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# The World Saving Gamathon

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**Keywords:** Challenge, World Changer, Transformative Science, Game Design.

This workshop will aim at co-thinking and co-designing future “games that will save the world”, i.e. instances of games that may globally tackle the most crucial contemporary challenges : poverty, consumerism, inequality, resources’ depletion & greediness, short-termism, oppression and violence, etc. The targets will be co-chosen, as well as the quality criteria. It is not based on a given game or apparatus, outside the proposed methodology. Four stages are planned, held by sub groups:

1. Sharing visions and criteria: what we aim at
2. Sharing good practices, good examples, good case studies
3. Building shell, bricks, tips and tricks, use strategy
4. Gathering and integrating the bits
5. Comparing and challenging the results

Different games can be designed. All shared elements will be put automatically in licence CC by-nc-sa. Results will be published online with the name of contributors.