

project – *Clima Futura* @ VU

www.cyclingforclimate.nl / [opening\(s\)](#) / www.climateportal.nl / www.climafutura.nl

new(s)

- nos 30/5/08 – player.omroep.nl/?affID=7132175 (page)
- gadget(s) – desktop climate control
- energy – www.newenergydocks.nl
- curator – www.curatorforoneday.nl

task(s) – before 31/3/08

1. blue screen (overlay) narrator
2. video in video – menubar / sub-story
3. 3D interface – map / select
4. IN + (menu) navigation component(s)
5. linear scroll of thumbnails
6. questionnaire(s) – test + score
7. intregrate! – connect, connect, connect [feature-matrix]

target(s) – before 31/3/08

- concentration game – IV, animation/solo pong, with score – (baby / action-script)
- drop'em – classify sequence of video in target boxes – score = time
- amsterdam climate scenario – www.cs.vu.nl/~eliens/manage/tube-video-picnic-job-cohen.html

definition(s) – CF Platform

- science communication
- serious games
- story telling

goal(s) To enable the further development of Clima Futura, as described in climate @ VU, a new round has started, to actually develop a demo or prototype of the game.

IASTED 1 april 2008

target group(s)

- onderwijs – www.cmo.nl (cf. www.millenniumtycoon.nl)
- mbo/hbo – www.webquestalgore.nl

actual(s) – CO2

- milieu – www.milieucentraal.nl
- vliegtax – www.significance.nl
- atmosfair – www.atmosfair.de
- consument – pmt.consumentenbond.nl/vragen1.html

description(s)

The Clima Futura game addresses the issues of climate change, not altogether without pathos nor ethos, but nevertheless primarily focussed on bringing the logos of climate change into the foreground, in other words the scientific issues that are at play, and the science-based insights and uncertainties that may govern our decisions in the political debate. Given the state of our knowledge, the science of climate change itself may be characterized as an inconvenient science, and as such an interesting challenge to present by means of a game.. Eliens et al (2007)¹

overview(s)

- idea – Clima Futura @ VU – communicating (unconvenient) science
- technology – flex 2 (osflash) / smartfoxserver²/urLi / interface³
- context – serious games
- original project – project climate @ VU
- research – game design patterns & ontologies

event(s)

- 26/9/07 – presentation Clima Futura in MMA
- 27/9/07 – pitch at picnic 07

¹www.cs.vu.nl/~eliens/projects/media/paper-climate.pdf

²www.smartfoxserver.com/

³www.flashextensions.com/products/flashinterface.php

- 9/10/07 – adobe training (10:00 - 17:30 Pakhuis de Zwijger): Beyond Boundaries
- 2/11/07 – presence (stand) at launch CAMeRA (Winoe)
- nov-dec 07 – bijdragen multimedia casus 07 (team)
- 14/12/07 – Klimaatsymposium Erasmushogeschool Brussel – www.ehb.be
- 17/1/08 – Environmental Resource Management – www.environmentmaster.nl
- 17/1/08 – Video Vortex Workshop – Montevideo www.nimk.nl
- 18/1/08 – *maak je eigen interactieve video game* – beta dag voor scholieren VWO (Winoe) – instruction(s)
- 9/2/08 – demonstratie op voorlichting IMM (Winoe)

contact(s)

- A. Eliëns (multimedia @ VU⁴) – eliens@cs.vu.nl

labs.adobe.com/wiki

developer(s) – mailinglist

- Winoe Bhikharie [MACE⁵]: (project lead) – architecture, mini game(s)
- Hugo Huurdeman [IV project⁶]: (developer) – interactive video
- Marek van de Watering – mediator/concepts/design

student(s)

- ... – *student(s) wanted*
- Wouter den Boer [MP: MMC] (patterns/design) – wbr220@few.vu.nl
- Steve Stomp [MP: MMC] (flex/3D) – ssp400@few.vu.nl
- Danny Zulkarnain [MP: MMC] (flex/3D) – dzulkar@few.vu.nl
- (?) Anthony Agustin (flex/flash/streaming) – aagustin@few.vu.nl

associate(s)

- Ricardo Tangali (MP: MMC) Getronics PinkRoccade – gti200@few.vu.nl
- Kin Hung Cheng (physics) – khcheng@few.vu.nl
- Si Yin – syn200@few.vu.nl

participant(s)

- Peter van Bodegom
- Alex Halsema
- Frans Jan Palmetier
- Rob Schuddeboom (FEW)

⁴www.cs.vu.nl/~eliens/multimedia

⁵www.few.vu.nl/~mace

⁶www.few.vu.nl/~hchuurde/master

- Thijs Louisse (FEW)
- Karlien Meulemans

support(s)

- Mirek Groen – gron@falw.vu.nl – maintenance www.climafutura.nl

advisor(s)

