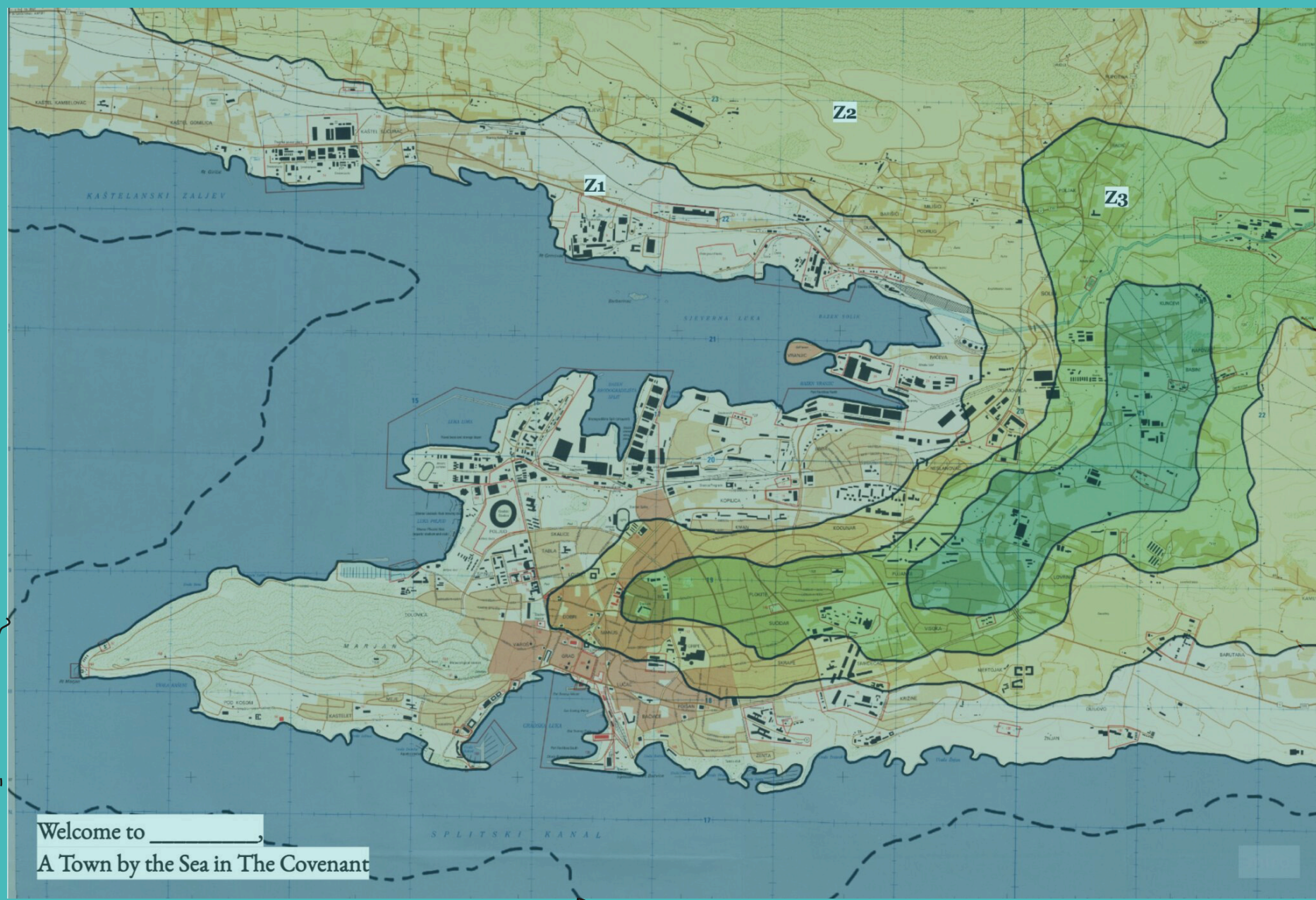# Playful futures. Raising awareness about climate change issues through gaming activities.

A Town by the Sea
An Online Role Play Game on the issue of sea level rising

Welcome to
A Town by the Sea in The Covenant

Keywords
Game | Climate change | Role Play | Sea level rising | Ecological grief | Coastal communities | Ethnography | Citizen Science

COLLABORATION BETWEEN

Matteo Uguzzoni, game designer and project manager, member of the **Edgeryders** community
Marina Batinìc, communication officer and co-founder of **Culture Hub Croatia**
Lucija Klarić, author, writer, gamer, play session leader
Lasse Uhrskov Kristensen, in the **TANTlab** (the techno-anthropology lab), ethnographer, Research Assistant at the **Aalborg University** Copenhagen

OBJECTIVES
· Promote **a discussion on a climate change issue via role playing**
· **Consider the future consequences** of the climate changes in our social and ecological environment
· Find a way for the participants to **make their voice heard** in the game and **set off political actions**
· Emotionally involve people in the issues of sea level rising and **search for citizen creative solutions**

