

# Nine UJI research groups inspire video game design against climate change

This initiative belongs to the “Planeta Debug” Living Lab aimed at innovating digital tools to promote the dissemination of science

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Nine research groups from the four centres of the Universitat Jaume I (UJI) collaborate with third-year students of the Bachelor's Degree in Video Game Design and Development to inspire the creation of games linked to various lines of research in relation to climate change. This initiative called *Good Game* is part of the “Planeta Debug” Living Lab promoted by an interdisciplinary group of researchers funded by the Citizen Art programme of the Daniel and Nina Carasso Foundation.



The project "Planeta Debug. Video games, knowledge, serendipity and co-creation in the puzzle of climate change" - which will be co-financed by the Universitat Jaume I - has been designed by lecturers in the areas of Video Games and Audiovisual Communication with the aim of tackling the challenge of global warming and sustainability through video games and gamification. This initiative will launch several scientific, artistic and social actions to promote social change and create citizen awareness of current environmental challenges of local and global magnitude.

The Good Game action line focuses on university students and consists of the studies and experiments of nine research groups serving as inspiration for third-year students of the Bachelor's Degree in Video Game Design and Development to design games that can tackle various challenges linked to global warming.

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