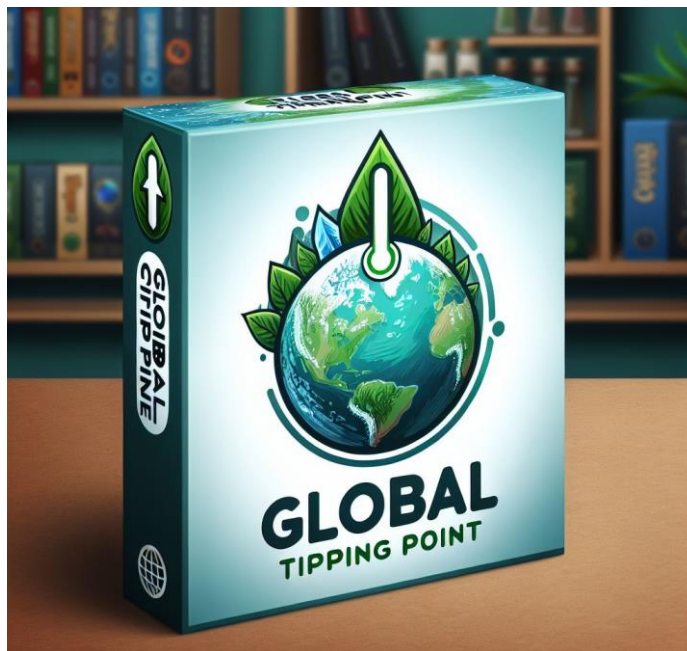


Unit Title: Environmental Economics and Sustainable Development

Stakeholder Engagement Plan

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Global Tipping Point



Objective

"Global Tipping Point" - The aim of the game is to remove blocks from the tower which represents Earth, without causing the tower to collapse. The collapse of the tower represents the potential collapse of society should we breach some of the several "global tipping points." A further objective of the game is to also learn about global environmental, social and climate change issues through in-play fact cards, challenge cards and action cards.

Overview

A "Jenga based game." The physical base of the game is a board with continents and oceans with some potential tipping points in each individual country/location, such as ocean acidification or sea-level rise across the oceans, snow and ice melt in Antarctica and increasing of albedo effect, or further drought and desertification in parts of Africa or Asia.

Contributors to these tipping points will also be on the board as a background and/or reference point (i.e. showing countries with high de-forestation, high consumer consumption, oil/gas production, burning of fossil fuels etc etc).

A block tower is then built on this board, each block colour-coded and representing a potential tipping point with regards to climate change.

There will be 2-3 variations of the game. One for young children of primary school ages, that will be easier to read and play with larger blocks, with less scary facts and language as to not alarm them. Another variation for high school aged teenagers and adults, with more truths about the precarious situation we are in. And a family edition that blends the two age groups together.

To maximise global reach and accessibility, Global Tipping Point will be available as a physical in person game board as well as available online. The physical in-person game boosts human interaction and connection, while the online version via PC and mobile allows players more affordable, easier and quicker access. An online version could also reduce material use, production costs and transport costs of the physical board game.

The game will also be available in various languages and priced accordingly to specific regions, with local manufacturing, distribution and retail whenever possible. A game on global tipping points should be available to citizens of the earth globally...

With education at the core of the game, the game will also include age-appropriate and language specific educational booklets. The board can feature region-specific environmental issues, making the game more relatable and impactful for players around the world.

End goal

The end goal of the board game is to provide people with an understanding of the complexity of climate change and our environment. It's to provide people with an understanding why the environment is important to conserve and protect against negative human impacts.

A further part of the game can be discussion. After each turn, or perhaps after a player picks a card, players can discuss the drawn card and its implications for planet Earth. A key aspect of the game is discussion, particularly when the game is played in an educational environment. At the end of the game players can reflect on what they have learnt and how they can apply it to their own lives. This part also gives players an opportunity to discuss any fears and worries with regards to climate change.

Global Tipping Point will be:

- ✓ **MADE FROM 100% RECYCLED MATERIALS and be 100% RECYCLABLE**
- ✓ **A Carbon-Neutral Production: Partnering with local sustainable manufacturing facilities**
- ✓ **Part of the "Give Back Program": A portion of profits goes to environmental charities or reforestation programs, empowering groups and communities**

[Rules and how the game is played on the next page]

What the game looks like/Rules

- Game is played on a map of the earth; the map has informative information about environmental problems across various parts of the world.
- Negative impact blocks and positive solution blocks to fill in gaps in the tower.
 - o Pulling out a negative block make the tower less stable. This represents negative human activates making Earth less stable.
 - o Plugging in a positive block helps stabilise the tower. This represents positive human activates (mitigation, adaptations) against damage which has already been inflicted (stabilisation of Earth).
- Roll dice to see if you pull a negative impact block from the tower or plug in a positive
- Inset solution blocks in the place where a negative block has been removed. Positive blocks will be in a separate pile than the tower.
- Build tower as high as possible, seeing how long you can protect earth before it tips over the edge.
- Every positive block you insert you earn a point, every negative block you take out you minus a point.
- There will be in-play fact cards, challenge cards and action cards, which can be drawn and completed to gain extra points.
- Player who knocks tower over is the loser who has unfortunately destroyed Earth
- If tower is not knocked over the player with the lowest points tally loses
- The loser must do a forfeit (see below)

Possible Forfeits for the loser

Loser will be randomly selected one of the following to complete for being the worst in game.

