



Global warming causes and consequences: A poster game+debriefing

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Global warming (GW) is putting the world in danger. The wellbeing and life of humans are increasingly under threat from human activity. Humans are killing the very thing that provides for their life. Human lifestyle is killing human lifestyle. Only by understanding GW can society expect to mitigate it.

People's understanding of the causes and consequences of GW is frighteningly patchy. How can we expect governments to implement strategies to reduce GW if the public that voted for them has little idea of the ramifications and thus fails to provide the approbation and support needed? Nor can we expect to elect governments to reduce warming if the electorate does not understand the causal relationships involved. The public here includes all levels of society and education, from school pupils to retired people, from blue-collar workers to university professors and researchers. Many business or history professors have little idea about the nature and profound danger of GW and are thus simply not interested.

How does one educate large swathes of the population in the basics of GW? One way is to use games. The GWCC (global warming causes and consequences) game is one that could be used with that meta- or mega-goal. It is a framegame (a game structure into which different content can be loaded). It can be used in several formats (table top, laptop, webtop). For the EGU EOS17 session, it will be in the form of a board top (poster).

Come and play with our poster. At the end of the game, we will invite you to do a short, structured debriefing. It can be played individually, but better if you bring along one or two colleagues. Also bring a pen; we provide the paper. We hope to see you and maybe you will even get a small prize!