



In my research I developed Decarbonise!, a decision-making simulation game on how to tackle the climate crisis. Teams compete to achieve carbon neutrality by choosing the right policy choices and inputs, while considering social, economic and land use consequences as well.

WHY SUCH A GAME?

- ✓ Enhancing awareness on the climate crisis and related social and economic challenges
- ✓ Promoting policy tools targeting carbon neutrality and showing their impacts on the society and economy
- ✓ Encouraging multistakeholder cooperation integrating different views and interests
- ✓ Catalyzing joint thinking on how to tackle the climate crisis
- ✓ Playing is fun!



WHO CAN PLAY?

- ✓ Anyone, especially educators with their students, campaigners, policy makers, policy advocates, as well as company employees



HOW TO PLAY?

- ✓ The goal is to achieve deep decarbonisation by 2050
- ✓ Teams representing countries compete with each other
- ✓ Five indicators to measure success: greenhouse gas emission, energy poverty level, household savings, unemployment rate and land use pressure
- ✓ Three policy scenarios to choose from: 1. Energy Budget Scheme, 2. Carbon tax, 3. Green economy toolbox
- ✓ Decisions are made for one decade about several parameters under each policy scenario
- ✓ Unexpected events might happen, like economic recession, extreme weather events and arrival of climate refugees
- ✓ International Scientific Advisory Board recommends steps to be taken in each decade

WHAT DO YOU NEED TO PLAY THE GAME?

- ✓ Ideally 10-30 enthusiastic players
- ✓ Game facilitator aware of game instructions
- ✓ Computer with Decarbonise! software showing the results after each simulation rounds
- ✓ A venue or online meeting software



WHAT ARE THE RESULTS?

- ✓ The game has been played on international scientific conferences, with employees of research institutes and proved to be a useful tool to raise awareness towards climate emergency.