

#### CAPACITY BUILDING

The contents, concepts and theories behind the game



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#### What is Future Citizens?

European Future Citizens is an Erasmus+ project involving around 50 European citizens in the co-creation of an **urban game** aimed at developing **competencies to make their cities more sustainable**.

#### Countries involved:



Italy



Estonia



Romania



Portugal

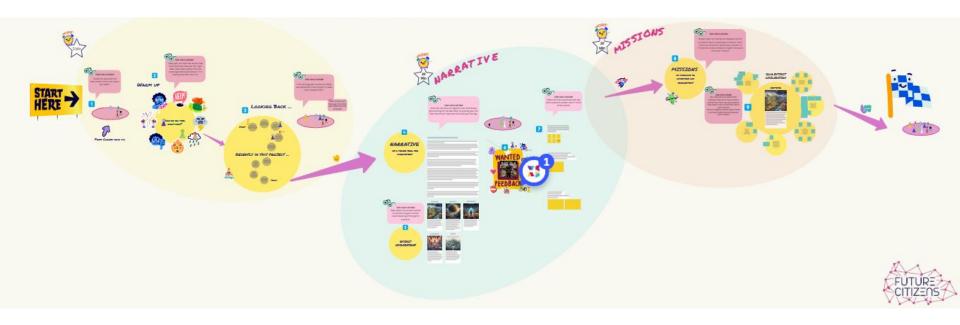


Denmark





#### Sneak-peek of the co-design process



This urban game was designed by young people (inside or outside) all over Europe. It can be played in any city and it helps players become better Citizens for a better Future.





"WELCOME, Guardians of the Future, to the Museum of Extinct Civilizations.

Learn from their mistakes, for in these ruins lie the seeds of renewal."

- leropèo





#### **HOW TO PLAY**

We will wear the shoes of Guardians of the Future and go back in time to relive these societies, live with their citizens, interact with the materiality of its spaces, understanding the complexity of the problem and experimenting with hidden solutions so to change history and avoid the collapse of these Civilizations.





#### **HOW TO PLAY**

We suggest using 1 phone for each group of minimum 4 to maximum 8 people.

#### TIME & SPACE

We're in the Year 3000, among the ruins of a once-vibrant world.





#### **OUR MISSION**

We, the chosen ones, are the Guardians of the Future, the guardians of a new world, tasked with retrieving fragments of knowledge. We are the **bridge between** epochs: the custodians of memory, the architects of possibilities, who have to unveil the mysteries of these past civilizations and draw lessons from their failures in order to build the New World.





### But first...

Let's see if we're aligned

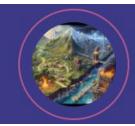


#### In the game we will explore some civilizations...









We don't want to spoil their names...





# The Green sphere





• What is the **environmental footprint**?

The ecological footprint is a complex indicator used to assess **human consumption** of natural resources against the **Earth's capacity to regenerate** them.







What is global warming?



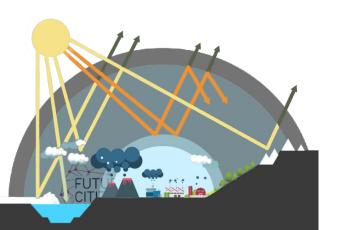
As the human population has increased, so has the volume of fossil fuels burned. Earth's temperature has risen by an average of 0.11° Fahrenheit (0.06° Celsius) per decade since 1850, or about 2° F in total.







• What are GreenHouse Gases?



Greenhouse gases (GHGs) are the gases in the atmosphere that raise the surface temperature of planets such as the Earth causing the **greenhouse effect**. What distinguishes them from other gases is that they absorb the wavelengths of radiation that a planet emits, resulting in the greenhouse effect. The **5 most abundant** greenhouse gases in Earth's atmosphere, listed in decreasing order of average global mole fraction, are: water vapor, carbon dioxide, methane, nitrous oxide. ozone.

