

SUSTAINABLE LIVING – A MULTIPLAYER EDUCATIONAL GAME BASED ON ECODESIGN

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ABSTRACT

The educational Ecodesign game *SuLi* (Sustainable Living) aims at transferring basic knowledge about sustainability to young people onwards in a playful way. When playing the game, the impacts of producing and consuming goods are displayed. The importance of design and production decisions is transferred and the players are confronted with the consequences of their activities in an enjoyable but reasonable manner. This knowledge about the impacts of production and consumption along a products' life cycle will help preferring environmentally sound products that were produced under fair conditions. The integration of the target group of the game takes place at an early stage of development so that their needs and wishes can be addressed and taken into account. During the testing phase the practical use of the game is also tested and evaluated on this high school.

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1 INTRODUCTION

The raising resource depletion and the resulting development of resource prices of e.g. petrol, gold, copper in the last years show that the heavy dependency of global industry on non renewable fuels and resources leads to an economic situation critical both in economical, ecological and social terms [1]. The correlation between rising CO₂ concentration in the atmosphere and rising temperature is evident and there is no denying that global warming has anthropogenic causes [2]. The global dimension of production processes and consumption leads to a complexity hardly conceivable for end customers. The sales price, design, functionality and image of a product are usually the most important decision parameters when a product is bought. The e.g. environmental performance of a product is rarely considered as an important quality criterion. Impacts referring from the used materials, the production processes, the use phase of products etc. are usually not taken into account because of lack of information or knowledge.