

Playful Explorations

Non-domestic energy research through games design

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01

Research through games design (RtGD)

Games let us explore often invisible parts of system. As researchers and practitioners building technological interventions, games let us test and explore how our tech might impact complex (energy) systems. Following a Research through Games Design approach we surface new knowledge about ICT interventions and energy systems.

One RtGD Process



Energy Divination



What Where When Why

Energy Divination: Would you like to tell the future of energy?

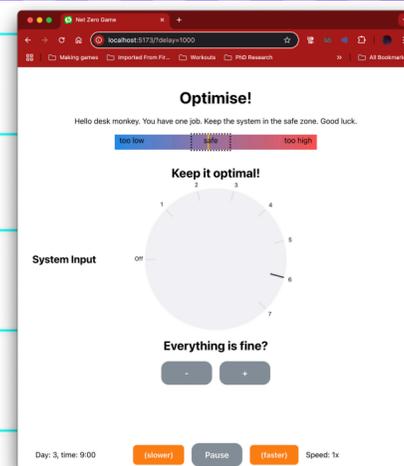
02

Energy Divination is a quick visual prompt game about using only visual information to predict energy futures. It encourages an alternative approach and perspective to the data-centric thinking that happens in energy research and ICT interventions.

03

Optimise! Turn the dial and learn on the job.

Optimise! is a short digital game that helps players peek at the complexity behind the dial. The game has players explore system breaking mechanics, confronting player's affordances and mental models of how energy systems work.



NotZero: Learn from historical Net Zero actions as a Climate Anthropologist

04



NotZero is a rules-light story-creation game where players uncover how businesses used ICTs and other means to enact or resist organisational energy and carbon reduction policies. Play as a Climate Anthropologists, from the future, researching how organisations responded to net zero policies with ICT.

<https://wp.lancs.ac.uk/net0i/>

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