



# Hazy Days

**Mike Ren**

**Hazy Days follows Xiao Feng, a young girl who is about to visit her Grandmother for Chinese New Year. Over the course of seven days, players control her breathing as she faces increasing levels of pollution in the city. China's air pollution levels are constantly covered in the media. With Hazy Days, Mike Ren hopes to humanize the issue so that the problem can be more relatable.**

**<https://mikerenyi.itch.io/hazydays>**

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# Gardenarium

**Paloma Dawkins, Kyler Kelly, with help by KOLab**

**Gardenarium is a visually driven adventure game that takes place on a Technicolor cloud. Players are drawn in by the delightful, hand-drawn artwork and allowed to navigate a world of unique characters, shifting landscapes and neon pastel colors. Cleaning the landscape causes plants to grow and helps players advance toward their goal: the mysterious Depot.**

**<https://www.ko-opmode.com/gardenarium>**

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# Oiligarchy

**Paolo Pedercini**

**Oiligarchy is a playable commentary on the oil industry. The player takes the role of an “oil-igarch” managing the extraction business in the homeland and overseas and lobbies the government to keep the carbon-fossil based economy as profitable as possible. Oiligarchy can be considered an extended business sim/tycoon game since the player makes decisions and performs actions that are not always in the domain**

**<http://www.molleindustria.org/en/oiligarchy/>**

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# Earth Primer

**Chaim Gingold**

**Earth Primer combines aspects of science books, toys, simulations, and games. It is a new kind of interactive experience which joins the guided quality of a book with open ended simulation play. A key motivation behind the creation of Earth Primer is to model a new genre for other designers to borrow from, helping our culture reimagine the possibilities inherent to simulations and interactive books.**

**<http://www.earthprimer.com/>**

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# Block'hood

**Jose Sanchez and Block Designer**

**Block'hood was envisioned to breach the digital with the physical, allowing everyone to have a chance to participate in designing of a city. The game embarks in a story of ecology, and understanding how resources are needed to unlock new configurations and allow prosperous neighborhoods. <http://www.plethora-project.com/blockhood/>**

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**northern  
spark**

# Sole Soaker

**Kristin Lucas**

**Sole Soaker is an interactive virtual environment that features a “pedestrian roller coaster” - a fictional roller coaster-like structure composed entirely of steps. Viewers can experience a first-person perspective of this enormous, fictional ‘ride’, as the sea level gradually rises and falls around them. Elements of this piece are based loosely on a climate change study about projected sea level rise in the state of Florida.**

**<http://www169.pair.com/klucas/archive/soaker.html>**

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# Shape of the World

**Stuart Maxwell, Athomas Goldberg,  
Brenk Silk, and Heather Maxwell**

**Shape of the World is an ephemeral first-person exploration game where the world grows around you in a procedurally populated environment. Exploration is about intentionally getting lost and the joy of being found again. Your presence is the driving force behind the evolving environment as you establish permanent monuments to mark your way.**

**<http://www.shapeoftheworldgame.com/>**

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# Botanica

**Jaromír Plachý and Amanita Design**

**Botanica is a point'n'click exploration game. It's about a group of five tree creatures who set out on a journey to save the last seed from their home tree. The whole game takes place on one huge tree that is inhabited by bizarre and unusual creatures.**

**<http://botanica.net/>**

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# Burn the World

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**In Burn the World, players must invest in human activities to increase the intensity of climate change to destroy the world. Through their actions, players will subtly learn how human activities contribute to climate change. Disclaimer: this is a prototype, follow along with development @burnworldgame!**

**<http://botanacula.net/>**

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# Donutron

**Zachary Johnson and Victor Thompson**

**Donutron is the world's most delicious indie arcade cabinet, featuring multiple video games made in Minnesota. Visit Donutron again soon at Glam Doll Donuts in Minneapolis to play our latest collection of new games.**

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