

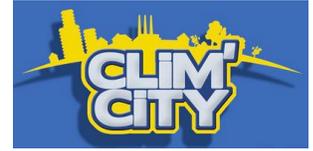
# Environmental Sustainability | REDUCING CARBON FOOTPRINTS

## CLIM'CITY: PARENT IMPACT GUIDE

AGE 13+ | 1-2 Hours

"The goal is to reduce the "Clim's" carbon footprint and thus avert the town's demise by tweaking the way its actors produce and consume energy..."

--Peter Fairley, Contributing Editor, MIT Technology Review



### ABOUT CLIM'CITY

*Clim'City* is a virtual experience to combat the impact of energy waste and greenhouse gasses on the environment and climate. Inspired by SimCity, *Clim'City* allows users to monitor and manage how a community can take measures to reduce its carbon footprint. Over time, player's actions have an impact on the city's energy use, and greenhouse gas production. Each decision players make for industrial, residential and tourism will have long and short term effects. For more information, visit: <http://bit.ly/1wfQbzF>

### THEME FOR THIS GUIDE: Reducing Carbon Footprints

*Clim'City*, an online game by Cap Sciences, features a western industrialized city where the player creates a plan to alter the city's carbon footprint and reduce energy and greenhouse gas waste. Players have 50 years (turns) to make changes to the city's agriculture, energy, building, and transportation infrastructures over four distinct landscapes to reduce energy consumption by 40%, increase the share of renewable energies by 60%, cut greenhouse gas emissions by 75%, and sell this new sustainable lifestyle to *Clim'City* citizens.

### HOW TO USE THIS GUIDE

Challenge your child to play *Clim'City* as a way to experiment with methods to reduce a city's carbon footprint. If everyone has solar panels will energy uses decrease in 10 years? Can the change to biofuels continue to decrease carbon emissions each year? How does playing *Clim'City* help you understand what it means to reduce carbon footprints on both the community and individual levels? Use this guide and the Player Impact Guide to become familiar with *Clim'City*.

### DISCUSS THE GAME

... *the gameplay*

- How do you reduce greenhouse gasses in *Clim'City*? Which area did you focus on first and how much did you reduce gasses? [+1]
- How do you balance energy and gas uses? Which one costs more to manage? [+2]
- What areas are the largest sources of greenhouse gas and energy waste? Why? [+3]

... *the game's impact*

- What is a carbon footprint? What do we do everyday that contributes to our carbon footprint? [+1]
- How can we balance what we have to do (driving to school or work) with strategies to reduce our own carbon footprint everyday?
- Are saving and conservation methods in *Clim'City* available in our city or town now? What can we do to learn about what our community does to reduce its waste? Why is this important to learn about? [+3]

### INTERACT WITH THE GAME

- Have your child pick two game achievements and describe how they were earned and what they mean. [+1]
- Have your child choose two challenges and support their play as they complete them. [+2]
- Play the game yourself, and complete the "Game Basics" section of the player Impact Guide. [+2]
- Solve one challenge that your child sets up for you to complete with their help. [+2]

### SHARE THE GAME

- Post a positive reflection on the CGI Facebook page: <http://facebook.com/gamesandimpact> [+2]
- Engage in conversations with other parents about your experience using the guide and playing the game. [+2]
- Host a "Game Slam" event, using these and other challenge questions you create. [+3]

**Family Challenge:** Have your child do some research to learn about an area in your city or town that can be improved with a program to reduce its carbon footprint. Then, play *Clim'City* together and find this, or a similar, on this area, in the game and focus on reducing energy waste and greenhouse gasses. Create video of the gameplay and discussion you have about reducing carbon footprints while you are playing. Post it to YouTube, and share the link on the Center for Games & Impact Facebook page at <http://facebook.com/gamesandimpact>.