Suggested DT game ideas with ChoiCo-Ext

Indicative title	Indicative Description	Indicative game choices	Indicative game fields	AR-Gmaps necessity
Recycling/waste management Topic: Sustainability	Where do you dispose of your food, your old clothes, your old toys? Have you thought that your choices may affect the environmental footprint of your city? Can you think of sustainable ways to manage your waste? Design a game that would explore that issue and raise awareness of sustainable waste management through everyday choices and consequences. The player will make choices on the map concerning different actions to take with his/her waste.	Choices on what to do with the waste: e.g. 'Clothes recycling bin', 'Leave old furniture on the street', 'Bottle recycling spots' (returning money), 'Toys donation', 'Throw toys in general bins' 'Sell clothes at second-hand shop'	Each choice affects the following fields: 'Environmental footprint', 'Home budget', 'Time spent travelling', 'Citizenship'	The following actions can be achieved only with the live map and are necessary for the game design: Use geolocation (current location) or street view to explore your city/neighbourhood for places to dispose of your waste. Use travel time to calculate the time needed to travel between choices (e.g. some choices may be far away but reduce the environmental footprint and earn the player some money e.g. second-hand shops)
The routes of migrant animals Topic: Biology, Environmental Education	Hundreds of species have to migrate to different places between seasons. Have you considered how environmental crisis affects the choices and lives of migrant animals? Pick up a migrant species and create a game where the player is a flock/herd of animals travelling the world. The player chooses where to drink water, feed or nest for some time before they go on travelling and see how their choices affect the animal health, reproduction rate, danger, energy etc. They could be birds, fishes, salmons or other migrating species. The game could target	Depending on the species, the choices can be real places the animals visit during their travel such as .' Drink water at a river', 'nest at a lake', 'follow an ocean stream',	Each choice affects the following fields: 'Flock/Herd health', 'Flock/Herd members', 'Danger', 'Energy'	The following actions can be achieved only with the live map and are necessary for the game design: Use satellite view to explore the current conditions of different places that migrant animals visit. Use air quality real data for the different places in the world as game variable (e.g. for the herd's health)

	younger students, environmental NGOs or museums			
Sustainable Urban Management Topic: Sustainability	Design a game for municipality stakeholders who want to recreate their town in a sustainable way. The players act as mayor (or other stakeholders) deciding where to invest funding from the public budget in a sustainable way. The game could target NGOs, other schools and education organizations as a tool to raise awareness about sustainability	The choices are actions to do as mayor such as: 'street maintenance'', 'Park watering/gardening', 'New Ambulance' , 'School maintenance' , 'Hire/Fire policemenr'	The choices affect the following (indicative) fields: 'Budget' , ' Mayor Acceptance', 'Safety', 'Pollution', 'Public Health'	The following actions can be achieved only with the live map and are necessary for the game design: Use street view to explore the current condition of places in the city e.g. abandoned parks, broken streets
The Accessible City Topic: Inclusivity	Have you considered the everyday life of a teenager with disabilities in your city? Can they access all the places they would like? Can they meet their friends anywhere? Can they transport easily and quickly between places? Design a geolocation game to raise awareness of such issues in your local community	The choices are different places and activities in the city to do such as 'Go to the movies', 'Go to the beach', 'Use metro', 'Visit friend's house, 'Visit park' etc	Each choice affects the following fields: 'Fun', 'Social', 'Accessibility', 'Safety',	The following actions can be achieved only with the live map and are necessary for the game design: Explore the city (in street view or with real visits and geolocation) to see whether their favourite places are accessible to people with disabilities (use of a wheelchair, low vision/blindness, hearing impairment.
Sustainable Tourism Topic: Sustainability More info on overtourism and sust. tourism: https://sustainabletravel.org/what-i	Overtourism is an increasing problem in big cities. Design a game to raise awareness of sustainable tourism that could be placed in tourist offices or central spots of overtouristic cities In this game, the player becomes a tourist and sees how their touristic choices affect their destination. Can they sustainably balance their choices and become sustainable tourists?	The choices can be actions/places for a tourist in a large city e.g. Athens such as: 'Hippster restaurant' (places on a gentrified region), 'Free walking tour' (in an alternative	Each choice affects the following fields: Fun, Money, Pollution, Time spent travelling, Gentrification,	The following actions can be achieved only with the live map and are necessary for the game design: Calculate the time needed to travel between places based on real time traffic (over touristic places will have more traffic)

s-overtourism/		region), 'Stay at Airbnb', 'Stay at Hotel', 'Touristic boat trip', 'Local Grocery store'		Explore city regions in street view and see how tourism may have affected them, If you live in the city visit different places and add information to the game while you are walking arround
The Bee-keepers game - pollinator crisis and sustainability link to the game	Did you know that the bee-keepers have to regularly move their beehives to different spots based taking into account bees' needs, air quality and other factors that put beehive's well being in danger? Imagine you are a bee-keeper Think which is the best spot for your hives and how to make the best choices for your bees and the environment	Spots on a local park/forest/open area/garden where beehives could be installed	Sunshine, Pollen Pesticides_Danger, Safety	The following actions can be achieved only with the live map and are necessary for the game design: Visit a local park to see what are the conditions and add game points on the spot (geolocation) Use satellite view to explore a local park/forest/open area and define the consequences based on current conditions e.g. air quallity, sunshine, distance to the road etc.