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ClimarisQ: A game on the complexity of the climate systems and the extreme events

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ClimarisQ is a smartphone/web game from a scientific mediation project that highlights the complexity of the climate system and the urgency of collective action to limit climate change. It is available in several languages. It is an app-game where players must make decisions to limit the frequency and impacts of extreme climate events and their impacts on human societies using real climate models. The goal of the game is to explore the effects of mitigation and adaptation choices to extreme climate events at the local, regional and global levels. Can you achieve a greener trajectory than the IPCC RCP 4.5 emission scenario by playing ClimarisQ? Explore the feedback mechanisms (notably physical, but also economic and social) that produce extreme effects on the climate system. In the game, you make decisions on a continental scale and see the impact of these decisions on the economy, politics and the environment. You will have to deal with extreme events (heat waves, cold waves, heavy rainfall and drought) generated by a real climate model. Then, you will have to try to balance the "popularity", "ecology" and "finance" gauges as long as possible. Fulfill all the missions to explore different climates. The game-over displays both the PPM (parts per million) of CO₂ deviation from the intermediate scenario of greenhouse gas emissions established by the IPCC (RCP4.5), as well as the number of survival game turns. These elements stimulate thinking about climate change and motivate the player to do better next time. Thanks to the hazards introduced by the extreme events and cards, every game is different! The game is available for several platforms: Android, iOS, Web PC and freely downloadable here: <http://climarisq.ipsl.fr>

and the ClimarisQ team: for the detailed list, please visit <http://climarisq.ipsl.fr>