

Co-designing pilot games with citizens and policy stakeholders to increase climate action

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Motivation – To develop a methodology to **support policy stakeholders** in identifying an urgent climate issue for the co-design of games-based activities to collect citizens' attitudes on climate policies. Two types of game-based methods – a short quiz format embedded in a mobile game, and longer, collaborative serious games – for collecting, analyzing & presenting data on citizens' attitudes to policy-makers for improving climate policies. Citizens' dissatisfaction with democracy in their countries has arisen by ca. 10% globally and the trust in news sources and scientists is at an all-time low. In this project, we leverage games to reach & engage a large proportion of world citizens to tackle the climate crisis & to test whether **games can be an effective communication channel between citizens & policy-makers.**

First step – facilitate the prioritization of climate topics together with stakeholders - during an initial workshop with the Green Party in Frankfurt, two topics were identified as most urgent by the participants: 1) *traffic and mobility, priority for cycle lanes*, and 2) *building infrastructure – how to build necessary infrastructure (social housing, schools, ...) without sealing green spaces.*

Second step – determine what game-based activities will achieve and how

Project researchers collaborated with the stakeholders to define 1) *specific dilemmas requiring information on citizens' attitudes, which are important for politicians to know about*, 2) *the expected insight and evidence which can be offered to policy-makers*, 3) *the specific target groups and their roles*, and 4) *how data will be gathered, analyzed and delivered to stakeholders.*

