

GAMEFESTIVAL

E4Citizens

E4Citizens is an innovative and collaborative serious game designed by our research team to engage and empower actors in the energy transition.

Set in a fictional city, participants explore urban infrastructure and propose energy-related ideas using a combination of Action, Actor, and Domain cards. E4Citizens fosters collaboration and co-design of greener energy solutions, making discussions and action planning enjoyable and impactful.

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Climate Fresk

In the face of this emergency, everyone must be able to understand climate change, make sense of the information, form an opinion, accept the necessary changes for the preservation of life on the planet and act quickly!

The Climate Fresk is a LEARNING workshop led by a community of Freskers, based on a game with 42 cards taken from scientific reports. The game raises AWARENESS about CLIMATE CHANGE in a playful and collaborative way.

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Transition Today

Multiple paths open up before you: should you design efficient projects that take more time, or act as early as possible? Is perfection the enemy of progress? What level of risk is acceptable for your citizens? Will you be protectionist or support free trade in the energy market?

TRANSITION TODAY is a cooperative game with 120 cards and a web app that allows you to experiment with various actions to reduce your country's carbon footprint! Enact laws, build sustainable infrastructure, invest in research, and find the right funding!

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postfossilCities

The computer-based simulation game postfossilCities provides an experimental space to explore the transformation to climate-neutral, post-fossil cities.

postfossilCities is applied in facilitated workshops and enables players to learn about relevant aspects of climate mitigation, such as the effectiveness of measures and strategic alliances.

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REC Adventures by the JRC

Renewable energy communities are rapidly growing in Europe. They are at the core of the energy transition. Yet, citizens still lack knowledge and understanding about them, hence motivation to join existing energy communities or create new ones.

The JRC has developed a new engaging computer game that communicates the essence of renewable energy communities. At this year's Camp, participants will have the opportunity to immerse themselves in testing the game at the JRC Energy Living Lab's dedicated booth. By offering this hands-on experience, our primary objective is to gather extensive user feedback, enabling us to refine and enhance the game before its public release by the year-end.

Spector – The Sustainability Inspector

Spector was created in 2011 a gamified tool for discussing social, environmental and economic sustainable school aspects from the primary and secondary school pupils' point of view. For architects and architecture students, as a social sciences method, it is a participatory post-occupancy research tool consisting of participant's observations, photo expedition, and semi-structured group interview with photo elicitation and mapping. For pupils and teachers, it is an experiential learning tool based on Kolb's learning cycle.

Being played and tested internationally, evidence shows that the greatest potential of Spector is to bring various stakeholders: architects, urbanists, city planning, municipality or ministry officials, teachers, pedagogues and psychologists on the eye level with pupils. Being built on a cooperative model of power, Spector stimulates discussion and consensus reaching between children and grownups, experts and non-experts, users and administration, thus transforming hierarchies into relations of mutuality. The Spector can easily be transformed into a playkit for neighbourhoods, kindergarten st, universities, residential or office buildings.

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