**Why We Built This Game**

- To create a multidisciplinary space inviting imagination around adapting to a planet affected by climate change
- To raise awareness of alternatives to GDP such as Doughnut Economics and the Happy Planet Index
- To show the tension that exists between social and environmental wellbeing under current paradigms
- To illustrate what’s possible when we prioritize caring for the planet and ALL of its inhabitants

**Academic Concepts**

We simplified concepts from two key models in constructing the metrics for our game:

1. *The Happy Planet Index (HPI):* Measures how well nations are doing at achieving long, happy, and sustainable lives.

2. *Doughnut Economics:* Measures how well nations are doing at staying between the social foundation and ecological ceiling

**The Game**

Five fictional countries work together to improve the ecological wellbeing of the planet and the social wellbeing of their citizens. Each country will have a team of four, consisting of stakeholders with different interests.

**How to Succeed**

1. Maximize your country’s HPI score
2. Your country must stay within the global environmental boundaries
3. Players have their own individual aims to achieve

**Players on Each Team**

1. Government
2. Business
3. Civil Society
4. Academia

**The Process is the Product**

While this project will ultimately culminate in a conference playtesting the game with members of the Duke community, an equally valuable product of our work has been the process:

- We can draw strength from breaking down disciplinary boundaries
- The challenge and potential of reimagining existing paradigms. Though we did adapt existing structures, we also maintained concepts such as the nation state to make the simulation accessible
- This game has changed the way we view the care economy’s role in mitigating climate change
- The power of games as a medium of communication, to create change, and to model dynamic systems
- There were limitations to the design. While we were unable to include many perspectives, such as indigenous views, we invite further creative work in this space

**Next Steps: Play Our Game!**

Day 1: Game Day
April 21, 12pm – 5pm

Day 2: Duke Panel
April 22, 11am – 1pm
