

Young Planners' Conference

**Planning for legacy – regeneration and
place in the West Midlands**

13 – 14 October 2023 #YPCConf2023





RTPI

Royal Town Planning Institute

CLIMANIA: Engaging people in climate change solutions

BREAKOUT Session 5

Simeon Shtebunaev & Claudia Carter
Birmingham City University

Are you game for climate action?

November 2021 – March 2022

Background & Influences

- Gauge (young) people's awareness and interest in climate change impact *by* and *on* the built environment
- Co-created with 13 young people aged 14-18 living or studying at Balsall Heath
- Project supported by the GAP ARTS, RTPI, Birmingham Architects Association, Anthropocene Architecture School
- Funded by UKRI Arts and Humanities Research Council (<£10k)



Green Thinking: Activism and Young People

Dr Melanie Ramdarshan Bold works with young people on creating zines and films shot on mobile phones. Simeon Stieburayev looks at architectural planning via making board games.

04 November 2021
Available now
0 26 minutes



Place Makers- Educational Tool for Teachers

Subject: Geography Age range: 14 - 16 Resource type: Other
★★★★★ 1 review





Climate education & literacy through co-creation and play

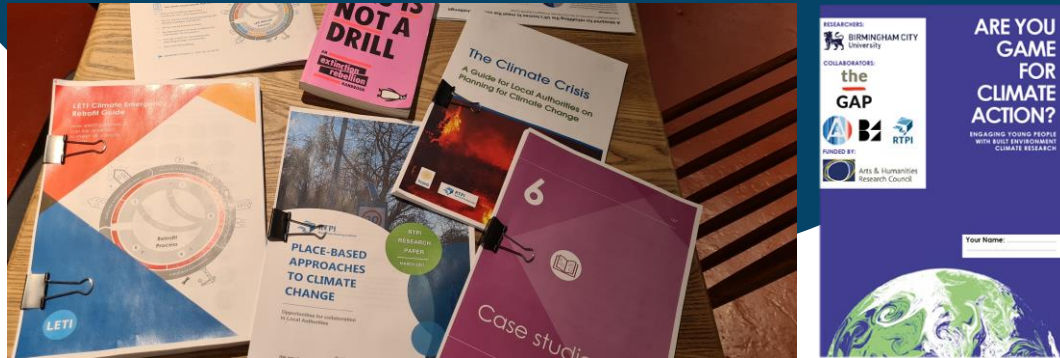
Underlying Rationale

1. Play as a tool for engagement
2. Serious play to break down complex ideas and learn through curiosity and enjoyment
3. Using design thinking and co-production to create the game



Be curious,
creative, critical,
collaborative,
respectful,
open-minded,
imaginative

Seven 2-hour workshops with academic, expert and local research input





Exploration

Prototyping ➡



What you told us in Workshop 1?

