

# Duke Climate Simulation Game

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Bass Connections: Revaluating Care in the Global Economy

## 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:

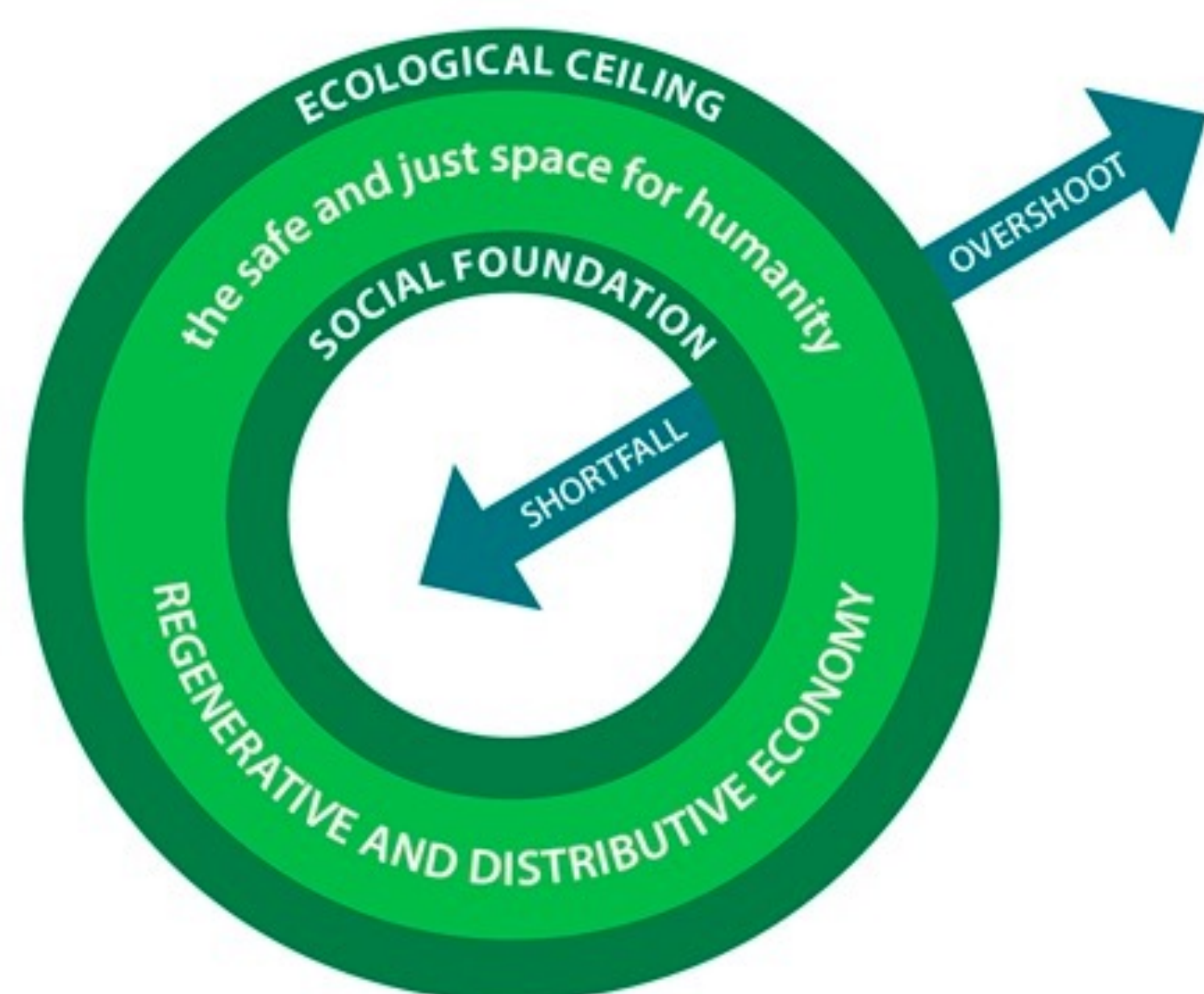
### 1. The Happy Planet Index (HPI):

