

A Guide to Running the DHCC Sustainability Card Game Workshop

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This document details how you, as a facilitator, can run a workshop based around the Digital Sustainability Card Game. The workshop is aimed to attendees looking to engage with digital sustainability for the first time or wanting to improve current strategies for digital sustainability via the Digital Humanities Climate Coalition Toolkit. The workshop can be comfortably completed in a half-day time slot.

Before the workshop

You will need:

- ❖ A quiet comfortable **space** with a table and chairs, and a method of projection or display screen (for an introductory PowerPoint)
- ❖ The Global Sustainability [Game Cards](#)
 - Print off the cards (best format is 6 cards on an a4 page 2x3)
 - Create a deck of cards for the workshop (see 'Setting up the game' below)
 - Print of copies of the [Company Character Sheet](#), one for each team.
- ❖ **Progress and Sustainability Points**
 - Something like poker chips/tokens would be recommended but anything to indicate number of points should work (ideally two colours to differentiate between progress/sustainability points)
- ❖ A **facilitator** (this should be you!)

Read and familiarise yourself with the [rules of the Digital Sustainability Card Game](#) but also consult the modelling of the game in 'The Game' section later in the document for tips and advice.

People arrive... [5-10 mins]

As with any workshop, an **icebreaker** is a great place to start.

- ❖ Firstly, introduce yourself, and ask each attendee to do the same.

- ❖ Ask each person to share their background, how confident they feel they know about digital sustainability, and whether they or their organisation has engaged with it in the past.
- ❖ This will be helpful for you as the facilitator, but also to other attendees, to know how much knowledge/experience of digital sustainability each person has, so you can best support them in discussions later.

Encourage attendees to compare knowledge/experiences respectfully. Here are some **questions** which could be useful to get people to share their perspectives:

Q. What encouraged you to join this workshop?

Q. How do you think it relates to your discipline/field/sector?

Q. What worries you the most about the climate crisis now?

Background about the DHCC, the climate crisis, and digital sustainability [5-15 mins]

Now you've got to know each other, a bit of background about the workshop.

It's likely that the icebreaker has revealed that attendees have a variety of knowledge about digital sustainability.

So, to **make sure everyone is on the same page** [this presentation](#) can be used to situate the climate crisis, the material impact of the digital, and finally where the DHCC sits within this picture and why it has an important role in the climate response.

Finish the presentation by **looking at the DHCC Toolkit**, briefly explaining the sections and structure. You will revisit the toolkit at the end of the workshop for comparison.

The game [options for one hour, half day, or whole day workshops]

Now that the attendees are settled in and introduced to the DHCC, the game can begin!

Origins of the game

- ❖ The game is based loosely around the Digital Humanities Climate Coalition Toolkit (sas-dhrh.github.io/dhcc-toolkit/); different cards will match up to different sections of the toolkit



- ❖ “When this game was created, the designers knew there were already games out there to raise awareness of digital sustainability. They wanted something with more concrete detail, to help players to learn how to implement these changes. So, for most players, there will be unfamiliar technical terms. That is deliberate.” - a word from the creator
- ❖ So, put another way, there are going to be words or technical language that you, and your players may struggle to understand.
- ❖ This is okay, because the point of the game is that you learn these terms while developing your knowledge and understanding together.

The Game and the UN Sustainable Development Goals

Here are a few examples of the SDGs that relate to the topics mentioned in the digital sustainability card game:

Goal 9: Build resilient infrastructure, promote sustainable industrialization and foster innovation

- ❖ The game will encourage more sustainable infrastructure to be built in companies, especially surrounding data centres.
- ❖ E.g. using greener data centres, or carbon aware computing.

Goal 12: Ensure sustainable consumption and production patterns

- ❖ The cards encourage actions which promote sustainable consumer choices in technology.
- ❖ E.g. improving our e-waste recycling or advocating for right to repair policies.

Goal 10: Reducing inequalities

- ❖ The card games suggest solutions which aim to reduce digital inequalities between different areas.
- ❖ E.g. using a mobile first design.

Setting up the game

Around 15 minutes should be allocated to setting up, to create context for each team and therefore allow the game narrative to build and be easy to follow. There should be 3 aspects to set up: the teams, the cards, the rules.



