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ClimarisQ: What can we learn by playing a game for climate education?

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ClimarisQ is both a web- and mobile-based game developed by the Institut Pierre-Simon Laplace to support climate change communication through interactive decision-making. This paper presents an exploratory evaluation of the game based on a post-release questionnaire completed by 77 users. Respondents rated ClimarisQ positively in terms of usability and scientific credibility. Self-reported outcomes indicate that the game mainly supported reflection on the complexity, trade-offs, and uncertainty of climate-related decision-making, rather than the acquisition of factual knowledge, particularly among users with prior expertise. The respondent group was predominantly composed of highly educated and climate-aware adults, which limits generalization to other audiences. These results suggest that ClimarisQ can function as a complementary tool for climate education and outreach, especially when used in facilitated settings that encourage discussion and interpretation.