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

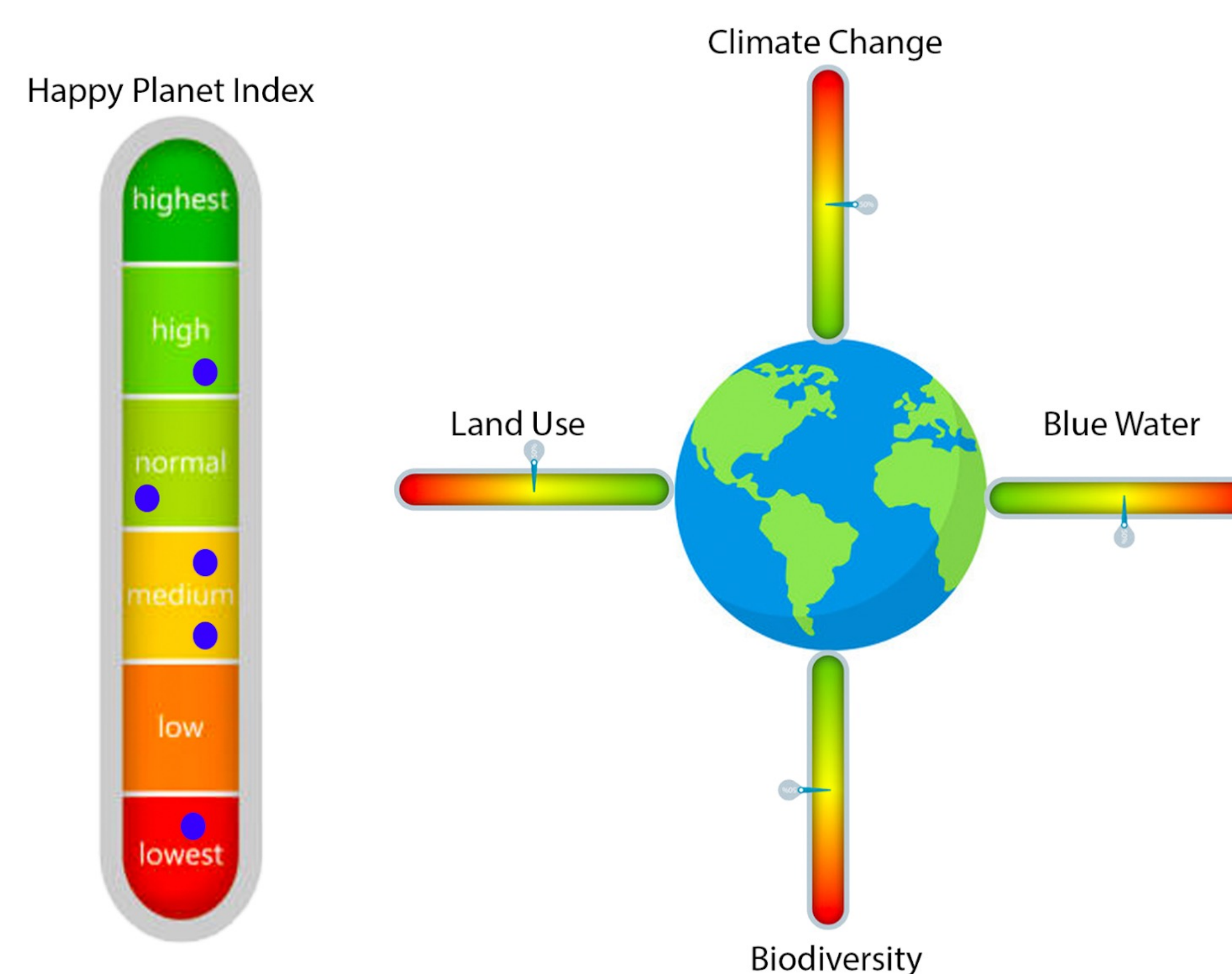


## THE GAME

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