

Game of Flows

How the problem was approached

The development of a cooperative board game dealing with the interconnection of natural systems, developments and technologies, and sustainable water management could enhance the transition thinking of the following generations.

We had to develop the game by following a specific methodology to make it authentic. It needed real scientific knowledge, but also needed to be an interesting and interactive action game. In line with this long process we hired a graphic designer to produce the drawings of the map, as well as the box and the cards.

The feedback from the testers are promising. We have to produce a few samples, and subsequently, we would like to collect money to publish it in both Hungarian and in English.

“ Emphasising a possessive apostrophe to games cooperative nature puts focus on the complexity of the problem and the fact that we must not fight nature, but try to live with it in symbiosys”



Low carbon relevance

Our project had two main missions.

Firstly, we planned to implement a greywater system in a public school. We had few ideas, but due to the lack of technical knowledge and the demands from our other mission, we decided to put the focus on the last one.

This was the development of a cooperative board game to enable behavioral change in young people related to climate change. The project is important in a low carbon context because of expected and current scarcity of drinking water, continuous increase of population and the rise in drinking and waste water supply. Our project aims to take a step into the direction of sustainable water usage.

Our next step and also a challenge is to collect enough money to publish it ourselves.

Conclusions

Concerning the game, just a few results were attainable during the 30 hours assigned to this task. In our view, not only is the topic important in the context of current issues, but its methodology as well. Emphasising a possessive apostrophe to games cooperative nature puts focus on the complexity of the problem and the fact that we must not fight nature, but try to live with it in symbiosys, benefiting from each other's strengths.

However, a playable version is already tangible which was pre-financed from team members' own budget. The other question is the serial production of the game, it raises further questions like business success and pay-off, but preliminary experiences with testing and sponsor acquisition are promising.

The main lessons:

- Cooperation!
- Acceptance of feedbacks;
- Leave the idle ideas behind;
- Knowledge is essential;
- Great enthusiasm is necessary!
- Creation in a group is fun :)



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