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Hector's climate engine

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As a media artist, I inquire about climate science through artistic practice, software, and infrastructure studies, and I develop participatory methods to engage the public in climate simulation. In this presentation, I will discuss my artistic and theoretical research into the simple climate model Hector. This model emulates complex Earth System Models (ESM) and calculates temperature change based on the impact of various climate scenarios. The presentation will take the shape of a demo of what I have called a "climate engine", where I have replicated Hector's modelling system within the blueprint of a game engine (Unreal Engine). During this demo, I walk the public through the interface of Hector's climate engine to re-narrate the model's imaginary of climate futures. Finally, I will discuss the potential and limitations of mobilising climate models through artistic game practices to think otherwise about public engagement in climate actions.