



Project title: **CLIMATE SOLUTIONS GAME**

### Organisation Details

Organisation:	<i>UN PRME Working Group on Climate Change and Environment</i>
Organisation Description:	Carbon Literacy Training for Educators, Communities, Organizations and Students (CLT-ECOS) is a virtual Train-the-Trainer project developed and upscaled by Nottingham Business School, Nottingham Trent University, UK, in collaboration with the UN Global Compact PRME Working Group on Climate Change empowering people to embed high-impact climate solutions in their personal, professional and community life. Tailored programs have been developed across different sectors and countries. In order to upscale and speed-up the snowball effect, we are looking for a short-term and long-term digital strategy for both, B2B and B2C target audiences. We'd love to work with engaged bright young people passionate about climate solutions and creating a sustainable future for all.
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### Project Details

SDGs:	13 Climate Action
Project objective:	Creating a simple, interactive game that will help participants get a good foundation of a) causes of climate change, b) related human day-to-day activities, c) carbon accounting (how strong is the impact if most humans would do it) and d) find alternative solutions with lower impact.
Expected outcomes:	Ideally, creating card-decks for virtual and in-presence game play that can be used in the creative commons domain: Depicting causes of climate change (greenhouse gas emissions and feedback loops); Related human activities by type of activity (e.g. food, mobility & transport, energy, building, ...) with a possibility to simply calculate individual impact (e.g. VW Golf Model 2020 = about 100g/km CO <sub>2</sub> * x km = y kg CO <sub>2</sub> per year), country impact (* people in country), footprint (eg * 75% of world population) Alternatives as solutions (riding a bike or train & simple CO <sub>2</sub> emissions calculation) If time allows: Developing a way to relate it to country or regional goals. E.g. using public data from IEA to show reduction demand. And/or transition pathway goals. Extended

	<p>project for future: Adding sector specific information for corporate action.  <b>IMPORTANT:</b> Any pictures and fotos used for visualization need to be in the public domain / freely available and with proper references.</p>
<p>Deliverables:</p>	<p>A (prototype) card deck that can be used for serious play in organizations. A game description. A joined virtual prototyping session with a number of participants. Documentation that shows: a) sources of information b) what information will need to be changed in time.</p>
<p>Resources available:</p>	<p>The material could become part of Climate Literacy Trainings, such as this one:  <a href="https://www.unprmeclimate.org/events/climate-literacy-action-training-for-educators-communities-organizations-and-students-2">https://www.unprmeclimate.org/events/climate-literacy-action-training-for-educators-communities-organizations-and-students-2</a> Project Drawdown is providing lots of information on Climate Solutions:  <a href="https://drawdown.org/">https://drawdown.org/</a> Carbon Almanac:  <a href="https://thecarbonalmanac.org/">https://thecarbonalmanac.org/</a> How Bad are Bananas for Carbon Accounting: <a href="https://howbadarebananas.com/">https://howbadarebananas.com/</a> Climate Fresk as Inspiration: <a href="https://climatefresk.org/">https://climatefresk.org/</a> Speed &amp; Scale: <a href="https://speedandscale.com/">https://speedandscale.com/</a> I can provide further information and direction in the course of the project.</p>