When all players have locked in answers |
|  |  | Thank you for your ongoing participation in this important work.   You may now close your browser window.  See you in 2050! |  |  |

**Round: 2050**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **Location: Elevator** | | | |
|  | **Event** | **Audio** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Players spawn into elevator |  |  |  |
|  |  | Welcome to the final meeting of the Sustainable 2050 group.  Here’s what’s happening in the world right now. |  |  |
|  | Sets the stage, provides context for the 2050 discussion | *VO: Serious tone, presenter is a WHO representative–a press conference vibe*  The World Health Organization has declared a global health emergency, in response to the rapid spread of the virus known as “C-212”.  From the discovery of the first case just one month ago, C-212 has spread at an alarming rate, and has now been confirmed in over 50 countries. Worldwide, medical scientists are fighting the clock to develop a vaccine for a virus which is not only highly transmissible, but also highly resistant to any vaccine known today.  Climate activists who have long warned of the relationship between climate change and disease, are citing C-212 as an example of how environmental changes have expanded the habitats of disease carrying insects such as mosquitoes and ticks, enabling new pathogens to reach far and wide in a very short period of time.  With the emergence of C-212, climate change is no longer just an environmental issue—it is also a public health crisis. | 2050 intro video - C-212 plays on screen | Broadcast ends |
|  |  |  |  | Elevator door opens into the hallway |
|  | **Location: Boardroom** | | | |
|  | **Welcome** | **Audio** | **Visual UI & Text/Elements** | **Event completes when…** |
|  |  | It’s great to see you again!    Come on in. |  |  |
|  |  | Find your chair – and make yourself comfortable. | or  Take a seat | Player sits |
|  | Introduction | As you know, this is the last time your group will meet, to develop strategies for tackling climate change.  Consider how successful you have been so far…and note the amount of capital you have remaining.  Your previous initiatives may or may not have resulted in additional financial support from your backers. |  |  |
|  |  | The decisions you make today will be your final opportunity to ensure a positive outcome for the planet, the economy… |  |  |
|  |  | ...and for yourself personally. |  |  |
|  | Start the game | Ready to do this? |  | All players have hit the Ready button |
|  | **Pre-Group** | **Audio** | **Visual UI & Text/Elements** | **Event completes when…** |
|  | Introduction and instructions for the group task | With the Sustainable 2050 mission coming to an end, your group will no longer have a need for this building.  You must decide, as a group, what to do with it. |  |  |
|  |  | You’ve been presented with an interesting opportunity…to regain some of the money you’ve spent, by converting this valuable asset into cash.  A developer has offered to purchase the building – so he can turn it into a parking garage for electric vehicles. |  | Timer starts |
|  |  |  | Message on tablet:  The developer’s offer to buy your building can only be accepted if everyone in the group agrees to sell.  Do you vote to sell the building?  [Sell and Don’t Sell option buttons] |  |
|  |  |  | Congratulations!  Your building is SOLD.  In addition to a large injection of cash, you’ll also have a place to park your vehicle. | If unanimous vote to sell |
|  |  | As your team did not agree to sell the building, you’ll need to decide what to do with it.  You can:   * Continue to maintain and operate the building, and use it as a base for growing a “Sustainable Future” group * Continue to maintain and operate the building and make it available for other groups as a place to workshop * Continue to pay for basic maintenance, with other users covering their portion of operating costs * Stop maintaining the building, and allow others to use it at their own expense | Options appear on the board at the front of the room:  $10: Continue to maintain/operate the building and use it as a base for growing a “Sustainable Future” group  $ 8: Continue to maintain/operate the building and make it available for others  $ 6:Continue to pay for basic maintenance, with other users covering their portion of operating costs  $4:Stop maintaining the building, and allow others to use it at their own expense | If not unanimous or timer runs out |
|  |  | Discuss your options and decide what you would like to do. |  |  |
|  |  | And when you’re ready, lock in your decision. |  | All players have locked in |
|  | Introduce industry issues | Great! You’ve decided what to do with the building. |  |  |
|  |  | Now it’s time to split out into your individual offices, to deal with some industry-specific issues.  Agriculture will be looking at farming practices.  Healthcare will be evaluating solutions to reduce patient wait times.  Infrastructure will be examining some options related to responsive design.  And Technology/Innovation will be looking at Artificial Intelligence (AI) and machine learning. |  |  |
|  | Players stand up and go to their offices | Please proceed to your office. You’ll find everything you need there. |  | Office door lights up |
|  | **Location: Personal Office** | | | |
|  |  |  | or  Come on in | Player enters office |
|  |  |  |  | Chair lights up |
|  |  |  | or  Take a seat | Player sits down |
|  | Side quest  **(Innovation only)** | Before you open your Projects folder, it might be a good idea to check your email.Take whatever action is required, before you head back to the boardroom. | New email notification (visual) | Innovation opens side quest email |
|  |  |  | **[Innovation]**  You have inherited an acreage in a posh community. The lawn around the house is large and well kept, and your neighbours are all “yard-proud”.  What will you do?  - Keep the lawn green and lush  - Install artificial turf  - Replace the grass with crushed stone  - Cut back your watering and “go gold” | Innovation submits |
|  | Move back to boardroom |  |  |  |
|  | **Location: Boardroom** | | | |
|  |  |  | or  Take your seat | Player sits down |
|  | Presentation of industry proposals  Group discussion / consensus | You have each selected the project you feel best addresses your industry’s most pressing current issue. Now, let’s see what everyone else thinks.  Remember, these are the last decisions you will make together, as a team.  So please clearly describe all the available options and explain why your project is the best solution.  After the group has come to a consensus, lock in your answer. |  | When all players have locked in answers |
|  |  | Thank you for your participation in the Sustainable 2050 initiative!  Let’s hope your group’s efforts have been successful.  You may now close your browser window. |  |  |