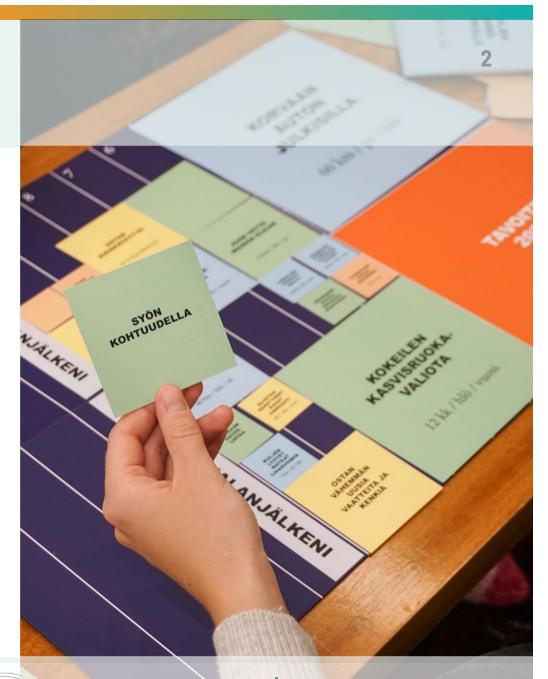


THE CLIMATE PUZZLE

- The climate puzzle is a diverse \bigcirc planning and educational game based on scientific reseach.
 - Illustrates to the individual, what the targets of the Paris agreement mean from the perspective of lifestyles.
 - **Provides answers to common questions** about sustainable lifestyles.
- In the Climate Puzzle, \bigcirc
 - You get to know your carbon footprint in relation to the 2030 goal, which is 2,5 tons.
 - You choose actions, that help you reduce your carbon footprint to the desired level.

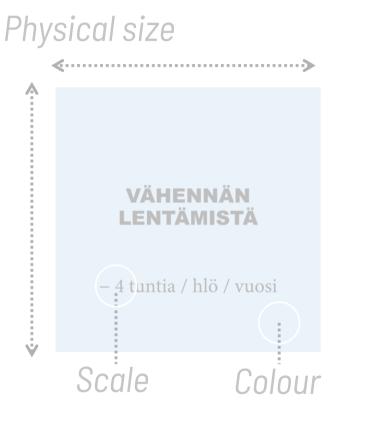




D-mat



The player's carbon footprint





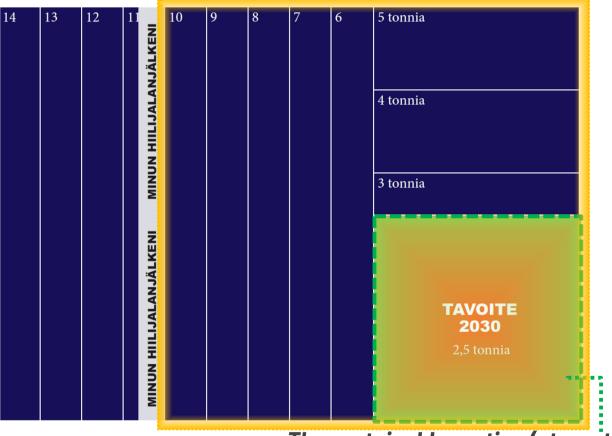






The player's carbon footprint



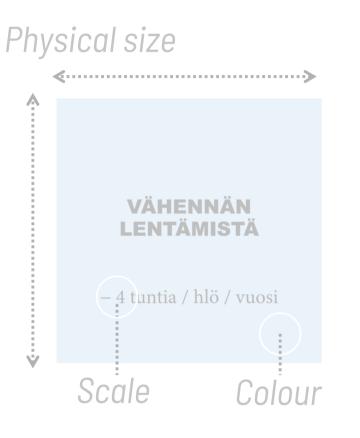


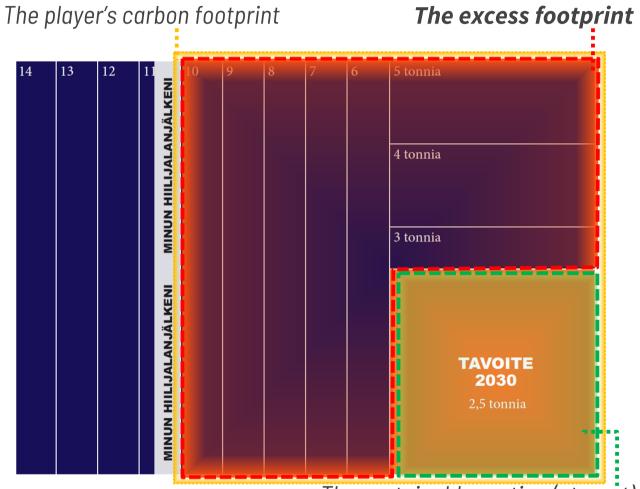
The sustainable portion (=target)











