Which sustainability for the Anthropocene in geography education: the experience of a serious game on territorial governance?





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Outlines



1. Serious game



2. SOLUTRE: a serious game governance



3. Game play and debriefing

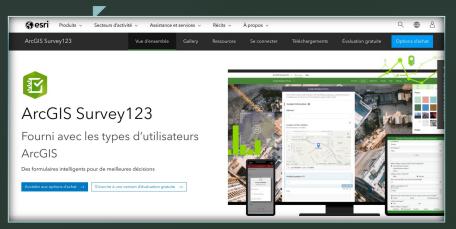


4. Sustainability in an Anthropocene era

Serious game - Three main goals for students

- Performativity
- Interdependancies
- Narrative and foresight

Game studies : Game play & debriefing





Some basic statistics

sample n = 245

Female	54%
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Bachelor 58%

Male

42%

• Master 34%

Queer

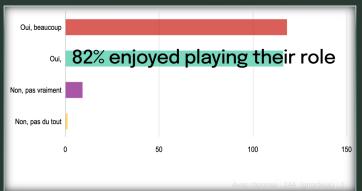
4%

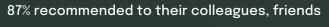
Ph.D

8%

Main results A funny serious game, highly recommended A plebiscit

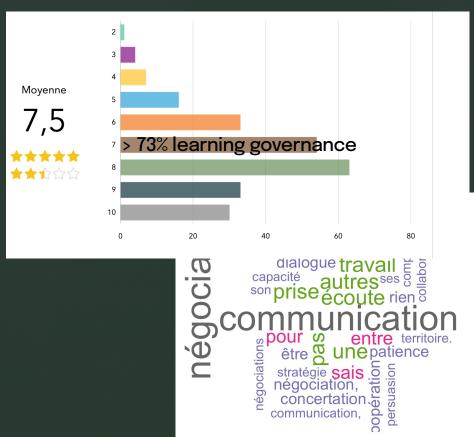








Main results More soft skills than academic skills



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aménagement
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                                                                                                           communication chaque territoriale and attention installations complexité
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The nitty-gritty in Anthropocene era

« Everybody wants to rule the world... »

Never turn you back on Mother Nature,

Considering Other-Than-Humans in your places and spaces, in your regional planning with conviviality

Serious games will help you do just that.

