



HEAT – A game about decarbonisation

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Provision of heat currently contributes around a quarter of all UK greenhouse gas emissions and will take a concerted effort from government, regulator and industry to decarbonise. Since over 90% of today's homes will still be in use in 2050, a major retrofit programme will be required if the carbon performance of approximately 25 million existing UK homes is to be improved. Even if these improvements are spread over a 25-year period, it would still require an average of 20,000 properties to be converted on a weekly basis. However, such a programme is further complicated by the variation in geography, housing types and occupancy patterns, meaning that there is no single solution to this problem.

Despite the clear need to rapidly transform the heat sector, there is a general lack of awareness amongst the general public about both the need for this transformation and the means by which it might be achieved. By creating a tabletop game that utilises the decarbonisation of heat as a central theme we aim to provide a means by which to engage the general public in a two-way conversation about the need for rapid decarbonisation across the UK housing sector.

The research that is presented in this poster discusses the steps that were taken in the development of HEAT, from prototype to final design. This includes an analysis of how the game was developed to promote learning and engender dialogue around decarbonisation whilst providing engaging and meaningful gameplay. The innovative game mechanics that have been introduced will be discussed, along with the processes of design that involved collaborating with heat and games industry experts.

Alongside the poster we will have a few games of HEAT set up for you to come and experience first-hand. We will also have some copies of the game and associated learning materials for you to take home and play with your families, friends, students, and gaming groups.