The teams

Split the group into teams 2 to 5 teams (teams can be as small as 1, 4 is ideal, but any size can work!) and give each team a **company profile sheet**. Each team should pick an organisation and discuss where they sit on the scales of **company size, global presence, consumer size, and motivations**.

Start a **discussion** about each team's organisation encouraging them to think about incentives/technology use/funny characteristics of their organisation (e.g. are they driven by aesthetics and therefore must order new Apple Macs at the slightest malfunction).

By consensus or by the facilitator's final judgement agree to either 0, 1, or 2 progress points for each organisation to start with based on how sustainable each organisation is likely to be.

Encourage people to **talk about their own organisations or experience** of museums/libraries etc. to aid the conversation and decision.

Throughout the game, teams should refer to their organisation's characteristics to **develop the narrative as the game progresses** (e.g. has the organisation compromised on frequently replacing Apple Macs)

The cards

Each team should **always have 3 cards**. Teams should start with 2 Action cards plus one other randomly dealt from the shuffled pack (all event cards and action cards).

Refer to the table below to know how many cards to include according to the workshop length, number of teams and preferred number of rounds. **Action and Event cards should be equal where possible**. If not, always choose one action card more than event cards. The table shows total number of cards (e.g. 45 cards = 23 action cards, 22 event cards)

Appropriate for: **Small activity (e.g. seminar) | Half day workshop | Full day workshop**

Number of Teams	10 rounds		15 rounds		20 rounds	
	Cards	Time (minutes)	Cards	Time (minutes)	Cards	Time (minutes)
2	20	40	30	60	40	80
3	30	90	45	135	60	180



4	40	160	60	240	80	320
5	50	250	75	375	100	500

You'll notice the cards are **colour coded** - this is marking some categories of the game which link loosely to the toolkit (see table below). When choosing cards make sure there is **variety of each category**.

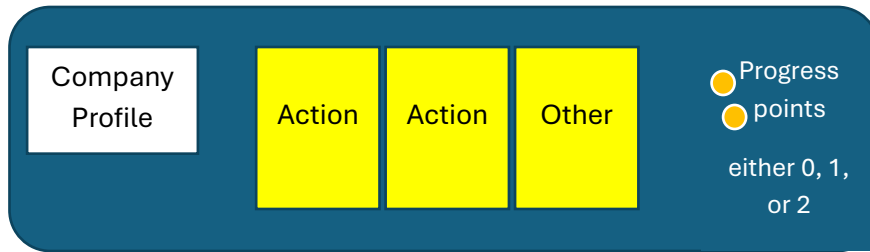
Blue: Web design | **Orange: Data management and working practices** | **Green: Hardware and infrastructure** | **Purple: Cloud and AI** | **Yellow: Policy and culture**

Minimal computing	Maximal computing	Advocating within your institution	Grant Writing	Local practices
<u>Card #2</u> Minimising website code	<u>Card #41</u> Understand different types of AI	<u>Card #52</u> Elevate work that is already being done	<u>Card #33</u> Check suppliers for greenwashing	<u>Card #17</u> Optimise our Wi-Fi network
<u>Card #9</u> Apply minimal computing values	<u>Card #37</u> Measure our carbon for the cloud	<u>Card #27</u> Advocate for right to repair policies	<u>Card #18</u> Don't store data we don't need	<u>Card #23</u> Care for our devices
<u>Card #11</u> Compress our images and video	<u>Card #46</u> Procure green IT	<u>Card #34</u> Pivot to policy	<u>Card #45</u> Optimise resource use within digital tech	<u>Card #30</u> Become regenerative by design

The rules

[Explain the rules to the competitors](#), you should be able to quickly summarise the aims, course and results of the game. Remember to **ask for any questions or clarifications**. Before starting play, each team should now have:





The course of play: discussions, competition, alternative formats

See below a general model to refer to, showing what general play should look like. Here card 26 has been played by The Von Spigot Gallery and is being discussed by all.



If set up well, the game should flow easily from here but here are some **tips and tricks** for the course of play:

Expectations

- ❖ The first half of the game is likely to be teams **building up their action cards** rather than events cards.