FIELDWORK: PLAY SESSIONS

Online
- **First step: The introduction of the game**
Meeting to introduce the game and **the map of «Witness»** - an open-source fictional world that pays a lot of attention to economies - to the players
- **Second step: Play sessions**
10 plays sessions with international online participants or with a group from an organisation (NGO, association...)
The ethnographer used **Observation Participation methodology** during the play sessions

CHALLENGES
· **Reaching out** to target groups of people
· **Difficulty to engage with an online audience** du to technology fatigue
· **Making people feel at ease** in the participation process with improvisation and creative contribution
· Technology **accessibility**
· **Language barriers**
· Doing an **ethnography based on a Role Play game**

METHODS

play sessions
ethnographer --- players
Game
game designers
analysis
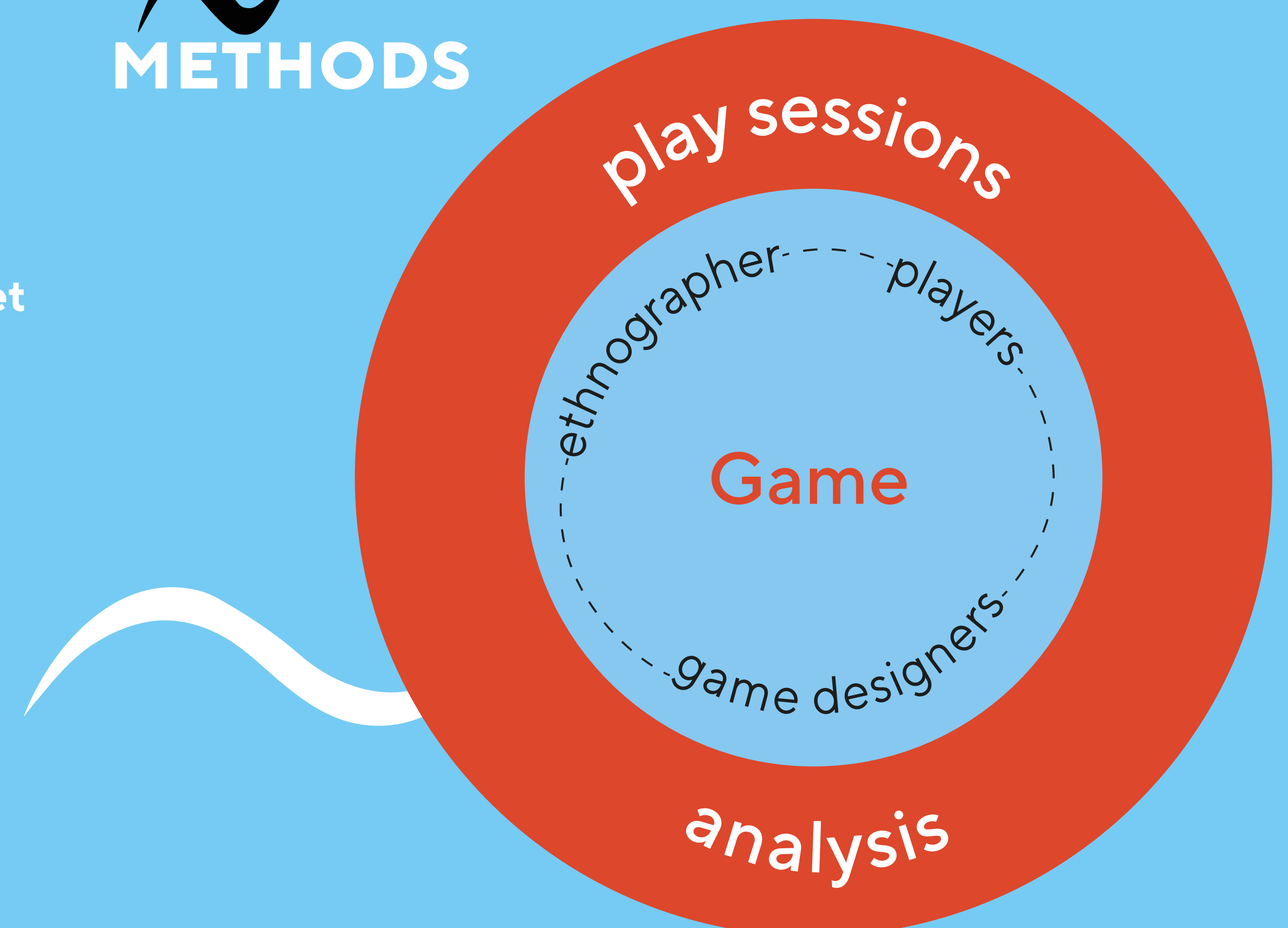
OUTPUTS
· **The game** itself and the worlds created during game sessions
A Town by the Sea Ruleset
- Interactive maps of 6 Towns
- 30 Fictional characters
- 50 Fictional Landmarks
- Interactive coding maps

· **Digital ethnocoding** of the sessions made for the ethnographic research

· **Academic Paper** on the project

· **Result presentation's online event**

Research blog (in English)
playfutures.hypotheses.org >