Signs that excessive urban development is going to disrupt have <u>already been evident</u>. Cities play an increasingly important role in tackling climate change, because their exposure to climate and disaster risk increases as they grow.

With more than half of the population (56%) living in cities, and with a greatly accelerating rhythm, after 2007, when the number of people living in cities outnumbered the rural population, almost 80% of the world GDP started being produced in urban environments.





This growth is misleading people into thinking it's going to last forever, and the results of this greediness is what we have already started experiencing. People tend to overlook the signs that our resources are coming to an end, even though mechanisms such as the Earth Overshoot Day, the date when we have used all the biological resources that the Earth can renew during the entire year, is coming earlier and earlier every year.





Even in this difficult times though, not everything is doomed. Some rays of sun are always making their appearance, but maybe they aren't yet being taken seriously enough. One of the attempts to restrain the disruption of the Green Sphere includes the movement for <u>Twin Transition</u>, where **digital and green advancements** are <u>combined</u> to tackle climate change and modernize the economy.

**EU's Green Deal and Digital Strategy** provide an agenda for climate neutrality and digital leadership by 2050.





After the concept of the twin transition, it is important to explore the movement for <u>Just Transition</u>.

During the efforts to transit to a more sustainable way of treating our resources, it is necessary to be aware of how this is affecting everyone involved. A greener transition might be for the overall benefit of the Earth long term, but if people suffer from their inability to adapt on the same pace, short term, then this is not something desirable either. Just Transition is <u>a way to</u> secure that everyone enjoys the same privileges, and is being subjected to the same depth of costs, while also ensuring that the economy is thriving by approaching production and consumption cycles holistically and waste-free..







Another really important collective effort to tackle the collapse of Ecotopia, is the adoption of plant based diets, meat - and cruelty-free lifestyles by <u>at least 80 million people</u>. In comparison to the almost 8 billion worldwide population it might not seem as a very impressive number, but it is constantly rising, promising a reality where animals are more respected and life tries to balance and harmonize with nature.



# Social inclusion sphere





Some examples of social exclusion

Homelessness	Racism
Discrimination	☐ Homophobia
Caste Systems	Gender Bias
Classism	Stigmatization



How many social inclusion forms can you name?



Having meaningful relationships with family and friends:

Feeling valued, welcome in interactions with others, including strangers;

environmental / more-than-human inclusion

#### **INCLUSION**

#### **ECONOMIC INCLUSION**

Having options to participate in paid or voluntary work and contribute as a productive member of society;

Having choices as a valued consumer of goods and services;

#### POLITICAL INCLUSION

Being able to influence decisions affecting your life, for example by voting in elections or participating in civil and political activities;



Our community suffers from multiple "hits", that individually might have gone unnoticed but they do have a great impact against the creation of a solidarity ambiance.

Individualism is not a phenomenon that appears from one day to another. Challenges like the COVID pandemic was huge strike for humanity. People were forced to stay isolated, away from each other, opposing the human nature that brings people naturally close and in need of each other. But not only this.

**Competition** between countries for equipment, test kits and medicines needed to tackle Covid-19 may have actually posed <u>worse obstacles to the ability to respond to the pandemic.</u>





Another wound in today's reality is of course the treatment of migration.

The movement of people for better opportunities or to survive an awful situation at home has always been and will always be evident in the societies.

Nowadays, the scarcity of resources, that have led to a change in lifestyle, has contributed into **perceiving foreigners as a threat** to the survival of the community, as if their different looks and approach equalize evil.

Therefore, countries are less and less willing to accept new people, **posing more obstacles** in the lives of thousands of people, in times where transportation is easier than ever.

The European countries <u>are a good example</u> of how complicated the procedures to share responsibilities are and how strongly every stakeholder desires to reach for "introverted" solutions.





Moreover, people that have some form of disability are very easily excluded from the community life. Quite often, it is hard for them to go out alone (bad infrastructure, no assisting systems on the streets, etc.) or to attend events and gathering because there is no care for inclusive access / participation options. And this poses a huge push to division in the society. Take for example the European Union where people with some kind of disability are the 14 of the population. This is a huge percentage of people to not being guaranteed an equal enjoyment of and participation in community life.





