ABOUT
Gaming Climate Futures is a first-of-its-kind project that merges a creative knowledge co-production process between scientists and decision-makers and a scientific assessment of the effectiveness of this science-policy interaction. The project team is developing a cutting-edge, technology-supported engagement process around a serious game that explores the relationship between global temperature targets (e.g., the Paris Agreement) and climate tipping points, an important but largely ignored set of governance challenges. At the UNFCCC 48th meeting of the subsidiary bodies (SB 48), the Gaming Climate Futures team will be conducting three serious-game workshops with delegates and non-party stakeholders engaged in the negotiations.

WORKSHOPS at SB48
If you are engaged in the climate negotiations and would like to participate in one of the workshop sessions during SB 48 in Bonn, please contact Manjana Milkoreit (mmilkore@purdue.edu). If you are not in Bonn, but would like to get involved, we invite you to take part in our online survey for climate change professionals on tipping points and global temperature goals: https://bit.ly/2vZffma.

DELEGATION

Manjana Milkoreit
Title: Assistant Professor, Department of Political Science
Institution: Purdue University
Expertise: international climate change politics, especially the Paris Agreement, US climate politics, cognition and emotion in global decision-making, science-policy interactions, tipping points, future-thinking and transformations.
Contact: Email: mmilkore@purdue.edu; Twitter: @ManjanaM

Roberta Weiner
Title: Graduate student, Forestry and Natural Resources
Institution: Purdue University
Expertise: Climate framing and climate communication; accessible presentation of climate-and climate-science related information
Contact: Email: weiner0@purdue.edu; Twitter: @peaceatrebor
Joost Vervoot
Title: Assistant Professor of Foresight for Environmental Governance
Institution: Copernicus Institute of Sustainable Development, Utrecht University
Expertise: The use of climate games and climate scenarios for policy guidance; adaptation and transformation
Contact: Email: j.m.vervoort@uu.nl; Twitter: @Vervoort_Joost

Jason Reed
Title: Assistant Professor of Library Science
Institution: Purdue University
Expertise: Information and Learning Science
Contact: Email: reed252@purdue.edu; Twitter: @JBRTHEEL

Linda Prokopy
Title: Professor, Forestry and Natural Resources
Institution: Purdue University
Expertise: Climate change and agricultural communication, social science
Contact: Email: lprokopy@purdue.edu; Twitter: @lprokopy

Lisette van Beek
Title: Graduate student, Copernicus Institute of Sustainable Development
Institution: Utrecht University
Expertise: Climate change governance, cognitive psychology

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PROJECT WEBSITE: http://grandchallenges.lib.purdue.edu/globaltemp.php

QUOTES:

“This project combines two of my central research interests: improving the effectiveness of science-policy interactions in the global climate change negotiations and enabling decision-makers to grapple with long time horizons of climate change, what we call imagining climate futures.” Manjana Milkoreit, Project Lead

“This project is trying to create real change in global negotiations. If we are effective it will mean enhanced quality of life for generations to come.” Linda Prokopy

“I became involved with this project for the opportunity to evaluate the effectiveness of serious games as the medium for presenting information to a professional audience.” Jason Reed

“This project allows me to combine insights from psychology and environmental governance for sustainable development. What I really enjoy is the multidisciplinary team and the innovative approach to science-policy interaction.” Lisette van Beek