

## Set of games for climate change, youth and gender

**Project Title:** P274 - Scenario-guided policy and investment planning for food- and nutrition-secure futures under climate change

**Description of the innovation:** <Not Defined>

**New Innovation:** Yes

**Stage of innovation:** Stage 1: discovery/proof of concept (PC - end of research phase)

**Innovation type:** Research and Communication Methodologies and Tools

**Geographic Scope:** Global

**Number of individual improved lines/varieties:** <Not Applicable>

**Description of Stage reached:** A set of game prototypes developed with key users

**Name of lead organization/entity to take innovation to this stage:** Utrecht University

**Names of top five contributing organizations/entities to this stage:** <Not Defined>

**Milestones:**

- State of the art multi-level scenarios methodology is tested by downscaling scenarios to national/state levels and including food and nutrition security modelling outputs tools are developed for different audiences

**Sub-IDs:**

- 41 - Conducive agricultural policy environment

**Contributing Centers/PPA partners:**

- ILRI - International Livestock Research Institute

**Evidence link:** <https://itch.io/jam/sustainabilityjam2020>

**Deliverables associated:**

- D12354 - New frontiers in futures games: leveraging game sector developments (<https://tinyurl.com/yaa7umw5>)
- D17089 - Online suite of CCAFS-relevant game prototypes focused on gender and youth (<https://tinyurl.com/y8477pan>)

**Contributing CRPs/Platforms:**

- CCAFS - Climate Change, Agriculture and Food Security