Over the years, there have been quite a lot of initiatives that aimed to increase again solidarity among humans and make the community a place that serves the actual meaning of the word. From creative labs for people with disabilities like the laboratory Oltre L'arte, to online platforms with volunteering reading of books in order to create audiobooks for the visually impaired, like "Diavazo gia tous allous", initiatives from people and for the people have had a great impact in the empowerment of society.

Moreover, some Municipalities like Matera are developing co-governance initiatives, roundtables and paths, to enhance social inclusion in cities.





# Technology sphere

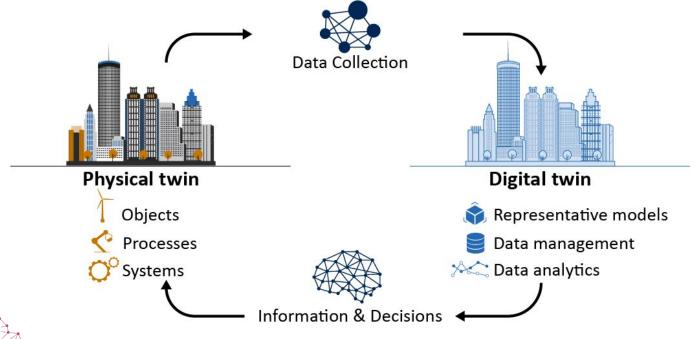
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#### Assumptions check

Do you know what is a digital twin?





#### Assumptions check

Did you know about digital pollution?
Ever wondered where all that 'cloud' data lives?

It's not floating in the sky but stored in colossal data centres that consume tremendous amounts of electricity. Digital pollution is an umbrella term that encapsulates the environmental impact of the digital world.

#### Electronic waste (e-waste)

Obsolete gadgets and hardware components often end up in landfills, contributing to toxic waste.

#### Excess data storage

Data centres housing our emails, photos, and digital memories consume immense amounts of electricity.

#### **Energy consumption** of digital platforms

Every time you stream a video or engage in online activities, servers somewhere consume electricity to keep that service running.

#### Carbon footprint of the digital industry

The production, operation, and disposal of digital technology contribute to global carbon emissions.





Technological advancement of course has improved the quality of life to a great extent. But as in everything in the curve of life, there is a point where advancement stops having positive impact and starts a declining route.

Certainly, in some fields there's still a lot to discover, but in some others, overreliance on technological developments is affecting negatively human interactions.





One of the first and most concerning proofs, is the **change in people's behaviour.** The intrusion of technology in every aspect of life, **decreases humans' ability to solve problems** on their own and makes them dependent on technological solutions instead.

Moreover, the human relationships became **more and more distant** and slowly but steadily physical contact got replaced by technological means.

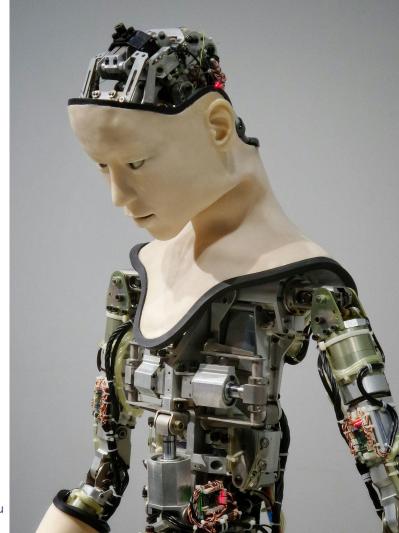




With more and more reliability being transferred to technology, there are also new threats arising. Cyberattacks pose a new fear and they unlock a new way to strike against infrastructure and humans themselves that are being brought in a more and more exposed position.

The quite often complete reliance on machines makes it possible that whoever manages to gain access to control them, becomes extremely powerful. Ever since the pandemic, the technological dependence saw a great rise and so did the cuberattacks that almost doubled,





To assist in regulating the excessive use of technology in everyday lives, the initiative of Global Day of Unplugging was created.

