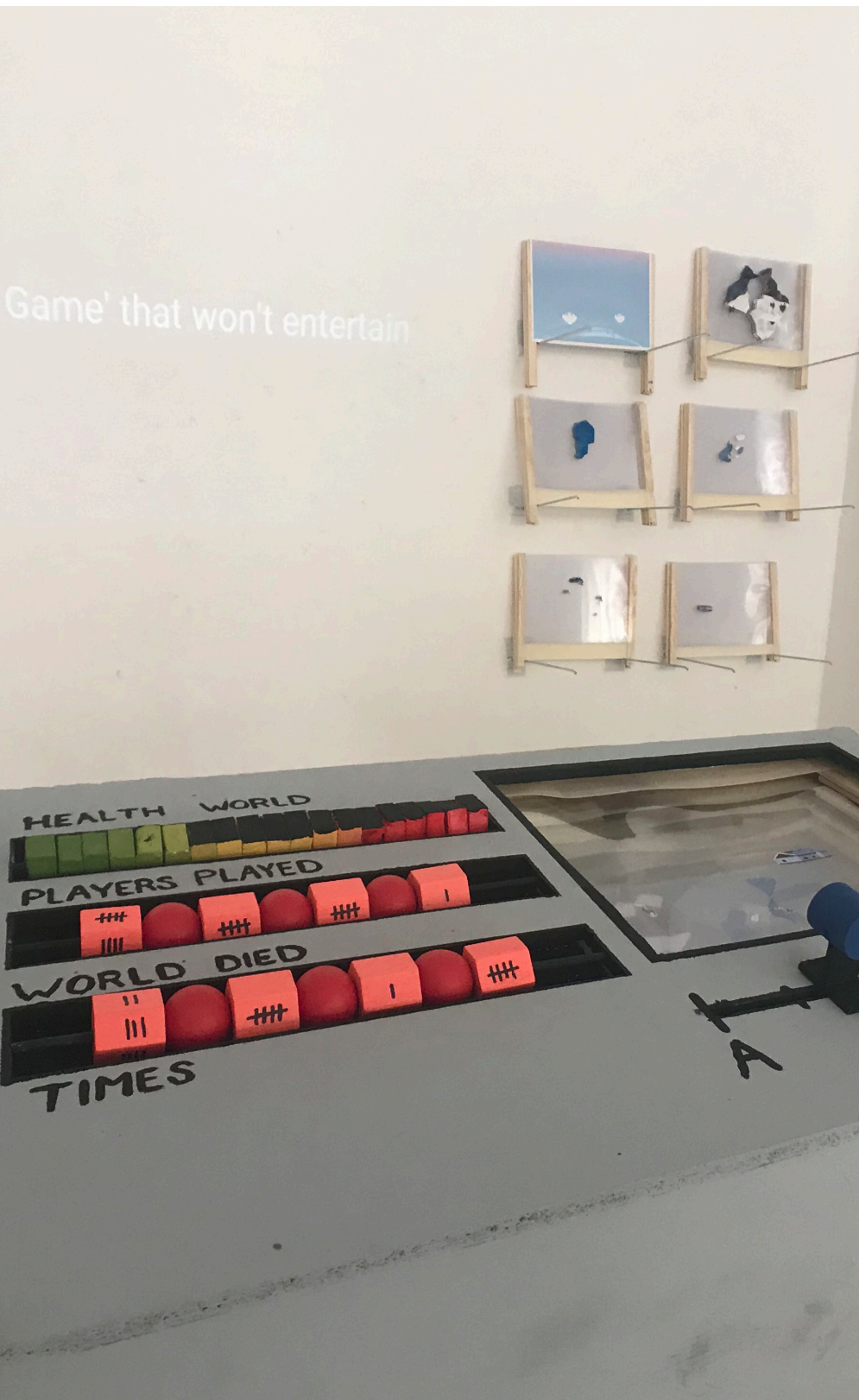


# changing destination

THE GAME THAT WON'T ENTERTAIN



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*Changing Destination is an artistic research project combating climate breakdown and highlighting the issues of environmental refugees. The objective is to translate scientific reports into a medium with digestible information. Making the experience entertaining, while involving people in a narrative towards long term solutions against climate breakdown. The project is divided into two parts, the 'Conscious Dinner Party' series and 'The Game' that won't entertain. The dinner series consist out of mini-discussions to involve people in the project. It is set up to raise funds for the development of the game. This game makes one person's ecological footprint visible. It also shows its players that the lifestyle they live might not have an impact on their environment but will influence somebody else's environment.*

pollution, temperature rise, sea level rise, food sources and shelter. The game makes visible how these answers will influence its environment and the lives of the people and animals that live in it. With every question the players can discover an explanation why and how their answer has an impact on the environment. In the end the players discover long-term solutions on how their lifestyle could be more sustainable. They can pledge to an one-month challenge to make one ecological change to save someone else's life. The game is made into two mediums, an online game and physical installation. Both will be linked to each other through the collection of data.