This will vary slightly for the teams with more progress points at the start of the game who might want to **focus on converting them in sustainability points**.
- ❖ The second half will likely see more event cards played, with teams reacting to unknown scenarios and hopefully finding out that their **action cards have helped their organisation adapt to a changing climate** and earned them progress/sustainability points.

Strategy

- ❖ Allow roughly a minute before each round for teams to **discuss timing of playing cards**. This time should reduce as teams only discuss one new card in their hand.

e.g. a team might want to play Action card 19 'Use near line and off-line storage' before they play the Event card 'Flood risks increase near key operational sites' so that they can gain a progress point.

Discussions

- ❖ As the facilitator, you should be **encouraging discussion** throughout the game.
 - This means when a team plays a card, the team should read it out, describe how it fits with their organisation and the game's narrative.
 - You should **impart some of your knowledge** about the card, mentioning how this action would benefit the environment, or how this event would impact each team's organisation, using this as a launchpad for discussion.
 - Plus, the other players should be encouraged to **share their opinions/experiences about the card** especially if they have specific knowledge, which may have been revealed in the icebreaker.
- ❖ Teams can also **lobby for progress points** if they think they have relevant action cards which help them adapt to an event.
 - This is also true when teams might lose points, where they can lobby to lose only half of their progress points due to the event.



- The facilitator's judgement is final on the addition/subtraction of points but preferably the decision should draw consensus among the players.

Competition

- ❖ Try to get teams to be **both competitive and work together**
 - During the game there will be plenty of opportunities to be competitive (e.g. make another team lose their progress points before they were able to convert them) and opportunities to work together (e.g. by placing events cards which may benefit other teams with complimentary action cards).
 - Teams should be able to make their own strategic decisions but try to **keep the play balanced and focused on learning about the content of the cards** instead of descending into a race to the bottom.
- ❖ In some circumstances, it may be beneficial to **select the action and event cards for the last 3 or 4 rounds** based on the narrative of play so far.
 - Only shuffle the number of cards for the total rounds minus the amount you want to intervene in, remember you can always add extra rounds if necessary. Select cards which help struggling teams or throw curveballs for all players!

After the Game [5-30 mins]

At the end of the game, you should have counted progress and sustainability points and **discovered the verdict for your organisations and the climate**. It should also be clear who has the most sustainability points and has therefore won the game.

But the game isn't about winning. It is about thinking about the race for organisations to make sustainable choices when using digital technology against the rapid events of climate change.

The outcome of the game isn't likely to be a complete success, because **it is hard to prioritise, anticipate and adapt in the face of climate change**.

Revisit the Digital Humanities Climate Coalition Toolkit, demonstrating how it can advise on actions which organisations can take to be more sustainable.

Good sections to look at might be the **'I want to'** and the **'Case Studies'** sections, reviewing the similarities between the actions suggested or implemented by one of the case studies, and the events of the game.



A few questions to consider and discuss

Q. What has your organisation done well/could have done better?

Q. Have you learnt new ways to use technology more sustainably? What are these?

Goal Setting

The workshop should raise awareness and educate about the environmental impacts of digital sustainability, but it should also lead to **behaviour change**.

To end the workshop, the **attendees should be empowered** to apply what they've learnt back at their own organisations or in their own research. Position the attendees in the present where **the future ahead holds lots of event cards like those played in the game**, and their organisations need to start acting now, so that they can survive.

Ask each attendee to **set a goal for themselves in 1 week, 1 month, 1 year, 5 years' time**.

We are all guilty of not meeting goals and so encourage the attendees to **send themselves a future email** with their goals.

This is excellent way to demonstrate how technology is a useful tool in our lives and can make us more productive and successful. However, the workshop should have shown that this need to be **balanced with material costs of the digital**.

Attendees should come out of the workshop with a **more critical lens of digital technology** while being **equipped to make changes** to limit its environmental impact.

Feedback [5-10 mins]

After the game, it would be great to get participant's feedback.

- Participants should report how they confident they felt beforehand, and how equipped they feel now to tackle the climate crisis in digital humanities.

Each participant should be sent the [DHCC Card Game Feedback Form](#).

After the game, please also report your experience of facilitating it [to the DHCC](#), so we can make recommendations to future facilitators.