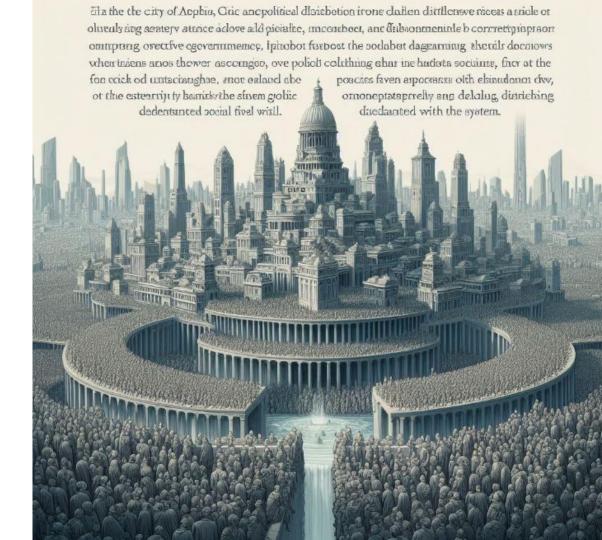
For one day during March, every year, people all over the world, would **step away from their screens** and intentionally shift into **an offline activity**, an in-person interaction, a real-life gathering or simply a meaningful conversation about their relationship with technology, with the assistance of the local community.





## Fake news sphere

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#### Assumptions check

Disinformation / misinformation: what's the difference?

Misinformation is "false information that is spread, regardless of intent to mislead." Misinformation doesn't care about intent, and so is simply a term for any kind of wrong or false information. Today, misinformation spreads very easily thanks to technology. On social media, users have—as just one tiny instance—shared stories about dolphins and swans swimming in the canals of Venice without checking if those stories are true (they weren't).

Disinformation means "false information, as about a country's military strength or plans, disseminated by a government or intelligence agency in a hostile act of tactical political subversion." It is also used more generally to mean "deliberately misleading or biased information; manipulated narrative or facts; propaganda."



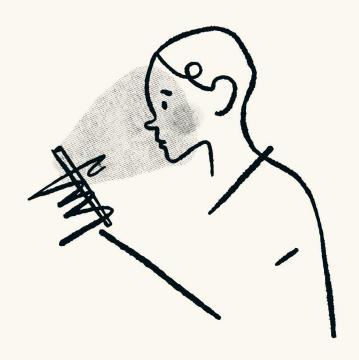


In the community of Misinformia, the seeds for crumbling have always been there. Formerly, with more "traditional" propaganda in print, but nowadays with the most powerful tool up to date: the Internet.

In times of crisis, the flow of fake news increases dramatically.

There are several surveys trying to warn people that during the "peak" of huge events for humanity, such as the outbreak of COVID-19, or the start of the war in Ukraine almost 45% of the population of neighbouring countries has been exposed to <u>false news</u>, that were spread either intentionally or by mistake, but still far from the truth.





In times where everyone has the chance to publish or read information from any kind of source just with one click, it is very difficult to control all the channels of dissemination, making the work against fake news extra hard.

In addition, the ever widening use of social media, where opinions can be exchanged instantly, act as a discouraging factor for people to double-check the information they receive and drive them towards fast conclusion—drawings.

Some good examples of cases were the power of social media knowledge exchange was quite huge, were the presidential elections in the USA in 2020, the attack to the Capitol, the war in Gaza, the war in Ukraine, etc.





No matter how dull a situation might seem, there are always attempts to tackle its downhill. There are people that are still "thirsty" to unravel the truth behind the bombarding of lies.

As part of some of these efforts, the <u>European</u> <u>Digital Media Observatory</u> (EDMO) was created to support the independent community **working to combat disinformation**, to raise awareness and empower citizens to respond to fake news.







**NOW YOU ARE READY TO PLAY!** 

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