

ClimaTickTock, a serious game to experience the effects of various mitigation and adaptation strategies to reduce climate change.

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We will introduce a serious board game that was created by Institut Pierre-Simon Laplace (IPSL) and by the Science Technology and Society Association (ASTS), a French organization involved in science education. The present version of the game is dedicated specifically to children and teenagers from 9 to 17 years old. Three to five players have to collaborate to fight against climate change. They all win or lose together. While playing, they learn that there are few ways to save the planet, either by adapting the cities to climate change impacts or by reducing their greenhouse gas emissions. Once they realize that cities are unequally vulnerable, they also find out that solidarity is the only way to save weaker populations. ASTS education team is currently carrying out game sessions in schools. The sessions are being followed by a discussion with teenagers in which they are prompted for the analysis of the effects of their choices on climate change.