

REGARDING THE GAME: Climate Challenge

http://www.bbc.co.uk/sn/hottopics/climatechange/climate_challenge/

General Description: A very interactive computer game with numerous choices for individuals and governments that are linked to financial resources, carbon emissions, food, water and energy. Includes some information on climate change, including the level of temperature rise. Comments from other world nations are provided as you choose to influence their commitments to reduce emissions by subsidizing them or not. The game encompasses the decades between now and 2100 and choices change as the game progresses. Descriptions as well as pro and con public comments are available for each choice.

Age: Approximately 13 and older.

Number of Players: One.

Ease of Play: Easy to moderate.

Format: A computer game with changing screens where you role play as the president of European nations and make decisions in the realms of national government, trade, industry & agriculture, local concerns and households. Strategy: Make the right choices to reduce carbon emissions while not running out of money, water, food, energy as shown in changing bar graphs. You must also protect you political popularity. A final score at game's end shows how well you have done in the various categories.

Scientific Validity: References to individual game authors and the International Panel on Climate Change are provided.

Up to Date: Yes. Version 646, copyright 2006 was reviewed.

Strengths: Provides a challenging environment that mimics real world decisions and links them to levels of natural and human resources.

Weaknesses: None obvious.

Focus: Policies that should or should not be made by the European Union.

Cost: Free download from the bbc.co.uk website via the globalwarmingkids.net website.