Clim' Way Paris

An edutainment game to virtually change Paris and rise to the eco-challenge!

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- More than 2 million Parisians
- 105 km²
- Lasting about 1 hour, the aim of the game is to make the energy transition and adapt Paris to the climate issues of 2050
- 44 clickable objects: from the Eiffel Tower to public bicycles
- Nearly 330 possible actions
- Nearly 60 action-related graphic modifications
- 11 uncertainties to anticipate
- More than 3,000 unique visitors, 320 games completed, and 32 games involving searchable players one year after the game went online

Clim'Way Paris is an exciting **serious game** that **anyone can play.** The objective is to reduce Paris's carbon footprint by preparing the capital for the climate issues of the future. Since the summer of 2013, players have been rising to the challenge of reducing the city's greenhouse gas emissions by 75% in order to stabilise the climate and meet the goals of the Paris Climate Plan – a 25% reduction between now and 2020.

Clim'Way Paris subscribes to the philosophy "think globally, act locally". Its virtual environment is intended to **illustrate all the possible ways of reducing the city's carbon footprint**. Its aim is to show how Paris can turn towards a sustainable way of life that will reduce greenhouse gas emissions and energy consumption, promote renewable energy and anticipate climate risks.

The game Clim'Way Paris is an entertaining, original adaptation of the game CLIM'WAY created by Cap Sciences. This adaptation was designed specifically for the City of Paris at the request of Paris City Hall as part of its promotion of the city's Climate Plan. The goal is to raise awareness among Parisians, particularly among schoolchildren, students and young adults, about sustainable development, climate change and eco-friendly ways of life.

Will you rise to the challenge?
http://climway.paris.fr/

Clim'Way Paris was developed in order to be **used freely at home, in schools and in youth clubs**, the objective being to raise awareness in a playful, educational way about the issues related to climate change for Paris, and what the city can do to respond.

Paris Climate Plan

For more information

Use your mouse to interact with background features, discover and understand the different ways we can fight against climate change in Paris.

The game begins in 2004 and ends in 2050. In 46 rounds (= 46 years), you must put together a climate plan for the city by making changes that will reduce energy consumption, develop renewable energy, cut greenhouse gas by four, and help Paris adapt to climate change.
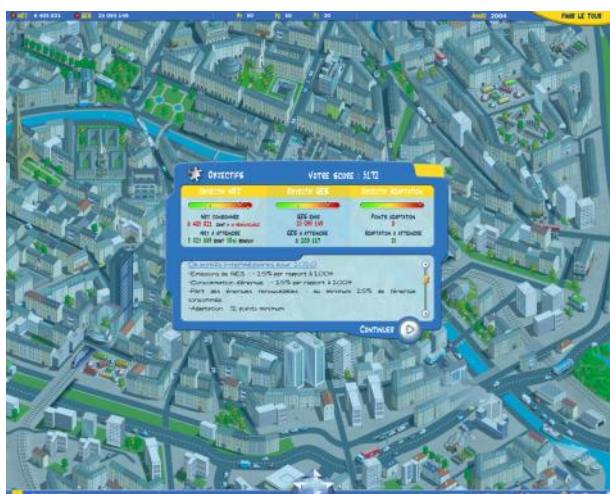
The 4 specific objectives you must meet to win the game:

- Cut 2004 greenhouse gas emissions by 75%
    - ✓ In other words, the maximum for 2050 is 6,200,000

- Cut 2004 energy consumption by 50%
    - ✓ In other words, the maximum for 2050 is 3,200,000

- Have a minimum of 50% renewable energy in the city's energy consumption

- Adapt the city to climate change
    - ✓ In other words, obtain a minimum of 35 adaptation points in 2050

Reducing greenhouse gases is something that concerns us all. Changes must be made in every area (housing, transport, urban planning, consumption, food, waste, etc.) and in various places (the Seine, buildings, parks, streets, cemeteries, the Eiffel Tower), not only by individuals but by businesses and government agencies.

The game's graphics and built-in parameters enable players to visualise changes in Paris caused by their chosen actions, year on year. If no action is taken, energy consumption and greenhouse gas emissions will rise each year. This trend is based on the supposition that nothing is done to combat climate change.

The game ends in 2050. Will you be able to help Paris develop into a sustainable city for the 21st century?
You may well have to try several times before you succeed…

Keywords: adaptation tool, city