<p>1. What worries you about climate change? Why?</p> <p>Rising sea levels... <i>Ease of life going down for future generations / Irreversible change</i></p> <p>How is it affecting communities and people across the world?</p> <p>We will be unable to go to parks for morning walks</p> <p>Animals will die</p> <p>Rise of sea level would cause death to polar bears, affect habitats of cold areas</p> <p>Increase in sea level causes homelessness for people who live near coastal areas</p> <p>sea levels rising and loss of rainforests</p> <p>Loss of rainforests means less CO2 absorbed, increase of greenhouse gasses, causing pollution worried about health and birth defects due to polluted air</p> <p>Worried about conflict over land for people to migrate to and mass migration</p> <p>global warming pollution and waste of electricity</p> <p>death - quality and ease of life decreasing</p> <p>couldn't go abroad - pollution</p> <p>what did people tell you after your own interview?...</p>	<p>2. How climate change might affect your lifestyle?</p> <p>Less good locations for living</p> <p>Respiratory problems</p> <p>We have to make big changes</p> <p>It would affect sea levels! they will increase</p> <p>It will affect our own social lives</p> <p>change to lifestyle will mean also change in health</p> <p>It is controlled by our decisions</p> <p>Greener cities? Helping each other more We need to look out for one another</p> <p>I think it will mean people are very unhealthy in the future</p> <p>house getting flooded</p> <p>It would affect your lifespan and the lifespan of future generations to come</p> <p>no diesel cars</p> <p>what did people tell you after your own interview?...</p>	<p>3. What would you like to find out about climate change?</p> <p>Short term solutions</p> <p>I want to be educated on what everyday people can do</p> <p>Doing research on climate change and planting plants</p> <p>Global warming pollution and waste of electricity - focus on the things we can control</p> <p>Why are the military exempt from carbon emissions control.</p> <p>Waste of natural resources</p> <p>pollution and waste of electricity</p> <p>COP24 and the key outcomes - are there are some real improvements to action?</p> <p>Are the figures real?</p> <p>How can we be a climate fighting leader</p> <p>demonstration</p> <p>research</p> <p>what did people tell you after your own interview?...</p>
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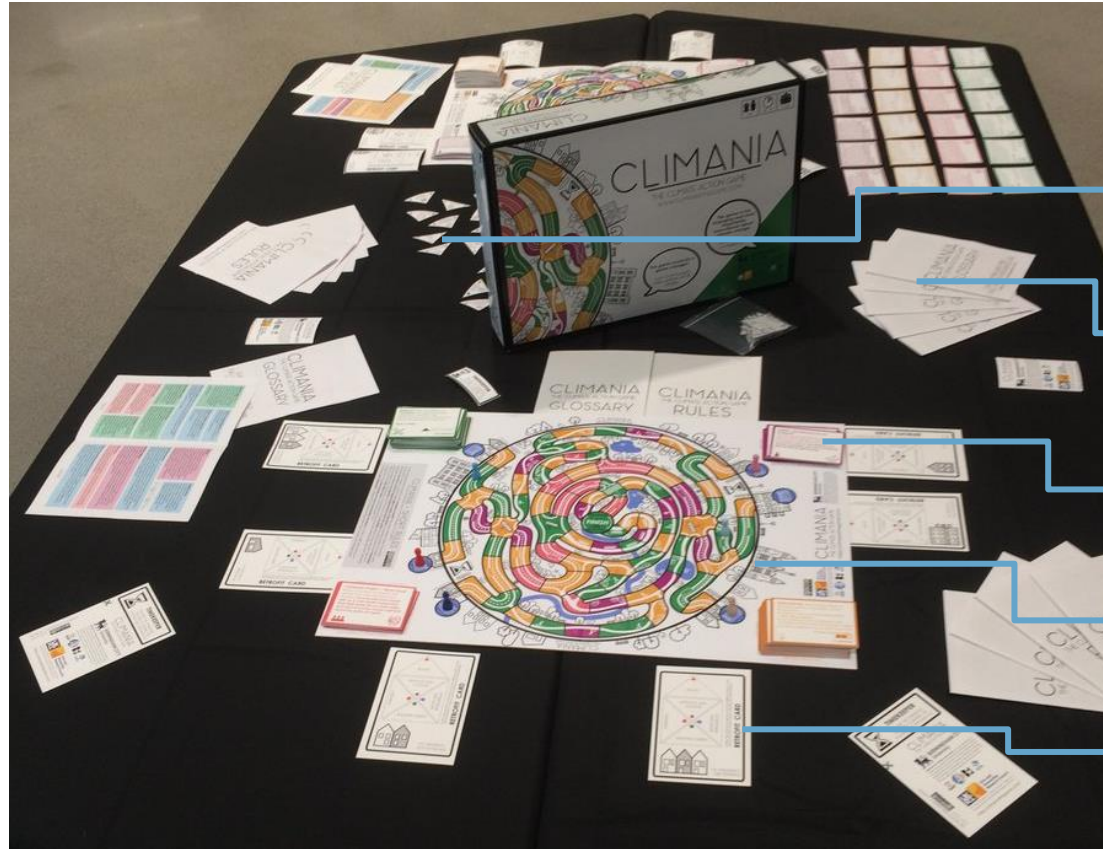
Play – Test – Refine



Number of wider testing
events with politicians,
community groups
and the public



The final game



Retrofit
Components

Glossary &
Rules

Question
Cards

Board

Retrofit Cards

How does the game work?