It's not your typical game and you won't be entertained. The objective of the game is the make one person's ecological footprint visible. The world shows its players that the lifestyle they live might not have an impact on their environment but will influence somebody else's life.

### Context

The world inside the game is a living organism that can be influenced by the ecological impact of the players. The current living situation of the Artic Inuit is taken as a frame of reference for the setting of the game. The players can input their lifestyle by answering a set of eight questions. The first two are test questions that have no influence on the world. The other six questions are linked to one of the elements in the world. Air pollution, water

## Players

To start the conversation and challenge the target audience through statements a few assumptions were made: “Do better with little effort. Everything that is too hard to do is not worth changing”. After multiple interviews some of these statements still hold truth. Not in what people are saying but what they are showing with their behaviour. The majority agreed that, besides the important role of governments, education and a bigger shock effect would be a good start for a discussion. Humans are creatures of habit. Extra stimulants can bring small steps towards a more sustainable lifestyle and change of mindset. *In the image below you can find a detailed description of the target audience.*

## Game mechanics

The game consist out of different layers that pull the player into a narrative. Each given answer can make the world worse or a little better. You can go two steps towards destroying the environment but only one step towards to make it better. This is a representation of the world and the politics we live in now. When the player inputs their answer the game shows the immediate effect this answers has on its environment. The world can reset itself if the player exceeds the limitations of the environment. This can happen because each player builds upon the world that the previous player has left. A health bar and counter are used to communicate the status of the world to the players.

**CHANGING DESTINATION TARGET AUDIENCE**

*“A better environment begins with yourself, but then you have to start doing it!”*

**Demographic**  
16 to 35 years  
From living at home to first time house owners  
None to little interest in the climate change debate

**Background**  
The target audience are young adults. A common statement they make is that there is a need for change but nobody is personally taking the steps to achieve this change. There needs to be a big personal motivational factor to convince the majority of the target audience to make a change in their lifestyle.  
Promoting only the environment makes the target audience feel they can't live like they want to live in the future. Saving nature and it's resources isn't enough motivation.

**Motivations**  
Personal benefit in health

**Frustrations**  
Cost don't outweigh the benefits  
No encouragement from family and friends

With these statistics a player can see how long the environment has before it's destroyed, how many times it had to restart and how many players have played the game. The game never ends but keeps restarting itself. It will take one player a maximum of 2 minutes to finish 'The Game' that won't entertain. The entry level of the game is low, with players only having to answer a set of eight questions.

### Technology

The programs used to develop 'The Game' that won't entertain are Unity, MagicaVoxel and the analogue method paper prototyping.

**MagicaVoxel** is a lightweight program that enables you to create, edit and render voxel models. This program will be used to create the game aesthetics of the world within the game. MagicaVoxel is chosen for this purpose because it's a low entry program where game sprites can be easily created and used in the game engine Unity.

**Unity** is a 3D and 2D development platform that empowers you with all you need to create, operate, and monetize your games. This program will be used to code the functionalities of the game. Unity is chosen for this purpose because it's a strong game engine with a coding language that creates a new personal challenge.

**Paper prototyping** is a widely used method for testing user interfaces. This analogue way of creating is used to make a prototype of the interactive installation. The purpose of this prototype is to test the user interface

of the installation at art exhibitions. The prototype can easily be changed through the feedback of the players and will later be used to make a high fidelity installation.

### Interactive installation

The offline version of 'The Game' that won't entertain will be placed in urban areas but also art exhibitions. Areas like shopping centres, super markets and festivals are chosen because these are places where people are actively busy with consumerism. The installation is a confrontation to the choices they are making at that moment. The art exhibitions are chosen to create exposure for the project and have a more targeted audience. The installation is an art project and will therefore be free to use and distributed.

