



The growing presence of ICT in society is often viewed as a solution for social and environmental challenges, labeled as “dematerialized.” However, few recognize its socio-environmental impact. In 2019, the digital sector accounted for 4% of global greenhouse gas emissions, a figure expected to rise. Additionally, dwindling mineral resources for manufacturing and their polluting extraction pose serious concerns.

RAISING GLOBAL AWARENESS AND CREATING EDUCATIONAL TOOLS ARE ESSENTIAL TO ADDRESSING THESE ISSUES.



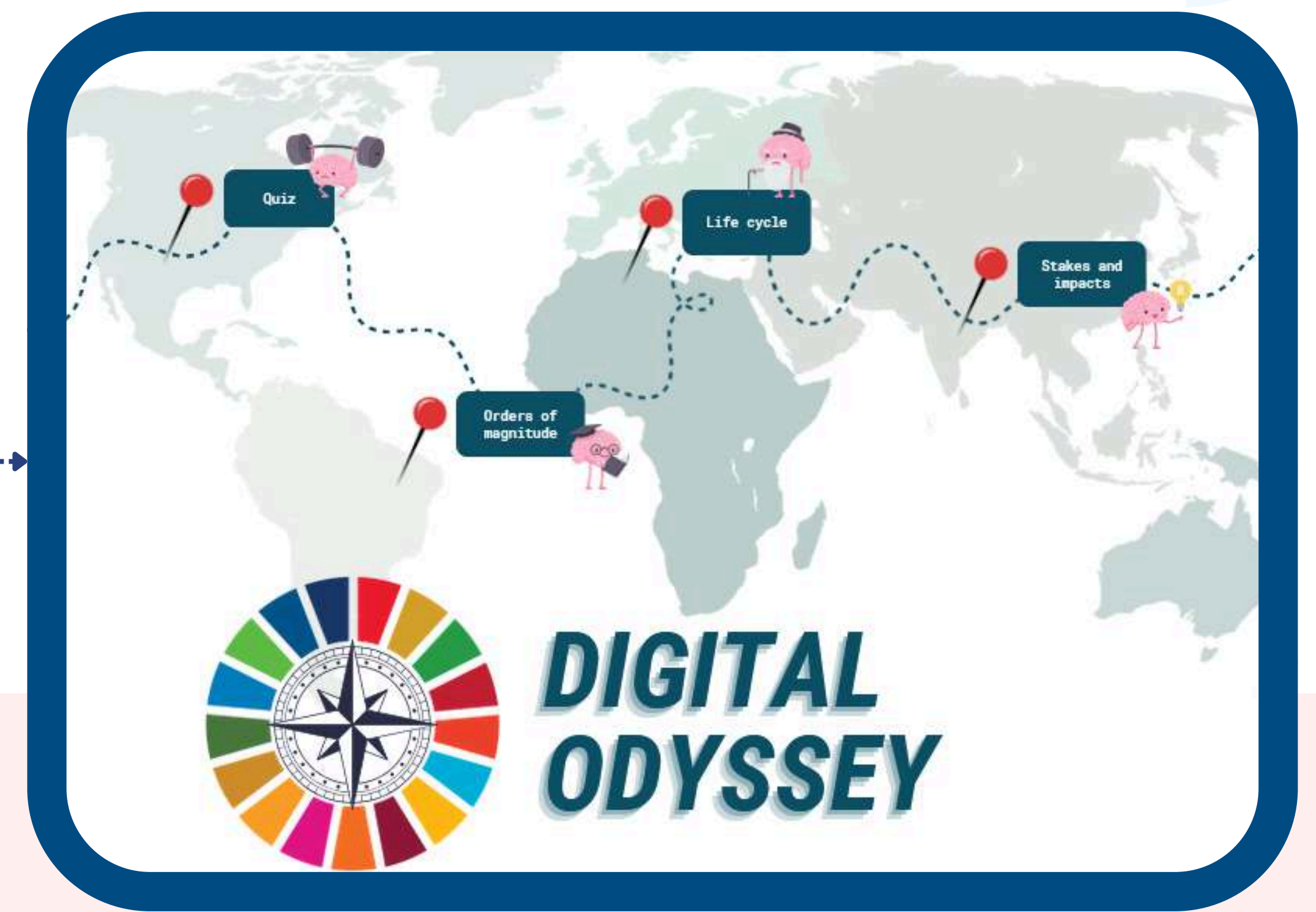
## Digital Escape and Digital Odyssey: 2 pedagogical tools on sustainable ICT

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“I NEED A GAME, FUN TO PLAY, EASILY AND QUICKLY PLAYED TO INTRODUCE THE TOPIC”

“I NEED A WORKSHOP, WHERE PARTICIPANTS CAN DISCUSS THEIR THOUGHTS AND GAIN KNOWLEDGE ON THE TOPIC”