QUESTION 20: Air source heat pumps do not work in cooler countries such as the U.K.

TRUE or FALSE?

 If correct, choose a retrofit component.

ANSWER: FALSE Air source heat pumps can operate effectively, even in Scotland. The better insulated the house is, the more effective the system will be.

CLIPANIA THE GAME

CHANGING PLANET 11: Drought!
A prolonged early summer drought leads to crop failure and water shortages across the country. Heat exchange and water recycling systems are failing. **Every player with a 'services and systems' retrofit loses it.**

CLIPANIA THE GAME



QUESTION 51: Carbon stays in the atmosphere for about:

- A) 30-95 years
- B) 10-30 years
- C) 1-2 years



If correct, move two fields

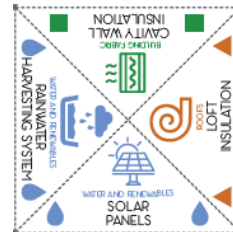
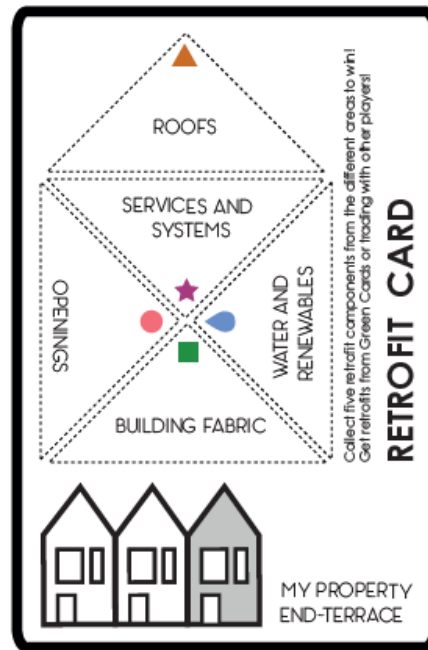
ANSWER: A) 

CLIPANIA THE GAME

JOKER 1: Refurbishment VAT Tax Scrapped!

The U.K. government bows to public pressure and changes current legislation that places a 20% extra cost on retrofitting buildings. **The next time you answer a question, you can try a second time should you get it wrong.**

CLIPANIA THE GAME



INSIGHTS & APPLICATIONS

Next Steps

How serious games can be effective engagement tools

1. Provides participants with a creative challenge and agency
2. Moves away from didactic learning to active experimentation and reflection
3. Relates problem to a personal issue - relevance
4. Provide quick expert advice
5. Know when to be a facilitator, a doer, an expert and when to be quiet!



“The project helped me understand the amount of energy humans use and waste”
Anam



How to communicate and discuss complex concepts through gaming?