- **Recycle Run:** In the next week, the loser collects all the recycling for the household.
- **Eco-Friendly Dish Duty:** Loser wash's dishes with only cold water, saving money for next week's meals.
- **Compost Keeper:** Loser must do all the composting for the next week.
- **Water Conservation:** Loser takes a cold shower for the whole week.
- **Green Thumb:** Loser must plant a tree in nature.
- **Energy Saver:** Loser is responsible for turning off all lights and appliances in the house over the next week.
- **Reusable Challenge:** Loser can only re-use items already owned for day-to-day activates, not buying in any new goods.
- **Nature Cleanup:** Loser must organise a nature based clean up in the local community.
- **No-Waste Day:** Loser must not produce any waste, reusing or recycling everything for the next week.
- **Bike Instead:** Loser must use a bike instead of a car for the next week.
- **Public Transport:** If loser cannot bike everywhere they must only use public transport.
- **Eco-Educator:** Loser must educate someone about environment.
- **Green Shopper:** Loser must only shop with products which are local and organic for the next week.

- **Reusable Cup:** Loser can only use reusable cups and bottles for the next week.
- **Plastic-Free Day:** Avoid using any plastic product for the entire day.
- **Eco-Goals:** Loser sets a realistic personal eco-goal for the next month and tracks progress.
- **Sustainability Challenge:** Loser must try a zero-waste day or participate in a local environmental event.
- **Social Media Awareness:** Loser posts a fact about the environment or climate change, spreading awareness online.



Please note the prototypes have been created in conjunction with A.I systems. As such there may be some spelling and design errors which will be correct in the final edition of the game

Prototypes – Board Game



Prototypes – Positive and negative blocks



Prototypes – In-play fact, challenge, and action cards

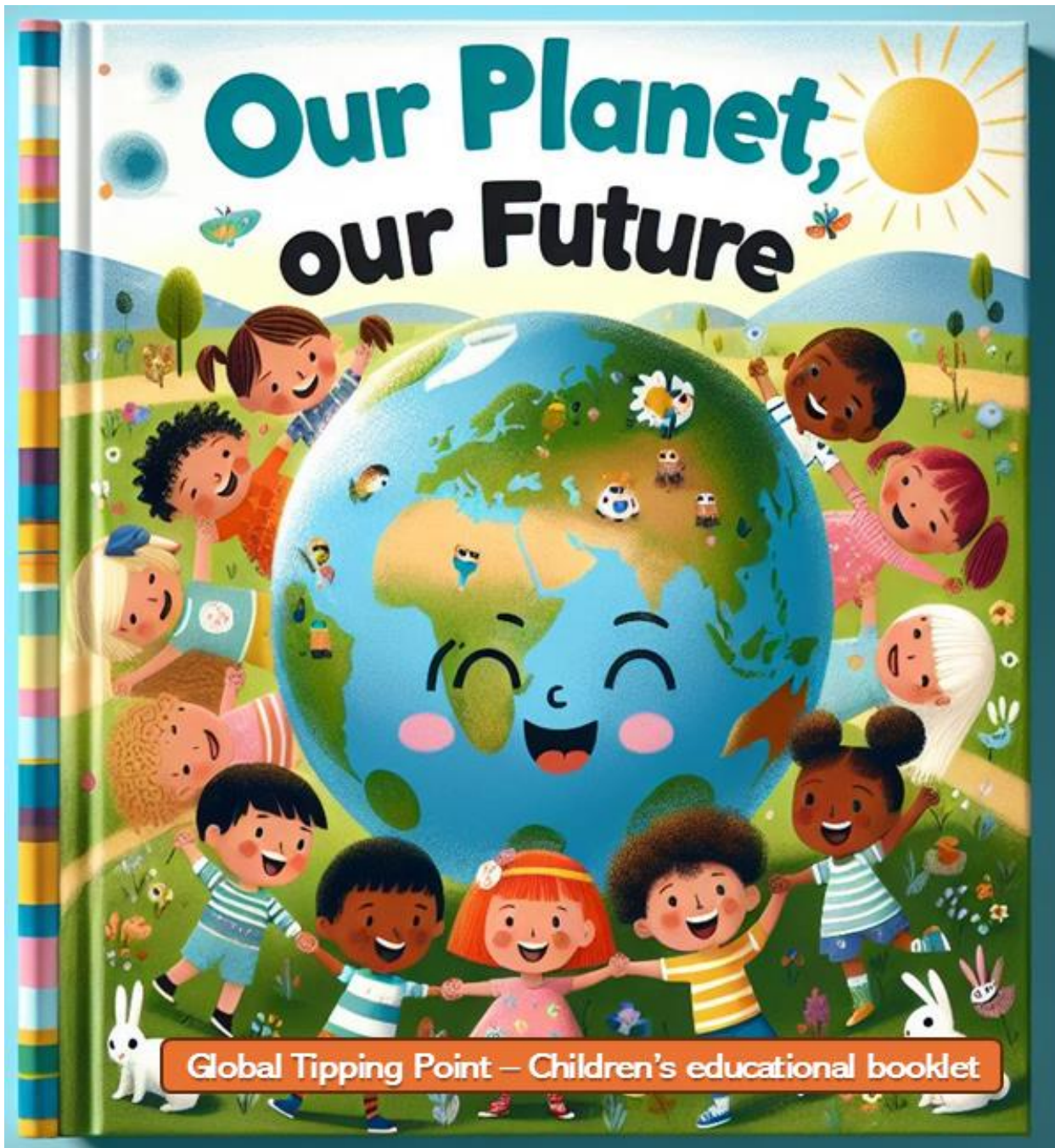
Challenge Cards: These cards present a scenario related to climate change ("A textile factory is polluting a local river. Remove one block from the middle row.")

Fact Cards: These cards provide a fact about the environment ("Did you know a flight from New York to London and back emits more emissions than the average person in Paraguay emits in a year")

Action Cards: These cards suggest positive actions ("You recycled all your plastic. Skip a turn as a reward.")



Prototypes – Children’s educational booklets



Prototypes – Age 13+ educational booklets