The sustainable portion (=target)

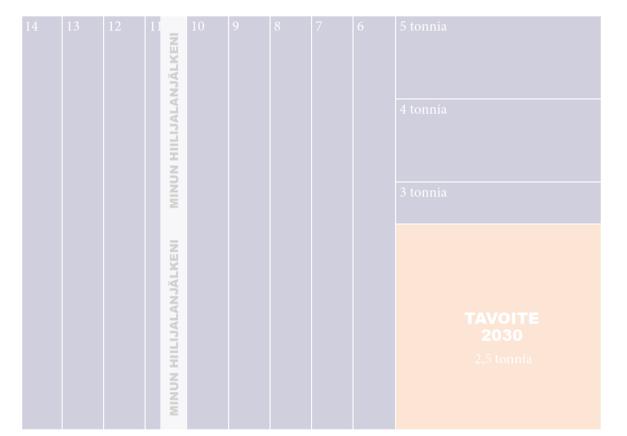






The player's carbon footprint

The excess footprint



The sustainable portion (=target)



Scale

Physical size

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&-----**)**

VÄHENNÄN LENTÄMISTÄ

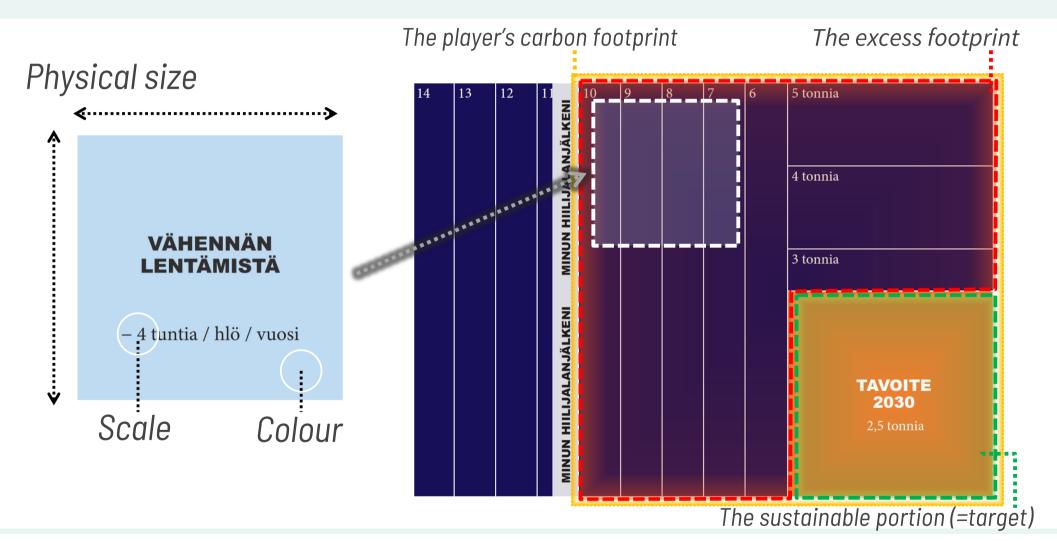
4 tuntia / hlö / vuosi

Dieses Projekt wird durch das Forschungs-und Innovationsprogramm Horizon 2020 der Europäischen Union gefördert (Fördernummer 101003880).