INDEPENDENTLY OR ONE AFTER THE OTHER

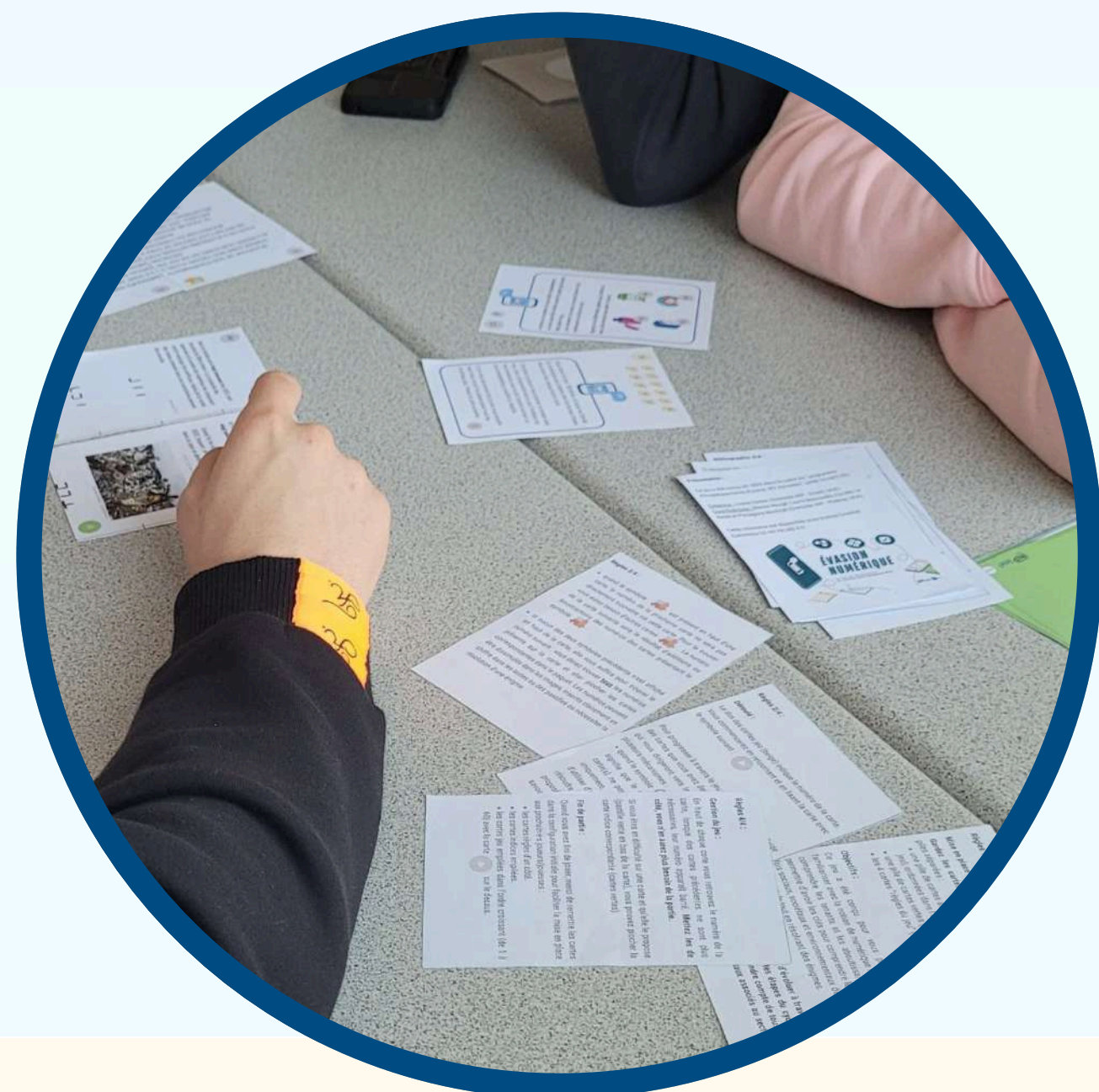
Players are launched into the digital world and its impacts which they have to escape by resolving riddles and puzzles. By the time they do they will have explored through a smartphone lifecycle, the outlines of its social and environmental impacts.



Players will navigate through the digital world, gathering knowledge step by step. Their journey will lead them to discuss what they know, think and feel with their team. When the travel ends, players will have an understanding of what is at stake for Earth and people with the increasing digital world.

All you need is the cards and some space to draw them. The game can be self played by players whatever their previous knowledge of the topic of sustainable ICT. Players can stop in the middle and come back to it later.

For a good experience, an animator needs to overview the workshop: to ensure good communication, good comprehension and respect of the timing. A booklet is given the animator with explanation, tips and sources.



From 45 min to 1h30



Around 2 hours

1-6 per game  
12+ years old



3-6 per team, 1-4 teams  
16+ years old

