

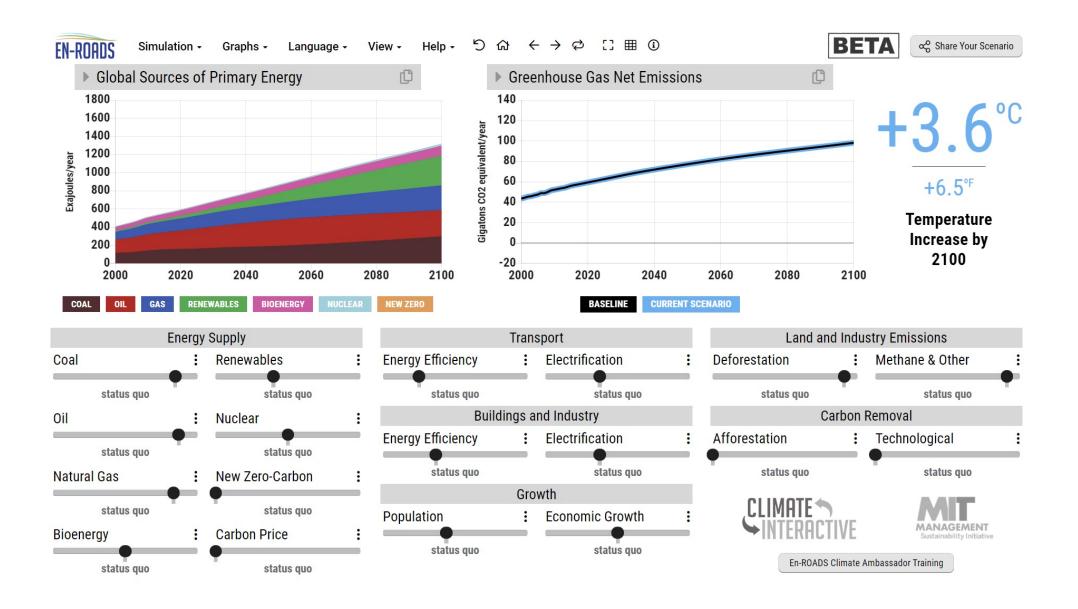






Dr. John Sterman of MIT Sloan and Climate Interactive







En-ROADS Control Panel



Coal

Discourage or encourage mining coal and burning it in power plants.

Renewables Encourage or

discourage building solar panels, geothermal, and wind turbines.

Transport Energy Efficiency

Energy Efficiency

Energy Efficiency

Population

stat is quo

status quo

Increase or decrease the energy efficiency of vehicles, shipping, air travel, and transportation systems.

Transport Electrification

Increase or decrease purchases of new electric cars, trucks, buses, trains, and ships.

Methane & Other Gases

Decrease or increase greenhouse gas emissions from methane, nitrous oxide, and the f-gases.

Land and Industry Emissions

Carbon Removal

Methane & Other

Technological

status quo

status quo

MANAGEMENT



Oil

Discourage or encourage drilling, refining, and consuming oil for energy.

Nuclear

Encourage or discourage building nuclear power plants.

Buildings & Industry Energy Efficiency

Increase or decrease the energy efficiency of buildings, factories, appliances, and other machines.

status quo

status quo

Buildings & Industry Electrification

Increase or decrease the use of electricity in buildings, appliances, motors, and other machines, instead of fuels like oil or gas.

Deforestation

Afforestation



status quo

status quo

Energy Supply Coal Renewables status qu status quo Nuclear status quo status quo Natural Gas : New Technology status quo

Bioenergy

status quo

Natural Gas

Discourage or

burning natural

gas for energy.

encourage

drilling and

New Technology

status quo

Discover a brand new, cheap source of electricity that does not emit greenhouse gases.

Economic Growth

status quo status quo

Transport

Buildings and Industry

Growth

Electrification

Electrification

Economic Growth Assume higher or

lower growth in goods produced and services provided.

Plant new forests and restore old

forests.

Afforestation

Deforestation Decrease or

En ROADS Training

forests for agricultural and wood product uses.

increase the loss of

Bioenergy

Discourage or encourage the use of trees, forest waste and agricultural crops to create energy.

Carbon Price

Carbon Price

Set a global carbon price that makes coal, oil, and gas more expensive depending on how much carbon dioxide they release.

Population Assume higher orlower population growth.

Technological Carbon Removal

Pull carbon dioxide out of the air with new technologies that enhance natural removals or manually sequester and store carbon.





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CLIMATE ACTION **SIMULATION**

CLIMATE ACTION SIMULATION

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Group Role-Play Game with En-ROADS

The Climate Action Simulation is a highly interactive, role-playing game. It uses the **En-ROADS** simulation model to engage a wide range of participants in exploring key technology and policy solutions for addressing global warming. The game is conducted as a simulated emergency climate summit organized by the United Nations that convenes global stakeholders to establish a concrete plan that limits warming to Paris Agreement goals. This game is a fun format for large groups to explore climate change solutions and see what it would really take to address this global challenge.



A recent publication by Dr. Rooney-Varga of UMass Lowell shows that taking part in the Climate Action Simulation improves participants' knowledge on the actions needed to address climate change, boosts both personal and emotional engagement with climate issues, and leaves participants feeling empowered to address climate change.

READ OUR PEER-REVIEWED PAPER ON THE GAME

Thanks for listening

For further information

- www.climateinteractive.org
- www.y-can.org