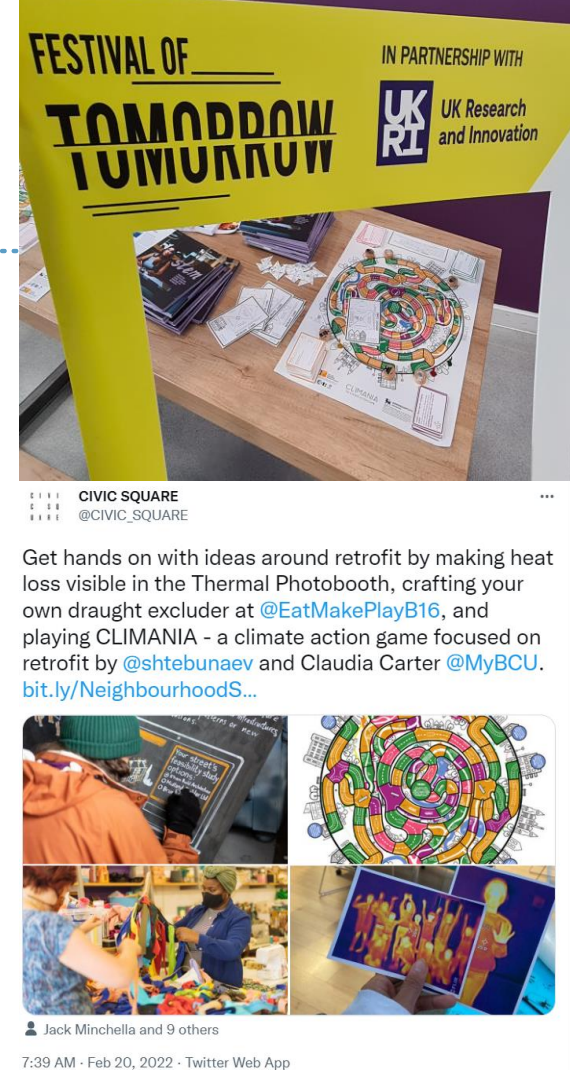
1. Do not oversimplify – explain and keep things manageable
2. Provide participants with choice – helps make things interesting and manageable
3. Use existing frameworks etc. – do not reinvent the wheel
4. Provide access to someone who has implemented the issue in practice



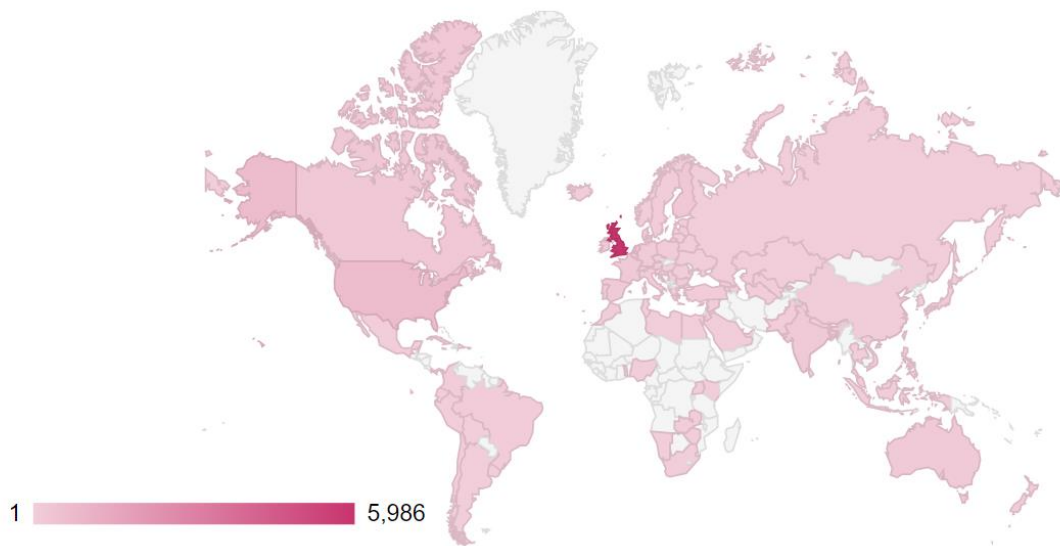
Use gaming in
urban
resilience
dialogue

CLIMANIA applications

1. Educational tool (formal and informal settings)
2. Engagement tool
3. Advocacy tool
4. Discussion and action-informing tool
5. Professional development tool



Reach of the game



2000+ unique
file downloads

60+ countries

Next steps ...

1. Produce a GCSE / school outreach version
2. Scope a hybrid version consisting of boardgame with symbiotic app to enhance versatility (language; difficulty; updates)
3. Scope supporting services



“
specific
audiences
diverse
needs



RTPI

Royal Town Planning Institute

Thank you for coming and playing the game

Download, print and play the game:

<https://climaniathegame.com/>

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