Colour



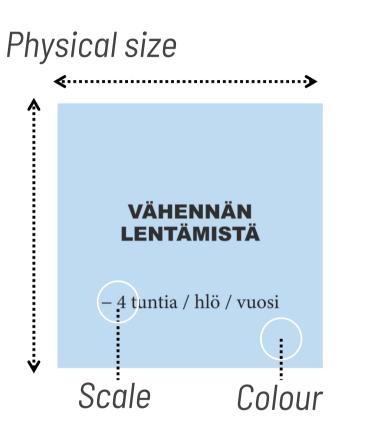


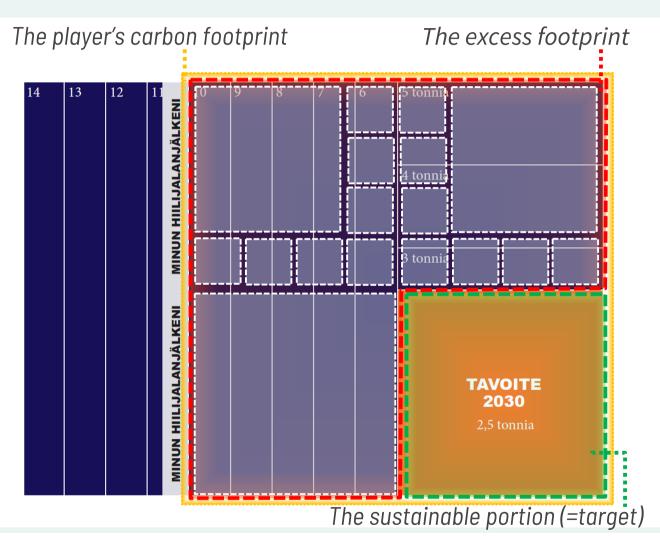










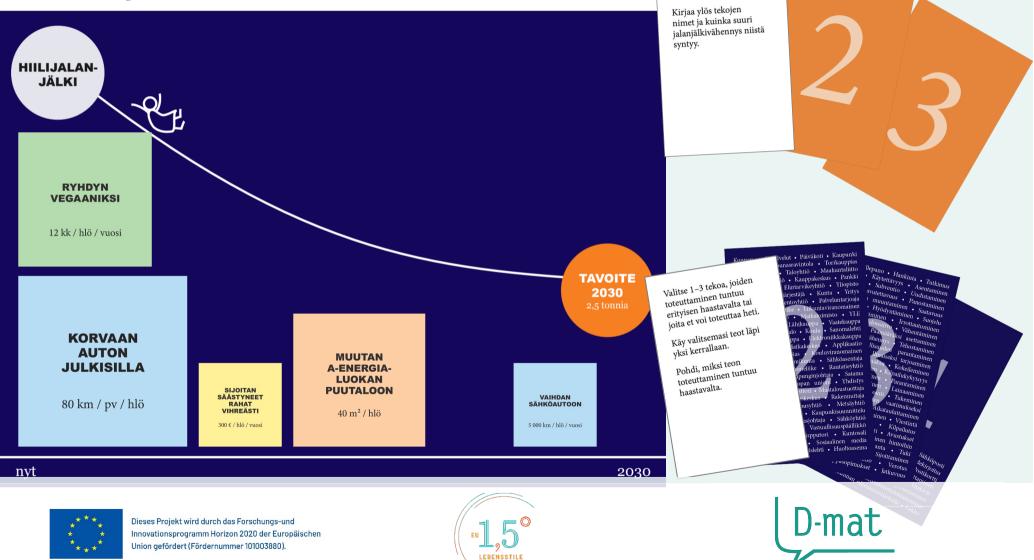








Later in the game



Valitse 1-3 tekoa,

joita haluat kokeilla ensimmäiseksi. 9

THE IMPACT

25⁰² 20²³ 20¹⁰⁴ 20¹⁵ 22²⁶ 20²¹ 20²⁸ 20²⁹ 20⁵

Calculating the results

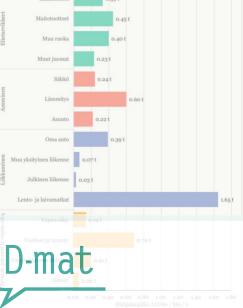
- $\,\odot\,$ Any lifestyle carbon footprint calculator is basically suitable to play the game.
- Using D-mat's own, survey-based calculator, it's possible to assess the chosen options' impact in individual circumstances.
- \bigcirc The options are based on bottom-up <u>amount x intensity</u> approach.

○ After the Puzzle,

- The players typically achieve ca. 50 % reduction of their original footprint by 2030.
- If the setting includes <u>experimentation period</u>, typically 10 % of actual (report-based) reduction is achieved during the 1-3 month period.
- In longer studies, <u>hard evidence</u> (measurable game-related footprint reduction) is difficult to establish, as circumstances vary in surprisingly rapid pace.
- However, *soft evidence* like increased awareness is regularly observed.



10







WHERE TO PLAY

- The Climate Puzzle has found use in
 - \bigcirc Sustainable Lifestyles Accelerators
 - $\odot\,$ Scientific studies
 - $\odot\,$ Workshops, citizen thinking labs
 - \odot Schools
 - \odot Libraries
 - $\odot~$ Other countries
- Additionally,

the Climate Puzzle has been the inspiration for a similar <u>EU</u> <u>1,5 Lifestyles</u> game concept, although more scientifically focused, using a consistent top-down calculation approach.

Got an excellent idea to utilize the Puzzle in your country?
We're open for discussion and ready to adapt for different countries. Just ask after the session!









CHALLENGES: WHAT WOULD YOU SUGGEST? 🖑

& OTHER QUESTIONS, COMMENTS AND DISCUSSION

- Value-action gap
 - E.g. flying to a conference while aware of its huge climate burden.
 - So uncomfortable that one easily reasons it away, like "the conference is for climate, so THIS flight is actually beneficial".
- Getting the message through
 - No university or NGO can arrange a workshop for every citizen. People must find the Puzzle or other inspiration via more traditional routes.
- Taking the Puzzle Online
 - $\odot\,$ Frequently asked for.
 - Several discussion, a couple of attempts, but <u>still no comparable online experience available.</u>









MANY THANKS FOR YOUR ATTENTION

We look forward to your additional questions, comments and suggestions!

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