

TRAGEDY OF THE TRIBES

BACKGROUND

Many of Earth's natural resources are being consumed beyond the planet's ability to produce. At the same time, there is a lack of initiatives geared toward educating young students about sustainable consumption and the SDGs.



GLOBAL GOALS

Understanding the Tragedy of the Commons is crucial to understand responsible consumption and building sustainable communities. As the younger generations have the ability to shape the future, we believe that children should learn about this early on to participate in the climate discussion both today and tomorrow.

4 QUALITY EDUCATION



11 SUSTAINABLE CITIES AND COMMUNITIES



12 RESPONSIBLE CONSUMPTION AND PRODUCTION



PURPOSE

What?

This project aims to teach the concept of The Tragedy of the Commons to young students to promote sustainable consumption in an interactive way which would increase understanding.

How?

We have created a complete classroom activity, including a mobile game and other teaching resources. The game simulates and teaches the Tragedy of the Commons and the teaching materials aid the teacher when structuring the activity and to spark discussion.

THE GAME

Design

Tragedy of the Tribes is a multiplayer Android game. The game is designed to be played with a school class, where the students form five teams, where each team play as one tribe

Gameplay

Every turn, each tribe can harvest resources. All tribes inhabit the same island with limited resources which have to be shared, but with no way of preventing other tribes of harvesting resources.

Outcome

Players acting selfishly will rapidly exhaust all resources, causing a system collapse affecting all tribes. Players who cooperate however, can harvest resources sustainably and the tribes will collectively thrive.

DOWNLOAD GAME



PROCEDURE

Brainstorming and desktop research to map existing products

Interviewing experienced game developer for insights on game development

Continuously adjusting the project using feedback from TGs and interviews.

Interviewing teachers for guidance when designing the educational experience

Game development, organizing each group member's work and setting deadlines

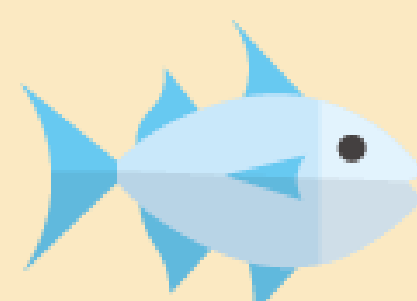
Create complementary teacher materials to aid teachers as well as increase scalability

TEACHER MATERIAL



FUTURE DEVELOPMENTS

Covid-19 has brought both challenges, in terms of coordinating work, and opportunities, through increased demand for online educational resources. With more time and money, the project could be easily scaled and widely distributed to satisfy this new demand. Other large challenges are marketing and developing a version for iOS which is possible but requires more resources.



DELIVERABLES

- The "Tragedy of the Tribes" game
- PowerPoint presentations adjustable to the teacher's own preference and time
- A promotional concept poster