

## Computer game prototypes developed around food security and climate change

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

**Description of the innovation:** Project Leader Joost Vervoort used the Utrecht Sustainability Game Jam (university course for students to create video game prototypes, with specific aims to try and educate, engage, and imagine on the topic of sustainable, creative futures) to create games related to ag and climate change for use in broader CCAFS engagements. In 2019, 17 computer game prototypes were developed by Utrecht University and Utrecht School of the Arts students for use by CCAFS, other users.

**New Innovation:** No

**Stage of innovation:** Stage 2: successful piloting (PIL - end of piloting phase)

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

**Geographic Scope:** Global

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

**Description of Stage reached:** Prototype games were developed into working games - and tested with key audiences throughout multiple iterations during the development process, leading to new prototypes, finally published on Itch.io.

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

**Names of top five contributing organizations/entities to this stage:**

- IFPRI - International Food Policy Research Institute
- HKU - HKU University of the Arts Utrecht
- WUR - Wageningen University and Research Centre
- CSIRO - Commonwealth Scientific and Industrial Research Organisation
- IIASA - International Institute for Applied Systems Analysis
- University of Oxford - University of Oxford
- Utrecht University
- ILRI - International Livestock Research Institute
- Government of Cambodia

**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
- New priority setting framework being used to target more transformational food system interventions in selected countries

**Sub-IDs:**

- 41 - Conducive agricultural policy environment

**Contributing Centers/PPA partners:**

- ILRI - International Livestock Research Institute

**Evidence link:** <https://itch.io/jam/international-sustainability-game-jam-2019-finals>;  
<https://www.syfy.com/syfywire/this-dutch-university-is-inspiring-students-to-create-games-that-could-change-the-world>; <https://twitter.com/CGIARclimate/status/1119996752805888000>

**Deliverables associated:**

- D12365 - 17 downloadable game prototypes developed on climate and sustainability (<https://tinyurl.com/y5gccyjn>)

**Contributing CRPs/Platforms:**

- CCAFS - Climate Change, Agriculture and Food Security