- Marco Boender – Branson & Guevarra
- J.F. Hoorn – JF.Hoorn@fsw.vu.nl

sponsor(s) – second round

- Climate Center (VU) – aanstelling M. v.d. Watering, extra kosten
- FEW/Informatica – aanstelling S.V. Bhikharie (6 mnd)
- CAMeRA – aanstelling H. Huurdeman

board – (manage)

- prof. dr. ir. P. Vellinga (Climate Center/Wageningen)
- prof. dr. F.Berkhout (FALW/Climate Center)
- dr. dr. J.F. Hoorn (CaMeRA) – evaluation, test protocol(s)
- dr. A. Eliëns (FEW/Informatica) – supervision
- Irene Kingma (ClimateCenter) – organization, administration and PR

game platform – flex/flash

- game play – flex/flash
- video – appollo flv⁷
- connect – flashinterface⁸
- multi user – smartfoxserver⁹
- data push – schiphol

question(s)

- who – 12/16-24, school context, casual
- how – mission, exploration
- what challenge(s) – completion, tactics, understanding
- experience – (video enhanced) immersed play, actuality
- story-telling – [linear / dialectic], participatory

⁷www.richapps.de/?p=48

⁸www.flashextensions.com/products/flashinterface.php

⁹www.smartfoxserver.com/

issue(s)

1. rethoric(s) – pathos, ethos, logos
2. parameter(s) – (P3S) People, Planet, Profit & Skill
3. driver(s) – interactive video, game play, climate model
4. challenge(s) – navigation, knowledge, skill,
5. scenario(s) – CF bible, 6 story-lines of PV
6. interaction(s) – select, yes/no, drag/drop
7. mechanism(s) – event(s), relation(s), question(s)
8. profile(s) – good, bad, ugly : [climate correctness scale]
9. question(s) – rethoric, truth, opinion, knowledge
10. collaborative(s) – game event description format, meta-game(s)

task(s)

- actualiteit – eutube / daylife / universe
- media archive – tube(s), CO2OK, klimaatneutraal, global warming
- workflow(s) – video / annotate / event(s) / relation(s)
- architecture – flex [flash] / ajax – php [mediator(s)]
- scenario(s) – CF Design Bible
- mini-game(s) – classic(s), on top of video(s)
- review(s) – online, class room, ...

inspiration(s)

- video room – dev.getoutsmart.com/os3d/demos/videoroom
- interface – www.amsterdamfilmexperience.com
- 3D/effects – www.cedric-jules.fr
- 20lives – another day, another life / review
- game(s) – www.peacemakergame.com
- comment(s) – www.msdevey.com
- i-story – www.nobudget.org/serialwriter/en [hugo's collection]
- task(s) – www.travelersinsynch.com ; LiJ eco(s) – geoterra.ecomagination.com/indexFlash.html
- 11th(s) – wip.warnerbros.com/11thhour
- bbc – cdx-thegame.com/
- glass – www.gettheglass.com
- universe – universe.daylife.com/
- video – www.nuguru.tv

requirement(s) – demo

- task(s) – realize 10 coolclimate issues
- immersive – game play, story, visual(s)
- actual – updated media archive, clips, tube(s), daylife
- challenging – game play, questions(s), task(s)
- educational – knowledge background, suitable for instruction(s)
- multi-player – group chat, instruction lead(s), room(s) =?= climate-star
- scenario(s) – dutch (mitigation/adaptation), chinese dinosaurs

actual(s) – www.coolclimate.nu

1. halveer binnen 20 jaar onze olieverslaving – 3% reduction of gas, 2% reduction on energy
2. zorg voor meer duurzame energie – windmill parks in noordzee
3. maak de schoonste keuze ook de goedkoopste keuze – clean: 30% cheaper
4. verminder de CO₂-uitstoot van het verkeer – 2% reduction yearly
5. geef als overheid zelf het goede voorbeeld – innovation money for energy saving and green energy
6. maak woningen energiezuiniger – 300.000 houses yearly
7. vergroen de belastingen – tax energy (5 miljard) instead of labor
8. leg natuurlijke klimaatbuffers aan – adaptation
9. zorg voor een ambitieus vervolg op Kyoto – increase tax for non-participants
10. neem een koppositie in en help anderen – 30% less CO₂ in 2020

policy option(s) – opportunities & risks [NPR]

- no regret – guaranteed payoff
- least regret – anticipate reduction in greenhouse gas emission
- acceleration – towards sustainable development (adapt → mitigate)
- technological innovation – to match ever-increasing world population
- institutional-cultural change – limit role of government

climate risk assesment(s) – post-normal science (Klabbers)

- perceived risk(s) of climate change
- sociological & technological feasibility of response options
- ethical aspects of equitable distribution of responsibilities among social actors

problem(s) – risk-management

- decision-making – from policy to execution (kyoto ratification)
- risk-handling – fact (relevance) value assignment
- perspective(s) – science, politics, business
- risk perception(s) – risk =?= probability of event

initiative(s) –

- green challenge – www.picnicnetwork.org/artefact-5788-en.html
- iamsterdam – www.iamsterdam.com/visiting_exploring/what's_on/what's_on_text/2007/global_warning