



Serious Gaming for Sustainability – Educational, Policy, and Research Perspectives

Guest Editors:

Dr. Geertje Bekebrede

Delft University of Technology,
Faculty Technology, Policy and
Management, Department Multi
Actor Systems, PO Box 5015, 2600
GA Delft, The Netherlands

Prof. Dr. Ivo Wenzler

NHL Stenden University of
Applied Sciences, Academy of
Creative Technologies and ICT,
Rengerslaan 10, 8917 DD
Leeuwarden, The Netherlands

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Message from the Guest Editors

This Special Issue will focus on, but is not limited to, the following questions:

- For what purposes are games used regarding sustainability?
- What type of games or which game elements lead to a successful game or gameplay?
- Which theoretical concepts are used as a foundation of game design?
- What is the role of the DSR paradigm in developing serious games?
- What are the challenges and trends in serious gaming for sustainability?
- What are the best practices in the development and adoption of serious gaming for sustainability?
- How to generate and represent cultural content in games about sustainability?
- What are examples of successful applications and case studies?
- How to evaluate the impact of gaming on sustainability?
- What are the endogenous, exogenous, and autogenous intentions of serious games on sustainability?
- How sustainable is the change of participant behaviors and resulting actions due to a serious game?
- Do policymakers come to creative solutions around sustainability?
- What are the long-term effects of playing games for sustainability?





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Prof. Dr. Marc A. Rosen

Faculty of Engineering and
Applied Science, University of
Ontario Institute of Technology,
Oshawa, ON L1G 0C5, Canada

Message from the Editor-in-Chief

I encourage you to contribute a research or comprehensive review article for consideration for publication in *Sustainability*, an international Open Access journal which provides an advanced forum for research findings in areas related to sustainability and sustainable development. *Sustainability* publishes original research articles, review articles and communications. I am confident you will find the journal contributes to enhancing understanding of sustainability and fostering initiatives and applications of sustainability-based measures and activities.

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MDPI, Grosspeteranlage 5
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