



Serious Gaming for Sustainability – Educational, Policy, and Research Perspectives

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Message from the Guest Editors

This Special Issue will focus on, but is not limited to, the following questions:

- For what purposes are games used regarding sustainability?
- What type of games or which game elements lead to a successful game or gameplay?
- Which theoretical concepts are used as a foundation of game design?
- What is the role of the DSR paradigm in developing serious games?
- What are the challenges and trends in serious gaming for sustainability?
- What are the best practices in the development and adoption of serious gaming for sustainability?
- How to generate and represent cultural content in games about sustainability?
- What are examples of successful applications and case studies?
- How to evaluate the impact of gaming on sustainability?
- What are the endogenous, exogenous, and autogenous intentions of serious games on sustainability?
- How sustainable is the change of participant behaviors and resulting actions due to a serious game?
- Do policymakers come to creative solutions around sustainability?
- What are the long-term effects of playing games for sustainability?





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Editor-in-Chief

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Message from the Editor-in-Chief

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