

Exomatriz is a top-down 2D simulation type game with soft-fantasy narrative elements that bridges the gap between science communication of how systems of variables in agroecosystems function, and the socio-cultural implications of human choice and non-human agency in an allegorical fabulative fictional setting.

References:

- DINÁMICA ESPACIAL DE POBLACIONES DE COLEÓPTEROS EN UN PAISAJE AGRÍCOLA HETEROGÉNEO EN OAXACA, MÉXICO. Lorena Castro Campero.
- The Azteca Chess experience: learning how to share concepts of ecological complexity with small coffee farmers. Luís García-Barrios, Juana Cruz-Morales, John Vandermeer and Ivette Perfecto.
- Linking Coleopteran Diversity With Agricultural Management of Maize-Based Agroecosystems in Oaxaca, Mexico, Cecilia González González. Tania Lara García, Lev Jardón-Barbolla, Mariana Benítez.
- Multiple Resource Use Strategies and Resilience of a Socio-Ecosystem in a Natural Protected Area in the Yucatan Peninsula, Mexico. Luis Guillermo García-Jácome, Eduardo García-Frapolli, Martha Bonilla-Moheno Coral E. Rangel-Rivera⁵ Mariana Benítez^{1,2*} Gabriel Ramos-Fernández.
- TRUE GRASP: Actors visualize and explore hidden limitations of an apparent win-win land management strategy in a MAB reserve. Marco Braasch, Luis García-Barrios, Sergio Cortina-Villar, Elisabeth Huber-Sannwald, Neptalí Ramírez-Marcial
- In Other Waters. Game. Developer: Jump Over The Age. Publisher: Fellow Traveller
- Life On The Edge. Game. Developer and Publisher: LOTE Team
- Staying With The Troubles. Donna Harraway.
- Collaborative Worldbuilding For Videogames. Katlin Tremblay.
- Visual Explanations. Eduard R. Tufte.